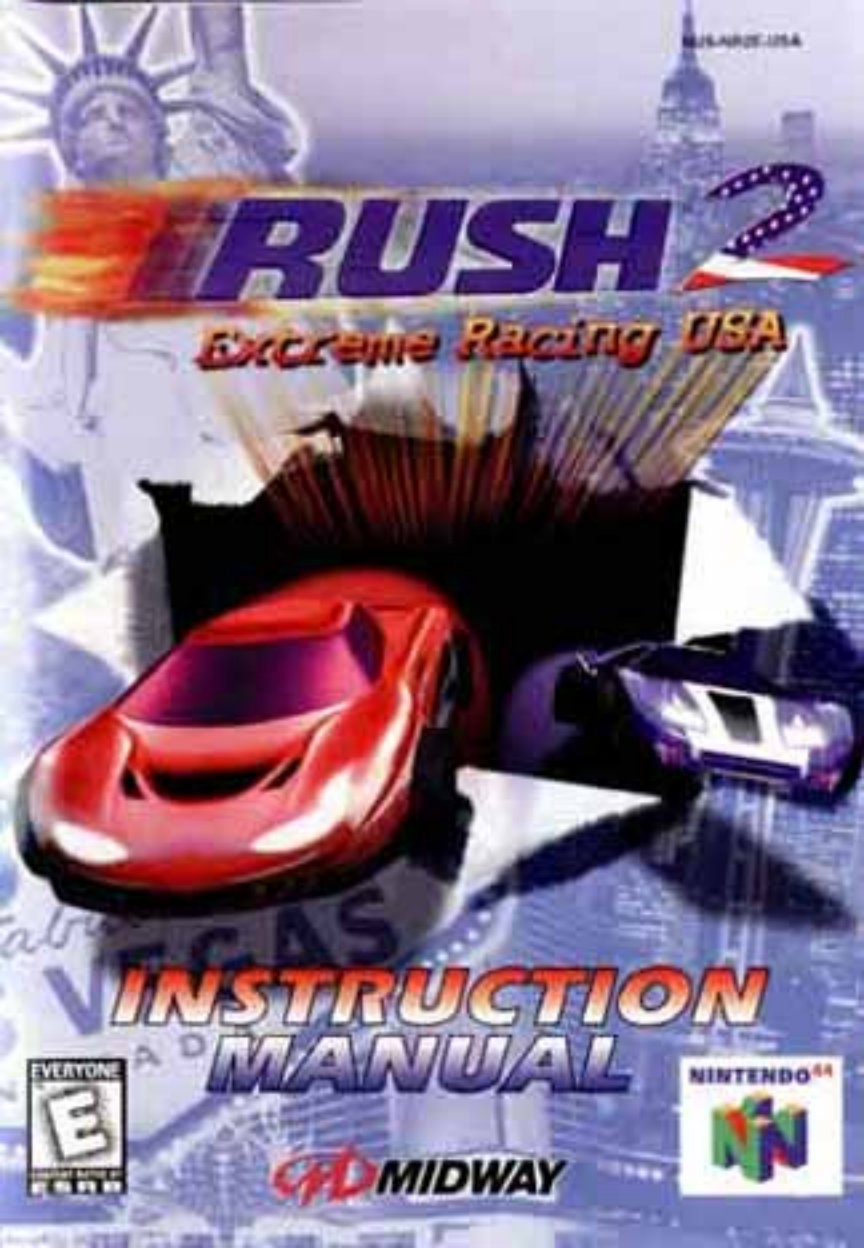

RUSH 2
Extreme Racing USA
INSTRUCTION MANUAL
EVERYONE
E
MIDWAY
NINTENDO 64

WARNINGS

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.

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.

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.

Midway Customer Support
(903) 874-5092
10:00am - 6:30pm - Central Time
Monday - Friday
AUTOMATED HELP LINE OPEN 24 HOURS A DAY

LICENSED BY NINTENDO

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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 the **START Button** 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.

Using the Rumble Pak

It is important to only switch your Rumble Pak and Controller Pak before a game or when the game is paused.

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.

CONTROLLER

BEFORE YOU BEGIN YOUR GAME, FAMILIARIZE YOURSELF WITH THE CONTROLS.



Menu Selections

- Press **Up** or **Down** on the **Control Pad** to highlight menu items.
- Press **Left** or **Right** on the **Control Pad** to cycle options.
- Press the **A Button** to select an option.
- Press the **B Button** to go back to the previous menu.

