U/NUS-NRZE-USA

INSTRUCTION BOOKLET

RR64

RIDGE RACER® 64

NINTENDO 64

NINTENDO.64

Vinm's Lair

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Thank you for selecting the Ridge Racer® 64 Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

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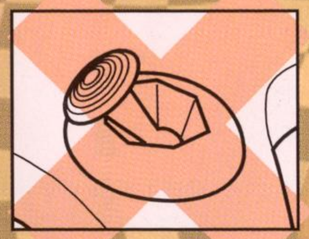
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About the Controller

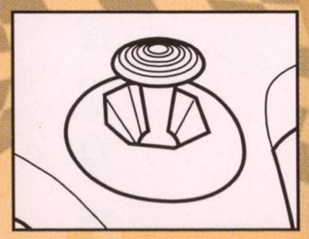
The Nintendo® 64 Controller

The Nintendo 64 Control Stick uses an analog system to read the angles and directions 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. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

Holding the Controller



While playing Ridge Racer 64, we recommend you use the hand positions shown at 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 the A, B or C Buttons.

Connecting the Controller



Four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers to play in the two-, three- or four-player game modes.

N64 Rumble Pak™

This game is compatible with the Rumble Pak® accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is turned OFF when inserting the Rumble Pak accessory.

CONTROLS

These are the default control settings. To choose a different controller configuration, select Options on the Main Menu. (See pg. 18 for details.)

L BUTTON

In game: Shift down (Manual Transmission only)

+ CONTROL PAD

In game: Steer (← and →)
Menu screens: Change selection

START

In game: Bring up Pause Screen
Menu screens: Confirm selection

Z BUTTON

In game: Shift down (Manual Transmission only)
Menu screens: Stop 3-D image from turning

CONTROL STICK

In game: Steer (← and →)
Menu screens: Change selection

R BUTTON

In game: Shift up (Manual Transmission only)

C BUTTONS

C←: Menu screens: Rotate 3-D image clockwise
In Game: Toggle mirror on and off in cockpit view

C→: Menu screens: Rotate 3-D image counter-clockwise
In Game: Toggle radar map on and off

C↑: In game: Toggle between cockpit and exterior views

C↑/↓: Menu screens: Change vertical camera angle on 3-D image

A BUTTON

In game: Accelerate
Menu screens: Confirm selection

B BUTTON

In game: Brake
Menu screens: Cancel selection and/or return to previous screen

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Single-Player Modes

Quick Play
Jump right into the race! Race 3 laps around the Revolution Novice course in the F/A Racing car against 11 computer-controlled cars. Your car will be an S Class with automatic transmission.

Grand Prix
This is the main mode! Choose any available track and any available car, then select certain settings. The number of laps is pre-determined for each track, and you will race against 11 computer-controlled cars.

Car Attack
Compete for better cars! Once you have won the first stage trophy, the Car Attack mode will become available. Choose the car you want to race against. Select any available car and determine certain settings. The number of laps is pre-determined for each track, and you will race against a single, higher-powered computer opponent. If you beat the computer car, that car will be added to your Garage (see pg. 17).

Time Attack
You have the track all to yourself! After choosing the course, select Time Attack or Freerun. If you choose Freerun, there will be no set number of laps. To exit out of this practice mode, press START to access the Pause Menu.

If you select Time Attack, the number of laps will be preset to match the Grand Prix races. If you break a lap or race record in this Set Records mode, you will be asked to enter your name for the record book. Press ← and → on the + Control Pad to move the cursor and ↑ and ↓ to scroll through the characters. When you have finished entering your name, press the A Button.

