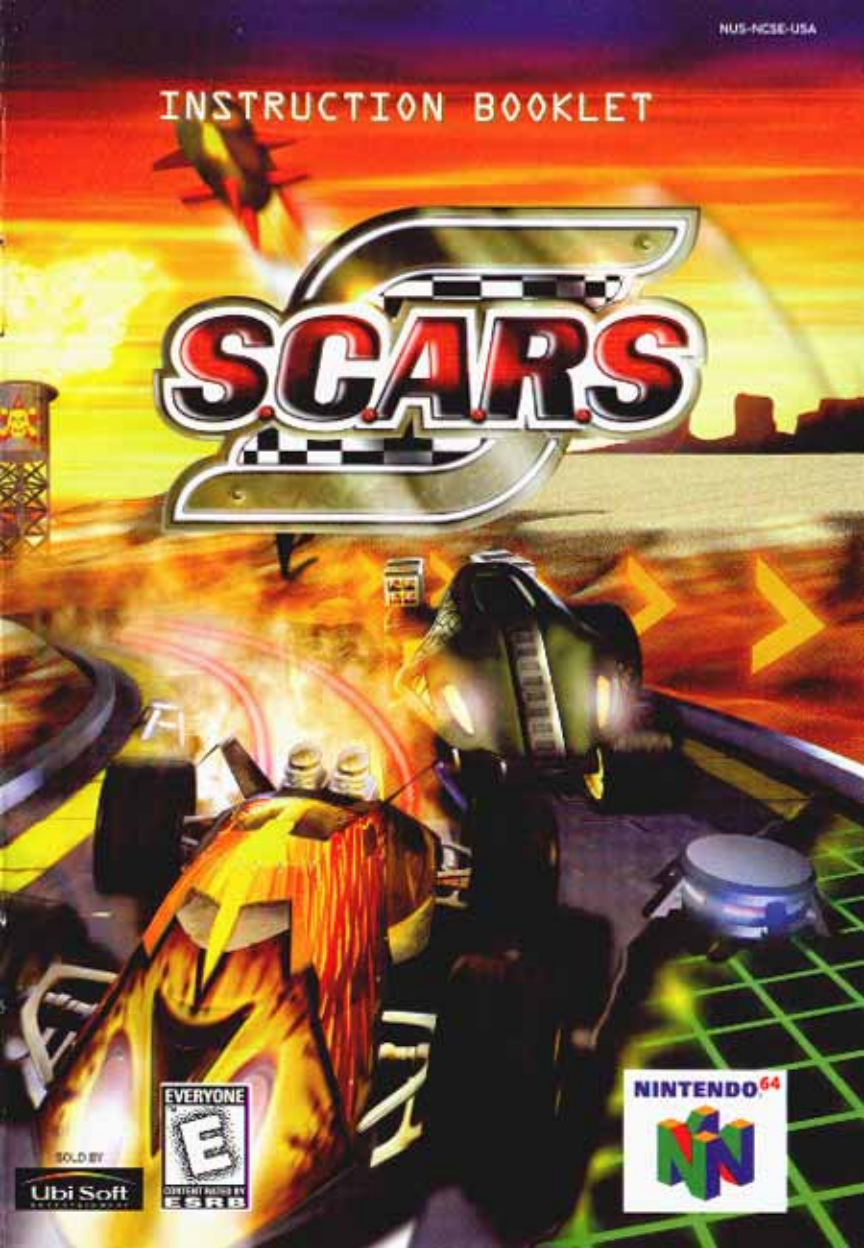
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INSTRUCTION BOOKLET



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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.