DEFAULT CONTROLS



You can modify your controller any way you like (see **Configure Controls**, pg. 9).

MAIN MENU



Press **START** at any time during the Title Screen and Demo to view the Main Menu. It displays several options to get you ready for the challenging tracks of ***Rush 2***.

ONE RACE

The One Race option allows you to pick any car and track for a nice, fast Sunday drive in the city. Select this option to view the Select Player Screen (see **Player Select**, pg. 10).

CIRCUIT

Race the 28 track circuit of ***Rush 2***. You can use a Controller Pak or the game's passcode (see **Circuit Codes**, pg. 23) capability to save your circuit race information over a period of time. You'll race 28 tracks, accumulating points toward the Circuit Championship. Game Options are preset and cannot be changed during your circuit race, but you can turn Death Mode ON or OFF (see **Deaths**, pg. 13). Display and Rumble Pak may be changed at anytime (see **Setup Options**, next page). You can also setup your circuit race for two players. Both players race on every circuit track together. When you select this option, you'll go to the Select Player Screen (see **Player Select**, pg. 10).

PRACTICE

Select any car and any track to practice your driving skills. You'll be all alone with 999 seconds of practice time. Practice will help prepare you for the ***Rush 2*** Circuit, and you can spend some time looking for Shortcuts. When selected, you'll go to the Select Player Screen (see **Player Select**, pg. 10).

RECORDS

Check out the current record times and personal statistics for each track (see **Records**, pg. 23). Hopefully, your name will one day fill the screen in every category!

OPTIONS

OPTIONS



Rush 2 has several options to set up each race the way you want. To make changes, press the **Control Pad Up** or **Down** to highlight an option, then press **Left** or **Right** to cycle through the choices or turn the option **ON** or **OFF**.

Track Map
Default is **ON**. Turning this option **OFF** will increase the challenge, especially on maps you haven't become familiar with.

Radar
Default is **ON**. If you don't care who's around you, turn it **OFF**.

Time Elapsed
Default is **ON**. If turned **OFF**, you won't know how long you've been racing. But as long as you win, who cares?

Time Remaining
Default is **ON**. If you turn this option **OFF**, you'll still be warned if you're running out of time. Listen for chimes.

Tachometer
Default is **ON**. If you can listen to the engine and know your RPM anyway, try turning this option **OFF**.

Speedometer
Default is **ON**. Most racers like to know how fast they're going, but if you don't, turn this option **OFF**.

Place
Default is **ON**. Don't care what place you're in? Turn it **OFF**.

Gearshift
Default is **ON**. This option won't appear if you have an Automatic transmission, but you can turn it **OFF**.

Metric
Default is **OFF**. Turn on to view speed in Kilometers per hour.

Wrong Way
Turn the Wrong Way flags **ON** or **OFF**.

Rumble Pak
See **Rumble Pak**, pg. 13.

CONFIGURE CONTROLS



Everyone has their own preferences when it comes to driving, so ***Rush 2*** lets you modify your default settings the way you want. Here's how:

Press the **Control Pad Up** or **Down** to highlight the control you want to change, then press **Left** or **Right** to cycle through the available buttons for that function.

When you select a button that is being used for another function, a red marker will appear. When this happens, you'll need to repeat this process to change the duplicate button to an available button. Otherwise, you cannot leave this screen.

To return to the default control settings, press the **L** and **R Buttons** simultaneously. When you've finished making changes, press the **B Button** to return to the Setup Menu.

AUDIO

Modify the game's default Effects Volume, Music Volume, Engine Volume and Music Track selection. Press the **Control Pad Up** or **Down** to highlight the option you want to change, then press **Left** or **Right** to make the change.

The Music Track option allows you to listen to a specific song as you drive.

PLAYER SELECT



Before you begin each race, the Select Player Screen will appear, displaying two options: **One Race** and **Create Player**.

JUST PLAY

This option lets you race one single race without permanently saving any high scores on a Controller Pak. This is a good option to select if you just want to practice or just have some fun on the tracks. After you select this option, you'll go to the Select Track Screen (see **Track Selection**, pg. 11), then you'll select a car at the Select Car Screen (see **Car Selection**, pg. 18).

CREATE PLAYER

With a Controller Pak inserted in your controller, you can enter your name and create a player. Scores and Circuit (see **Circuit**, pg. 7) results will be saved to your name as you complete races, as well as your car selection and last track played.