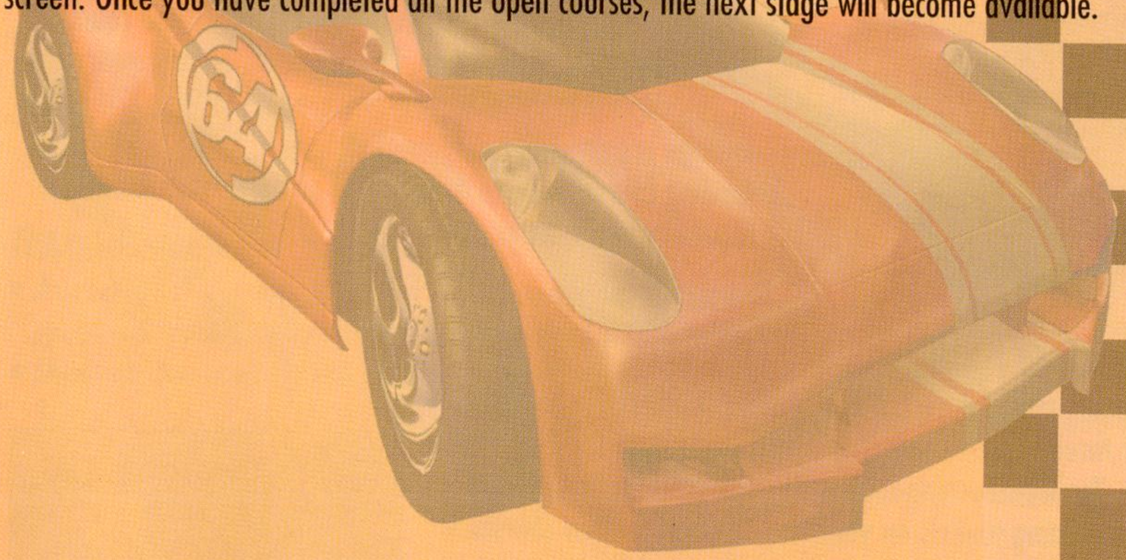
Course Select

Press ← and → on the + Control Pad to switch between the available courses and press the A Button to select one. The best overall race time will be displayed for each course.

Different options will be available depending on the play mode, number of players and course selected.

- **Laps:** The number of times you will race around the track.
- **Cars:** The total number of cars that will race (this includes all players, plus computer-controlled cars).
- **Teams:** The number of teams that will race.
- **Handicap:** When handicap is On, top speed will increase slightly for any player's car that is not in first place.

The Courses
The first time you play, only the first stage (the first three Novice tracks) will be available. When you place first on a track, a checkered-flag icon will appear for that course on the Course Select screen. Once you have completed all the open courses, the next stage will become available.



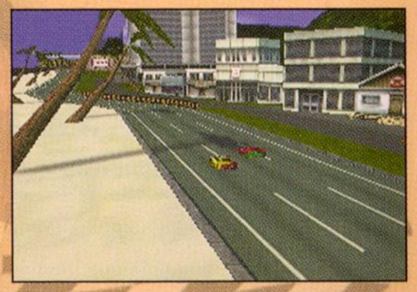
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THE ENVIRONMENTS

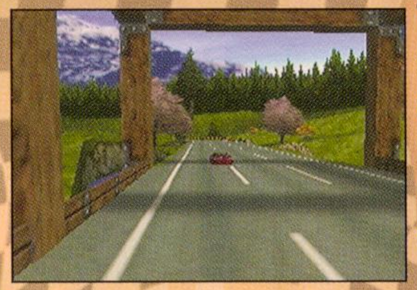
There are three environments in Ridge Racer 64, each with three courses of varying difficulty. Each course will be run on a certain section of the surrounding environment.

Ridge Racer

The city-scape of Ridge Racer is the backdrop for these classic races. Race through the crowded downtown, then blast through the mountain tunnels on your way to the sunny beaches nearby. For the Ridge Racer elite, a high-speed race through the moonlit downtown has been created exclusively for Ridge Racer 64. If you have what it takes, you can compete on these streets which, until now, have been seen but never raced on.



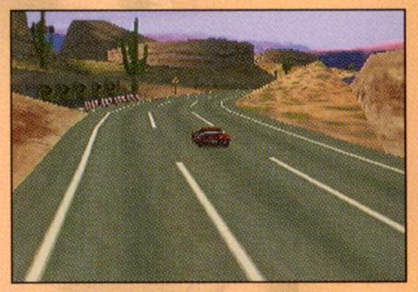
Revolution



The scenic Northwest is the new setting for the three courses from Ridge Racer Revolution. Leave the city in your rearview as you climb into the evergreen-covered mountains and rocket through breathtaking canyons and valleys. These narrow, winding courses require driving skill and precision to master, especially in the latter stages.