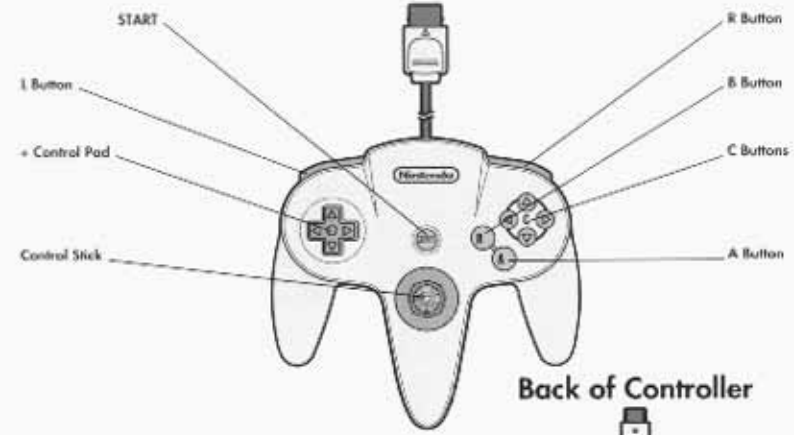
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

DEFAULT GAME CONTROLS

Below are the default Nintendo 64 Controller® configurations. If you wish to customise the Nintendo 64 Controller® you may do so in the Options/Controller menu. The game supports the Nintendo 64 Controller® and the Rumble Pak®.

N64 Controller™



Back of Controller



Steer:	**Control Stick**
Accelerate:	**A button**
Brake:	**B button**
Jump:	**R Button**
Use Weapon	**Z Button**
Select weapon	**C← Button**
Reverse:	**Control Stick down**
Handbrake	**A + B Buttons**
Change View	**C↑ Button**
Rear View	**C↓ Button**
Pause/Resume	**START Button**
Head Lights	**C→ Button**

INTRODUCTION

3000 AD. The world is no longer controlled by humans, but by nine supercomputers whose superior intelligence long ago surpassed their creators. They have acquired many of the characteristics of humankind, including the emotions of fear, hatred, happiness, and even boredom. To combat their apathy, the supercomputers now entertain themselves with the most honorable and dangerous of human customs: Racing. Their drive for victory compels them to build super-sophisticated cars that mimic earth's most fearsome creatures. Each vehicle uses ultra-powerful weapons to pulverize opponents on the many diabolically treacherous courses. Humans can only aspire from afar... As the supercomputers race across world after world, the quest for adrenaline-splashed thrills becomes never-ending. Now victory alone is not enough!

STARTING THE GAME

Starting the Game Correctly insert the S.C.A.R.S Game Pak into the Nintendo® 64 Control Deck and slide the Power Switch to the ON position. From the S.C.A.R.S Title screen press the START Button to get to the Main Menu screen.

Please note that if you leave the game standing at the S.C.A.R.S Title screen for any length of time, an automatic demo will start. To exit the demo, press the START Button then follow the same procedure as before to play the game.



Nintendo 64 Controller Pak®: Please make sure your Nintendo 64 Controller Pak® is inserted. Then follow the instructions on screen. You can save your game including any completed cups, high scores, lap records, options and configurations.

Important: never remove a Nintendo 64 Controller Pak® while it is in use. It may damage both the Nintendo 64 Controller Pak® and your Control Deck.









PLAYER SELECT MENU

This screen allows you to select the number of human players. Up to 4 players can play simultaneously on the same screen. Use the Control Stick Up/Down to highlight the number of players and then press the A or START Button to confirm your selection.



GAME SELECT MENU



Here you will have 3 modes of play to choose from plus Options



Grand Prix

There are 3 Grand Prix Cups (Carbon, Crystal and Diamond), plus a Custom Cup.

Track Order: In Carbon, Crystal and Diamond Cups, track order is predetermined.

Level of difficulty: Increases as you progress through each Cup. Difficulty level is Easy for Carbon Cup, Medium Crystal Cup and Hard for Diamond Cup.



Race Points

In championship mode, points are awarded at the end of each race. Breakdowns are as follows:

POSITION	POINTS
1st	10
2nd	6
3rd	4
4rd	3
5rd	2
6rd	1

BONUSES

Bonus Points are also available. They are awarded for:

- Aggressiveness (causing the most damage to other cars)
- Fastest lap
- Lapping other cars
- Perfect bonus (finishing a race without sustaining any damage)

How to Qualify

If your total points (Race points + bonuses) rank in the first three you can proceed to the next round of the cup. Thus, a player finishing a race in 4th position may still qualify if he receives bonus points.