When you create a player, the name will appear in the lower portion of the screen. To enter a name:

Press the **Control Pad Up**, **Down**, **Left** or **Right** to highlight a character, then press the **A Button** to select it. Repeat the process until the name is complete. Select **SPC** to add a space, **DEL** to delete a character and **END** to enter a completed name. You must then select that name each time you want to continue your Circuit race.

TRACK SELECTION

Rush 2 includes 9 selectable tracks. In One Race and Practice modes, you can select any track at the Select Track Screen. Press the **Control Pad Left** or **Right** to cycle through the available tracks.

Press the **Control Pad Down** to access the Game Options (see **Game Options**, pg. 12 - 13), then press **Left** or **Right** to adjust them.



If you're playing in Circuit mode, the tracks will be selected for you. Because you're racing in an organized Circuit, you'll experience different tracks to race on. The tracks are created from the original 7 tracks, using the **Backwards** and **Mirror** settings.

The original 7 tracks (**Alcatraz**, **New York Uptown**, **New York Downtown**, **Los Angeles**, **Las Vegas**, **Seattle** and **Hawaii**) are used to create the remaining 28 tracks using Mirrored and Backward (see **Mirror** and **Backward**, next page).

After you select your track, you'll go to the Select Car Screen (see **Car Selection**, pg. 18).

For more information on the tracks created for ***Rush 2***, see **The Tracks**, pg. 14-17.

GAME OPTIONS



Make changes to the Game Options available on the Track Selection Screen (see **Track Selection**, pg. 11). Press the **Control Pad Up** or **Down** to highlight an option, then press **Left** or **Right** to cycle the settings.

LAPS

Set the number of laps for each race from **1** to **8** laps. As a beginner, you may want the maximum amount of laps to give yourself time to catch up if you find yourself in the back of the pack.

DRONES

You can select the number of competing drones for each race. Select from **0** to **7** drones to race against.

BACKWARD

Select this option to reverse the direction you drive on each track. You'll drive in the opposite direction, but remember, discovered shortcuts in the default track direction will not remain the same using **Backward**. You'll find shortcuts specifically designed for the **Backward** setting.

MIRROR

When selected, the **Mirror** option will change the tracks to a mirror image of the game's default track setting. Right turns become left, and left turns become right turns, so don't be fooled by the change in the terrain.

FOG

Make changes to increase or decrease your visibility on the tracks. Set **Fog** to **Light**, **Moderate**, **Heavy** or **Extreme**. The fog changes will be displayed as you increase or decrease fog intensity on the Track Selection Screen (see **Track Selection**, pg. 12). Once you become familiar with the tracks, try adding more fog to increase the challenge.

GAME OPTIONS

Wind

Due to the increased "air time" in ***Rush 2***, an option is available to add some ease or difficulty to jumping high in the air. Set the game's **Wind** setting to **None**, **Light**, **Moderate**, **Heavy** or **Extreme**. Landing will be more of a challenge as the wind increases.

Difficulty

The higher you set the **Difficulty**, the more competition you'll get from the drone cars. If things are getting too easy for you out there, set the **Difficulty** to a higher setting. The settings are **Very Easy**, **Medium**, **Hard**, **Very Hard** and **Extreme**.

Handicap

The **Handicap** settings allow players to catch up to other players a bit easier when they fall behind in the race. To catch fast drones, set the game's difficulty settings to an easier setting. Use the **Full** setting to experience more competition during the race. When set to **None**, it's every man (or woman) for themselves! The Some setting adds to the competition without a seemingly unfair amount of help to the trailing car.

Checkpoints

See **Checkpoints**, pg. 21.

Deaths

The game's default **Death** setting is **OFF**. This means when you crash, you'll receive a fresh car to continue the race. When **Death** is set to **ON**, the race is over when you crash, and you'll automatically come in last.