Renegade

The sun-baked desert of the Southwest paints the background for three all-new courses designed exclusively for Ridge Racer 64. You'll be burning rubber through sand-blasted gulches and twisting tunnels on your way through devious courses designed to test your Ridge Racer driving skills. No time to stop for water! These courses are the toughest you'll encounter at each stage.



CAR SELECT

After you have chosen a course, the Car Select screen will appear. Scroll through the available cars by pressing ← and → on the + Control Pad. Press the A Button to select one and move on to the other options. For each option, press ← and → to change the status and press the A Button to confirm.

Car Statistics

- **Acceleration:** How quickly the car can reach its top speed. Good acceleration is important for going up hills.
- **Speed:** The car's top speed in relation to the other cars. A high top speed is beneficial on courses with many straight-aways.
- **Handling:** How responsive the car is to controls. Better handling lets you corner more easily.
- **Grip:** How well the car can handle corners without sliding. Good grip gives you better traction in the turns, but less grip makes drifting easier (see pg. 15).

Color

Press ← and → on the + Control Pad to customize the color of your car.

Engine Classes

The engine classes are S, R, X and Z. The higher a car's engine class, the higher its top speed. Higher engine classes will be used on more difficult tracks.

Transmission

- **Automatic:** Your car's gears will automatically be changed for you, but your car's maximum speed will be slightly lower than with a manual transmission.
- **Manual:** You must change gears yourself. Press the R Button to shift up and the L or Z Button to shift down. When the tachometer reaches the red zone, shift up for maximum acceleration.

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Car Introductions

F/A Racing

- **Speed:** Average
- **Acceleration:** Average
- **Handling:** Average
- **Grip:** Average

A good beginner car with solid all-around features. The F/A Racing car is the best for getting you quickly into the game, no matter what your driving style is.



RT Ryukyu

- **Speed:** Average
- **Acceleration:** Low
- **Handling:** High
- **Grip:** High

An excellent car for mastering tight courses. The RT Ryukyu features responsive handling and tires that really grip the road.



Pac Racing

- **Speed:** Average
- **Acceleration:** Very High
- **Handling:** Very Low
- **Grip:** Very Low

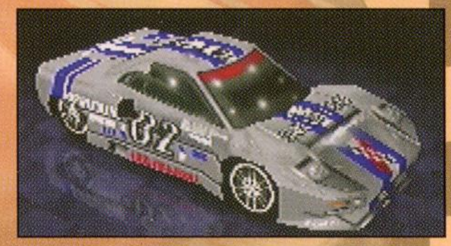
Great for drifting the corners like a Ridge Racer pro. The Pac Racing car excels at power-sliding the turns, then breaking out and blasting down the straight-aways.