In order to progress through the Cups you have to successfully complete each one in 1st place. For example Crystal Cup can only be played if the Carbon Cup was completed in 1st place. However, you can make it to the Podium by finishing the Cup in 2nd or 3rd place.

Please note that you can set the speed of the game in the Options menu to suit your skill level.

The player is given a Password for each completed Cup which has to be put into the password Screen (See, 4 Options) You can also save your game if you have a Nintendo 64 Controller Pak® (See 4 Options)

Custom Cup - Here you can set up a season of races. However you will only be able to select tracks featured in the Cups that you have access to. For example, if you have successfully completed the Crystal Cup you will be able to use tracks from Carbon and Crystal Cups. The difficulty level is automatically set to Medium and the number of laps can be set in the Options Menu.

Challenge Mode



This mode is ONLY available in 1 Player

This mode is only available when you have completed a Cup in 1st place. Here you can race head to head against one other CPU opponent. The CPU opponent, the track, the difficulty levels and the number of laps are automatically set. If you win the Challenge Mode you will gain access to previously unavailable cars.

Time Attack (Ghost Mode)

This is only available in 1 Player mode.

Here you can practice with different cars on different tracks to improve your skills and race times. Each subsequent race on the same track will include your ghost car from the previous race so that you can try to beat your own time. Use the Control Stick to highlight the chosen game mode and then press the A Button to confirm your selection.

Mirror Mode

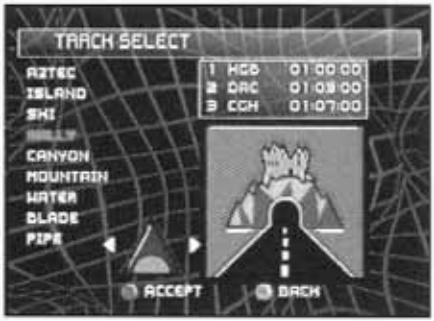
Access to this mode can only be achieved once you have successfully completed all of the Cups.

TRACK SELECTION MENU

This menu is not available if Grand Prix or Challenge mode is selected.

There are 9 different racecourses available in the game (See Tracks) each with a choice of setting: Daytime, Nighttime, Dusk and Rain with fog. This, combined with the Mirror Mode (see Options), gives you an incredible number of combinations. Use the Control Stick up/down to highlight the track you want and use the Control Stick left/right to change the settings. Then press the A Button to confirm your selection.

Please note that you will only be able to select tracks forward as the Cups you have access to.



CAR SELECTION MENU

9 different cars are featured in the game. They are all based on various creatures of the world. Only 5 cars are available at the start of the game. The other four are earned when the player successfully completes races in the Challenge Mode.

Each car has 5 features: Speed, Acceleration, Grip, Armor and Weapon. The combination of these characteristics determines the general performance and handling of the cars. You may have to experiment with the different available cars to determine which one suits your driving skills best.



LION L.K.



MAMMOTH 4X4



RHINO ROADSTER



TIGER SHARK



MANTIS V-TWIN

Use the Control Stick to highlight the car you want to race with. Press the A Button to confirm the selection.

OPTIONS



Settings: The default options can all be amended to suit your requirements (number of laps, weapons on/off etc)

Controller: You can amend Controller configuration to suit your own taste in this screen.

Records: Here are the best lap times, race times and highest scores.



PLAYBACK

The Playback function is available in 1 Player only.

There are 2 playback modes: Follow Car and Panning Camera.

A Button:	Change Playback Mode

The following functions are only available in Follow Car mode:

Control Stick Up/Down:	Change Car to follow
Control Stick Left/Right:	Rotate camera around the car
B Button:	Reset Camera behind the car
START Button:	Pause/Resume

Note: You can also change the View Mode by selecting the C↑ button in Follow Car mode.

WEAPONS AND PICKUPS

If you just want to race you may switch off the weapons function in the Options/Settings menu. The weapons are automatically disabled in Practice mode. You can set the speed of the game in the same menu.