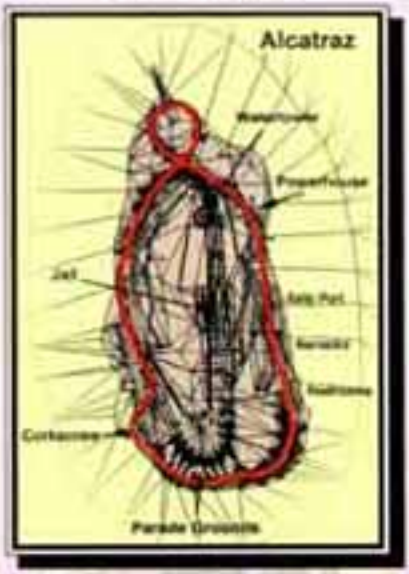
Rumble Pak

With a Rumble Pak inserted into your controller, you can select Sensitive to feel the sensation of your car's tires skidding around turns as well as any collisions or bumps. Set this option to Insensitive to feel only the jolt when you make contact with other cars, or when you hit the ground hard following a jump.

Note: As you make changes to an option, a "**2**" will flash. At this time, you can press the **Z Button** to return that option to its default setting.

THE TRACKS

ALCATRAZ



HAWAII



THE TRACKS

HOLLYWOOD



LAS VEGAS



THE TRACKS

NEW YORK UPTOWN



NEW YORK DOWNTOWN



THE TRACKS

SEATTLE







EASTER EGG! -TAG! YOU'RE IT!

During the 3-2-1 countdown in 2 Player Practice Mode, press the **Top C Button** to access Tag Mode for a 5 minute period. Player 2 starts as "IT", indicated by an "IT" icon in the upper left portion of the screen. The "IT" player will always be sent to another part of the track to put some distance between the players. When a player crashes, he becomes "IT". Play Tag until the timer runs out, then the player with the least amount of time showing wins. Have Fun!

CAR SELECTION

There are 16 available machines to choose from in ***Rush 2***. The Select Car Screen displays the current car selected, as well as several options that let you customize your car.



Press the **Control Pad Left** or **Right** to cycle through the cars. As you highlight each car, the car's spec are displayed. Select a car that fits your style of racing. Press the **Control Pad Down** to access the Customize Menu. Continue to press down to highlight each option, then press the **Control Pad Left** or **Right** to cycle the available settings.

You can select options such as the type of **Transmission**, **Tire Rims**, **Suspension** or **Engine**, as well as the car's color scheme. In some cases, your car's appearance will change as you select.

Note As you make changes to an option, a "**Z**" will flash. At this time, you can press the **Z Button** to return that option to its default setting.

THINGS TO REMEMBER...

1 Take a good look at each car's specs. You may want to select a car with good **Control** and very little **Drifting** until you get used to the tracks, then work your way up to the more complicated, difficult to handle cars.

2 The car you select for your Circuit is the car you will use throughout the life of your Circuit, so be sure you select a car in which you can improve and continue to compete.

When you're all set, press the **A Button** to begin your race.

HIT THE ROAD



You may not want to take your eyes off the road very often, but you'll have to work that out. As you race, there's some important on-screen information to take a glance at now and then.

Time Elapsed

Your cumulative lap time is displayed as you race. When you pass a checkpoint, your checkpoint time is displayed in red.

Speedometer

Your current speed is displayed in Miles Per Hour or Kilometers Per Hour if Metric is turned on. Certain jumps and shortcuts are better negotiated at certain speeds. Make a note of your speed when you're successful with jumps and shortcuts. Then you can push the envelope a bit and increase your speed.

Time Remaining

The **Time** displayed at the top/right portion of the game screen counts down as you race. When this time runs down to **0**, the race is over. Each time you pass a checkpoint, bonus time is added so you can make it to your next checkpoint. The amount of time added is based on the difficulty involved in moving from one checkpoint to the other. Your game's **Difficulty** setting also determines the amount of bonus time added. The harder the setting, the less bonus time you'll receive.

Tachometer

Your tachometer displays your car's **RPM**. It's displayed in three colors: **Green** (Safe), **Yellow** (Caution) and **Red** (Critical). You will only see the **Tachometer** when using a **Manual** Transmission.

HIT THE ROAD



TRACK MAP

The Track Map is used to determine your track position, your opponents' positions, checkpoint positions and laps remaining.

A colored dot represents your position on the track. The color of the dot will match the color of your car. **Checkpoints** are represented as yellow lines at various positions on the track.

Drone opponents appear as colored dots. In 2 Player mode, your opponent's color will match the color of his car. Your remaining laps are shown by a number located at the Finish Line. It will count down each time you pass. If you're on your final lap, a checkered flag will appear.

RADAR MAP

This display proves very useful as you race. It shows your opponent's position in relationship to yours. Opponents appear as colored rectangles on the **RADAR** map. Your rectangle is the color of your car, and your opponents rectangles are the color of their car.