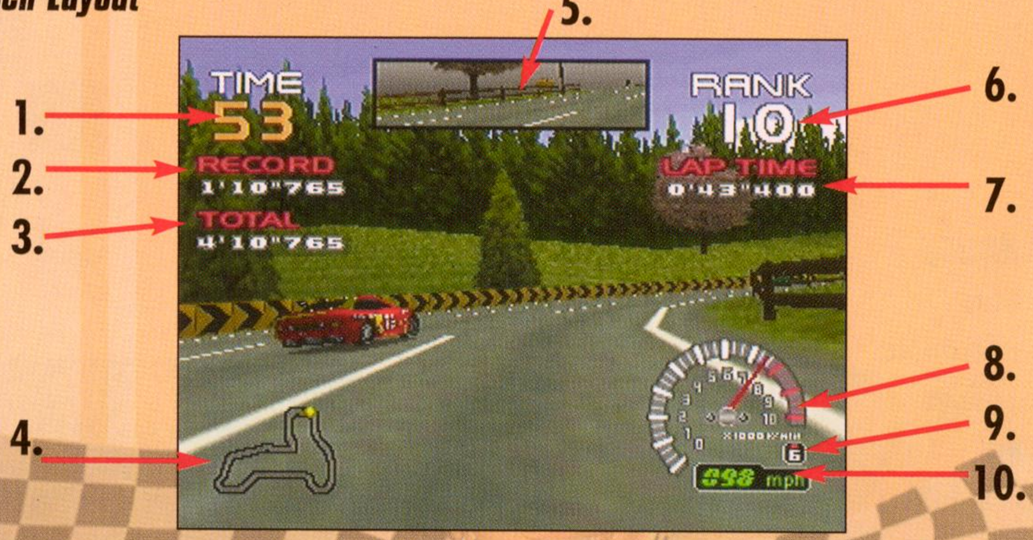
RT Solvalou

- **Speed:** High
- **Acceleration:** Very Low
- **Handling:** Average
- **Grip:** Low

The best car for all-out speed. If putting the pedal to the floor is your game, then the high-velocity RT Solvalou is for you.



Screen Layout



1. **Time:** Time left to reach the next checkpoint, measured in seconds.
2. **Record:** The best lap time in the current race.
3. **Total:** Your best total time on the current track.
4. **Map:** A map of the course. In Grand Prix mode, your position is indicated by a red dot. In Car Attack mode, your rival's position will be displayed as a yellow dot.
5. **Rearview Mirror:** Shows what is behind your car. Available only in the cockpit view (see pg. 15).
6. **Rank:** Your current position.
7. **Lap Time:** Time spent on the current lap and the total times for completed laps.
8. **Tachometer:** Number of engine revolutions, measured in thousands per minute.
9. **Gear Indicator:** Shows which gear your transmission is in.
10. **Speedometer:** Your speed, measured in miles per hour.

3-D Car and Map Views

On the Course Select and Car Select screens, you will see a 3-D image of either the map of the selected course or the selected car. Press the C ↑ and C ↓ Buttons to change the vertical camera angle. Press the C ← and C → Buttons repeatedly to make the image spin clockwise or counterclockwise at varying speeds. Press the Z Button to make the image stop spinning.

Multi-Player

Two, three or four players may compete in Multi-Player mode. You must have at least two controllers connected to the Control Deck for the Multi-Player option to become available on the Main Menu.

Mode Selection

- **Battle Mode:** Players compete against each other in a single race.
- **Stage Mode:** Players race against one another through an entire stage of races. Points are awarded based on how players finish in each race, as follows: 1st place = 5 pts., 2nd place = 3 pts., 3rd place = 1 pt., 4th place = 0 pts. The player with the most points at the end of the stage wins.
- **Team Mode:** Players race in teams of two with up to three teams competing at once. Players may have either a human or computer teammate. Teams will compete through an entire stage. Points are awarded in each race, and the team with the most points at the end of the stage wins.

Number of Players

Press ← and → on the + Control Pad to highlight the appropriate number of players and press the A Button to confirm. After choosing the number of players, you may be asked to select from as many as four different screen layouts.

Race Course Select

See pg. 7 for details on course selection.