The weapons must be picked up from the track by driving over them and will be available to all the cars/players.

You can collect as many weapons as you like throughout the game but you are limited to holding 2 weapons at any one time. Pressing the Z Button fires the weapons.

Weapons/Pick Ups can be fired immediately or can be charged up first. Holding down the Z button charges weapons. Each weapon will have a different charge up time and the more you charge up your weapon the more powerful it is.

Weapons are fired forwards by default but you may launch them backwards if you pull the Control Stick Downwards while firing.



Turbo: Short burst of speed; up to 3 bursts if not charged or a single very fast burst if fully charged.



Magnet: When launched, the magnet will land on the track and create a magnetic pull around it. It will pull the car towards it and hold it for a while. Short charge: short pulling range. Full charge: Long distance pulling range. Bullets can destroy this weapon.



Seeker: Long range weapon. It will traverse round the track with the flow map until it hits a car in front. A charged one will travel further. Bullets can destroy this weapon.



Boomerang: When active it will circle around your car and as soon as there is a car in range it will home-in on the target and come back to your car. It will have a certain number of hits.



Time Bomb: This weapon activates as soon as it is picked up. It will attach itself to your car and explode after the count down has finished! You may try to give it to your opponent car by using the Weapon Button (Z Button) before it explodes, but remember, there must be an opponent nearby!



Stinger: This will cause a puncture and put your car out of control for a short while. You can drop 1 at time or 3 together by charging up. Bullets can destroy this weapon.



Stopper: It will rebound the cars on impact backwards. Type1: Long life short energy, Type2: Short life long energy (this one will take multiple collisions to destroy it). Bullets can destroy this weapon.



Round of Bullets: This will give the player rounds and the bullets will fire straight ahead. Once hit the target car will be jolted and slowed down. The player can fire 4 small or 1 to 2 big bullets.



Shield: This is a defensive weapon. It will shield your car for a while. No charge level.



TRACKS



Aztec: A journey into the past for this race in the beautiful remnants of the Aztec civilisation. You will not have time for sightseeing if you want to finish the race in first place... Experience different road surfaces and adapt quickly to sudden changes in road surface.



Island: This simple track is set in the (almost!) untouched setting of a small island - the last Paradise on earth. Look out for the ideal trajectory on the sandy route and you will win the race. Alternative routes cold prove useful.



Rally: A lovely countryside track with a huge tarmac road. But some blind turns will require your utmost vigilance! On this road you will have to use your brake, handbrake and acceleration power to find the right balance between the trajectory and speed.



Water: The tribute to Jean-Jacques Cousteau. An immersing track where you might like to spend more time watching the flora and fauna, rather than racing fiercely on a sandy route. A challenging mix of narrow underwater roads with sharp turns, where expert driving skill is required and large "boulevards" where you will be given a huge selection of weapons to pick up and attack or defend with.



Ski: How about some winter sun! Take a riotous race on the fresh snow. This track, set in the mountains, has large roads and many varying levels of difficulty. An easy track for those who like long skid turns - a nightmare for those who do not.



Canyon: The poor cowboy is no longer alone! You will have to be bold defeat your opponents and finish this race in the first place. This deserted landscape bathed under a burning sun has a multitude of alternative routes. But choose wisely if you want to win.



Mountain: Extra-terrestrial Biological Entities have been located in this area! Do not let the mutant aliens distract you from your main objective. This track begins on a concrete runway, but the main part of the race will be off-road. Watch out for those nasty sharp turns that suddenly creep up on you. Clean trajectory is the key to win this race.



Blade: The industrial age reveals its power and its limits. This very treacherous track is set in a dark ancient polluted city. You will be faced with 90-degree turns that will require extreme skill. If you like fresh air and big open spaces you will not be happy here so best to finish this one quickly.



Secret Track: This is the most difficult and cunning track. You will only gain access to this elite zone if you prove to be the king of S.C.A.R.S! It is available only after you have completed all of the Cups.

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