PLACE

As you race, your position is updated constantly. If your screen says 3 / 8, it means (third place) / (out of 8 opponents). Try to put a 1 up there.

GEARSHIFT

When your transmission is set to **Manual**, you can monitor the gear you're using by looking at this display.

THINGS TO LOOK FOR

Checkpoints



Checkpoints are positioned at various positions on the track. You'll need to continually pass through checkpoints to finish the entire race. You receive bonus time whenever you pass a checkpoint.

If your time runs out just before you reach the checkpoint, hang in there. If you happen to coast through the checkpoint, your car will restart and continue. But you'd better really jam afterwards, because you'll still need to make it to the next checkpoint, and you may not have enough time if you restart from a crawl.

Note: At the Track Selection Screen (pg. 11) you can turn off the **Checkpoints**, so you have a large total time to finish the entire race.

Keys

Keys are hidden throughout each track. Drive over them and collect them as you drive. (They cannot be collected in Practice mode). If you collect enough, you can use them to select a bonus car at the Select Car Screen for that track (see **Car Selection**, pg. 18).

Shortcuts

As you drive keep an eye out for suspicious-looking fences, barriers and roads that seem to lead somewhere beyond your sight. A Ramp is a good indication that you've found something worth checking out. If you happen to see some cones positioned somewhere, mow 'em down and keep driving. Remember, a shortcut is only a shortcut if it's negotiated properly. When tracks are driven using the **Backward** (see pg. 12) setting, new shortcuts can be found.

Wrong Way

Occasionally during the race, you may take a wrong turn and find yourself heading in the wrong direction. If so, the words "Wrong Way" will flash on the screen. This initial warning will eventually move to the lower left corner, or, if you turn, it will be replaced by an arrow pointing to the correct way to go.

PAUSE OPTIONS

At any time during the race, press **START** to pause the game and view the Pause Options menu. Press **START** again to select **Continue** and resume the race. Press the **Control Pad Up** or **Down** to select an option, then press the **A Button** to select it.



Options
Make a limited number of changes to your game's Options. See **Options**, pg. 8 for more details.

Controls
You can modify your controller configuration the way you want, even during your race. See **Configure Controls**, pg. 9 for details.

Audio
Make changes to the audio settings. See **Audio**, pg. 9 for instructions on making changes to the Audio settings.

Restart
If you find yourself falling too far behind, choose Restart to start the race over again.

Quit
To totally give up on the current race, make this selection.

CIRCUIT CODES



Following each completed Circuit Race, a Circuit Code will be displayed if you don't have a Controller Pak inserted in your controller. Write it down and save it. If you start a new circuit, power down or reset your Nintendo 64, you may then use it to continue your previous Circuit Race.

To enter a saved Circuit Code, select Circuit from the Main Menu. At the Circuit Screen, select Enter Code. You can then enter your code by pressing your **Control Pad Up**, **Down**, **Left** or **Right** to highlight a character. Repeat the process until the entire Circuit Code is entered. Select **DEL** to back up and fix mistakes.

If your Circuit Code is correctly entered, your game will be restored. If you enter an invalid code, you'll need to find your mistake and re-enter your code correctly.



RECORDS



From the Main Menu, select Records to view the Records Screen. With a Controller Pak inserted in the controller, you can select and view your accumulated statistics and records. If you do not have a Controller Pak, you can still view records and statistics, but they will not be saved after you power down or reset your Nintendo 64.

View Totals - Check out an accumulation of the **Fast Times**, **Best Laps** and **Statistics** of all players. When you power down or reset the console, data is lost for players without Controller Paks.

View Records For - When you create a player (see **Create Player**, pg. 18), the name and controller pak slot will appear under this option. Select the name to view records and statistics for that player. When you select Statistics, press the **Control Pad Left** or **Right** to cycle the tracks and view any saved information for those particular tracks. You can also clear records and delete created players.

HIGH SCORES

If you manage to get around the tracks in record time, you can enter your name or initials into the record books. To do so:



Press the **Control Pad Up**, **Down**, **Left** or **Right** to highlight a character, then press the **A Button** to select it. Repeat the process, and select up to 12 characters.

Select **SPC** (space) to add a space between names or words. Select **DEL** (delete) to back up and fix mistakes. When you're finished, and everything looks good, select **END** to enter your name or initials.

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P.O. Box 2097 Corsicana, TX 75151
www.midway.com

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