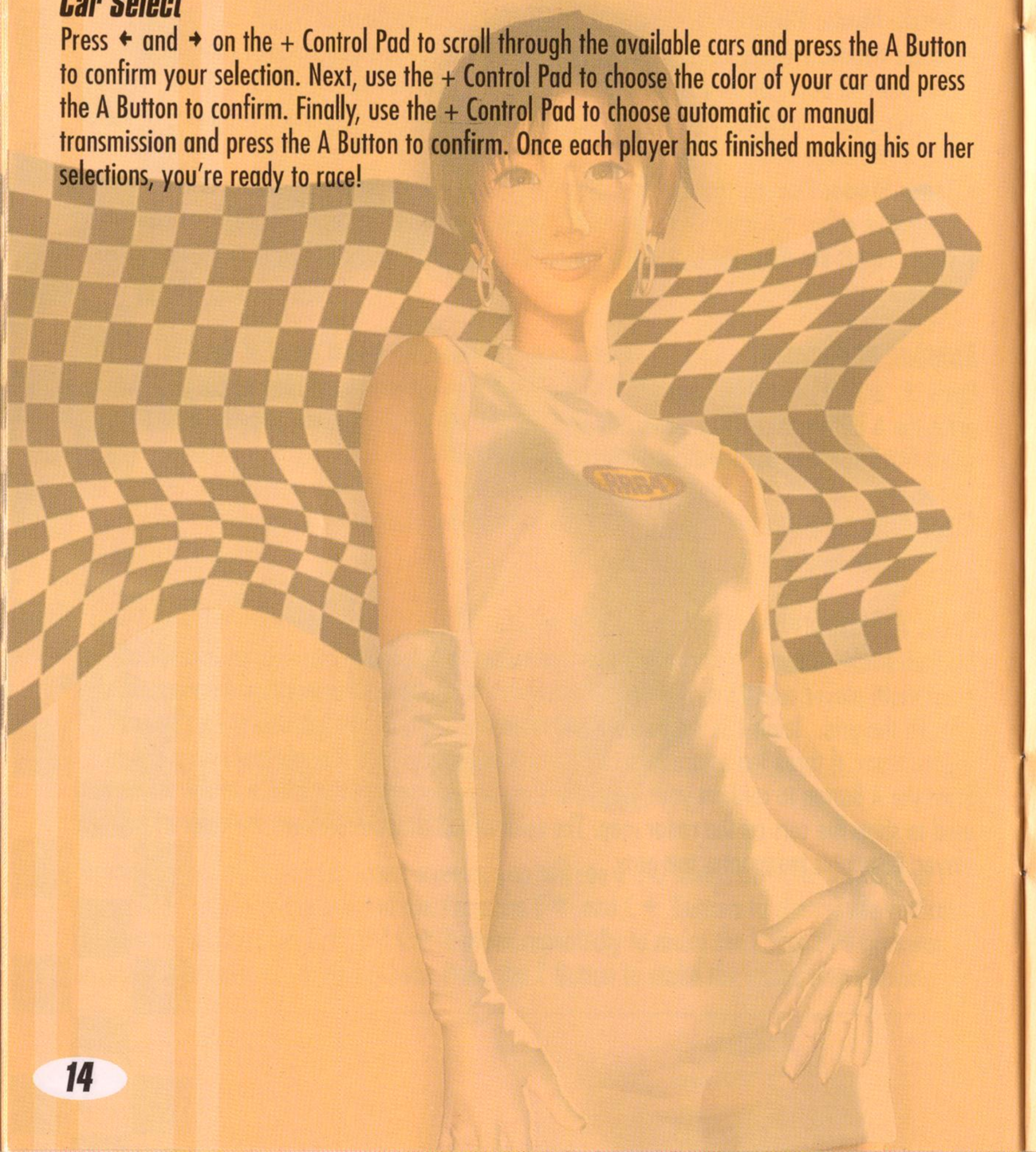
Team Selection

In Team Mode, you must select which team you want to belong to after you have made all the other multi-player selections. Use the + Control Pad to move your player icon over one of the slots on the grid. Team 1 is the yellow circle team displayed on the left. Team 2 is the red square team. If three teams are selected, Team 3 will be the blue triangle team on the right. Press the A Button to confirm your selection. The shapes associated with each of the teams are used to show the cars on the radar map. The color of the shape represents the color of the player. Computer teammates are gray.

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Name Entry
Press ← and → on the + Control Pad to move the cursor and ↑ and ↓ to scroll through the characters. When you have finished entering your name, press the A Button.

Car Select
Press ← and → on the + Control Pad to scroll through the available cars and press the A Button to confirm your selection. Next, use the + Control Pad to choose the color of your car and press the A Button to confirm. Finally, use the + Control Pad to choose automatic or manual transmission and press the A Button to confirm. Once each player has finished making his or her selections, you're ready to race!

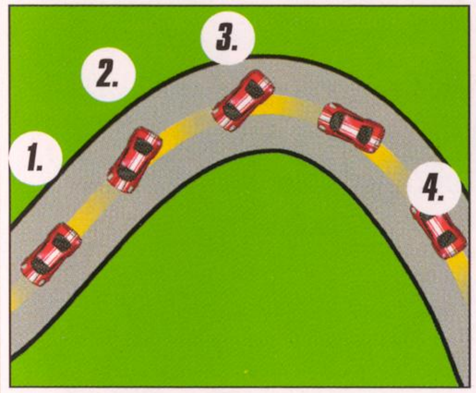


How to Play

Controlling Your Car
Press the A Button to accelerate and the B Button to brake. You can steer by pressing ← and → on either the + Control Pad or the Control Stick. When using manual transmission, press the R Button to shift up and the L or Z Button to shift down. Note: These are the default controls. To choose a different controller configuration, select Options on the Main Menu. (See pg. 18 for details.)

Drifting

One of the most popular features of Ridge Racer is the ability to "drift" when cornering. Using this technique will allow you to maneuver smoothly through tight curves.



Acceleration Drifting
1. As you approach the curve, release the accelerator.
2. Begin your turn, then accelerate again. The back of your car will "fishtail."
3. Turn the steering wheel slightly toward the outside of the curve (in this diagram, you would steer left), and your car will realign with the track.
4. Straighten out your car as your tires again grip the road.

Brake Drifting
This technique is best at lower speeds and will help you keep tight control of your car.
1. As you approach the curve, begin to steer into the direction of the turn (in this diagram, you would steer right). Release the accelerator and tap the brake quickly.
2. Accelerate again to drift. Follow steps 3 & 4 above to finish the turn.

Although this move may seem difficult at first, keep practicing, and you'll have it mastered in no time!

Switching Views
Press the C ↑ Button to switch between three available views: one cockpit view and two exterior views. To turn the rearview mirror on or off while in the cockpit view, press the C ← Button. The rearview mirror is not available in the exterior views.

Checkpoints
There are several checkpoints along each course. You must reach each checkpoint within the specified amount of time (indicated by the Time display on the screen), or you will lose the race.

Pause Menu
Press START during a race to pause the game and bring up the Pause Menu. Press ↑ and ↓ on the + Control Pad to highlight your selection and press the A Button to confirm.
- **Continue:** Return to the race.
- **Restart:** Quit the current race and start over from the beginning of the first lap.
- **Retire:** Quit the race and return to the Course Select screen.

Final Results
When you finish, you will see a replay of the race. Press the A Button to stop the replay, or just wait until it finishes. A screen will then appear, displaying your final ranking, as well as times for each lap and for the entire race. If you win first place, a checkered-flag icon will appear for that course on the Course Select screen.

GARAGE

Cars
Here you can see any of the available cars and view their statistics. Press ← and → on the + Control Pad to switch between cars. To add more cars to your Garage, you must beat the computer cars in Car Attack mode (see pg. 6). For details on the statistics, refer to pg. 9.

Trophies
Press ← and → on the + Control Pad to view any of the trophies you have won.

Records
Only records set in Time Attack mode will appear in the Garage. These records must be saved to individual save slots (see next section).
- **Lap Records:** View the fastest lap times for each course.
- **Race Records:** View the fastest total race times for each course.

Records set in Grand Prix and Car Attack are only displayed on the screen while you are racing in those modes. These records are not saved to the Game Pak.

LOAD AND SAVE

There are three save slots. All Time Attack records, option settings and game progress are saved to these slots. To save your game, choose Load and Save from the Main Menu. Press ← and → on the + Control Pad to choose the slot you wish to modify. After pressing the A Button, press ← and → on the + Control Pad to choose between Save, Load, Erase and Edit. Follow the prompts that come up after each selection. For each saved game, the following information will be displayed: player's name, total play time and save code. The save code displays the number of stages that have been unlocked and the number of cars that have been collected.

Note: If you do not save your game before turning the Control Deck OFF, any courses and vehicles unlocked since the last time you saved will be lost!

OPTIONS

To scroll through the Options Menu, press ↑ and ↓ on the + Control Pad. To select an option, press the A Button. To cancel a selection and return to the previous screen, press the B Button. To change the setting within an option, press ← and → on the + Control Pad.

Controller Configuration

Press ↑ and ↓ on the + Control Pad to select which Game Controller to modify the settings for. Using Player 1's Controller, press ← and → on the + Control Pad to select one of four different configurations.

Race Settings

- **Drift Mode:** Select Ridge Racer Classic, Revolution or RR64. With a Classic drift style, your car will lose less speed when drifting, allowing the power slide—and the resulting lack of control—to go on longer. With the Revolution drift style, your car will lose a lot of speed when drifting, but your control will return much more quickly. The RR64 drift style is the default and provides the highest level of control.
- **Collision Mode:** Choose the arcade-style Ridge Racer Revolution or the more realistic RR64 Progressive. RR64 Progressive is the default.

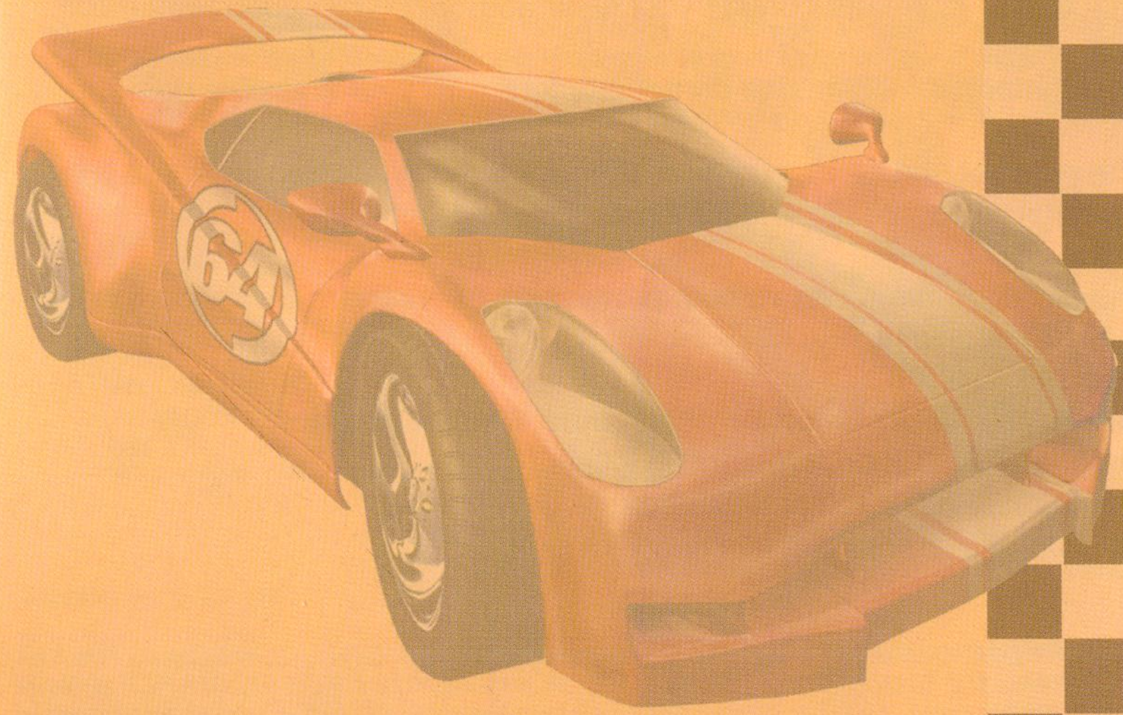
Display Settings

- **Screen Size Adjust:** Use the C Buttons to adjust the placement of the instruments around the edge of the screen.
- **Instrument Display:** Turn each display item On or Off. Select Reset to return to the default settings. When you are finished, select Done to return to the Display Settings Menu.
- **Brightness Adjust:** Use the bars and sample screen shots as reference for adjusting your television's brightness settings.

OPTIONS

Audio Settings

- **Music Volume**: Set the volume level of the background music.
- **SFX Volume:** Set the volume level of the sound effects in the game.
- **Output:** Select Stereo or Mono.
- **SFX Check:** Listen to the sound effects used in the game. Press ← and → on the + Control Pad to select a sound effect, then press the A Button to hear it.
- **Music Player:** Listen to the various music tracks found in the game while you watch a demo race. Press ← and → on the + Control Pad to switch tracks. To remove the interface and see a full-screen demo, press the L Button. To restore the interface, press the R Button.



IMPORTANT:

REV. B

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WARRANTY & SERVICE INFORMATION

REV. K

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This warranty is only valid in the United States.

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NEED HELP WITH INSTALLATION,
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