NUS-NRUE-USA

San Francisco RUSH 2049®

INSTRUCTION MANUAL

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CONTENT RATED BY
ESRB

MIDWAY

NINTENDO 64

Vimm's Lair

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COMIC MISCHIEF

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

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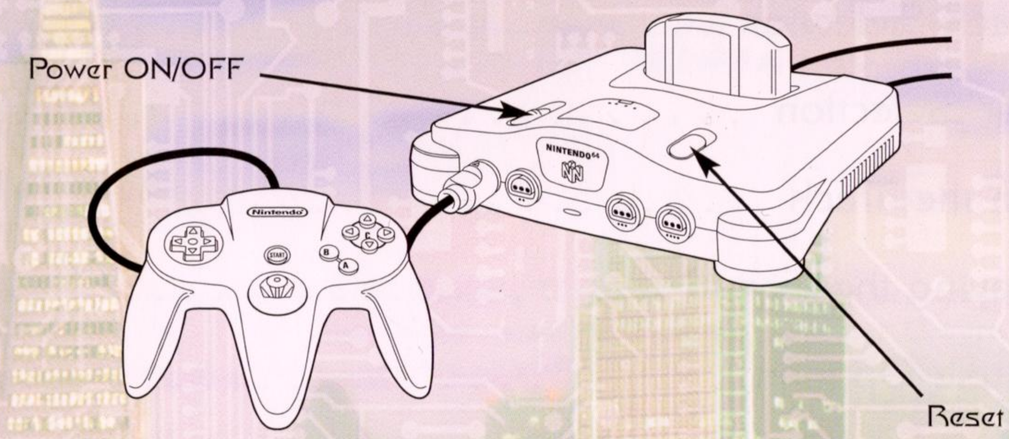
TABLE OF CONTENTS

Getting Started . . . . . .3 - 4
Controller 5
Default Controls 6
Main Menu . . . . . .7 - 8
Options . . . . . .9 - 10
Control Config 11
Game Modes . . . . . .12 - 14
Track Selection . . . . . .15 - 16
Car Selection . . . . . .17 - 18
On the Track 19
Playing the Game . . . . . .20 - 22
Pause Options 23
Battle Mode 24
Battle Weaponry . . . . . .25 - 26
Stunt Scoring 27
Hint and Tips 28
Credits 29
Warranty 30

GETTING STARTED

- 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. Insert all controllers.
- Turn the POWER switch ON. After the legal screens appear, you may go right to the game by pressing START.

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!



OPTIONAL N64 EXPANSION PAK

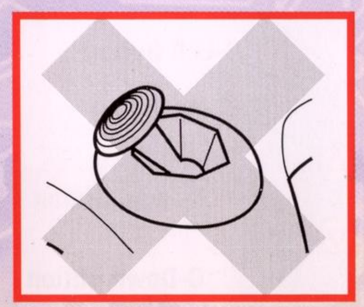
Using a N64 Expansion Pak with San Francisco Rush 2049 adds the following options:

- Music in race mode
- Enhanced explosions in race mode
- Enhanced smoke/dust effect in race mode
- Additional moving objects in race mode
- Track 6 is not playable unless a N64 Expansion Pak is used
- More Ghost racers to race against
- Advanced Circuit is not available without the N64 Expansion Pak
- Tire Rim selection is enabled (21 Rims available)

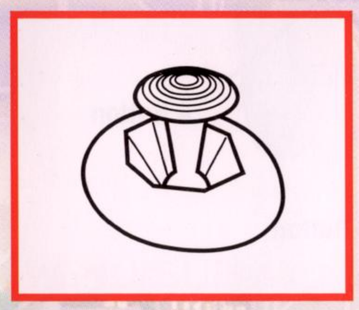
GETTING STARTED

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 remove 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.

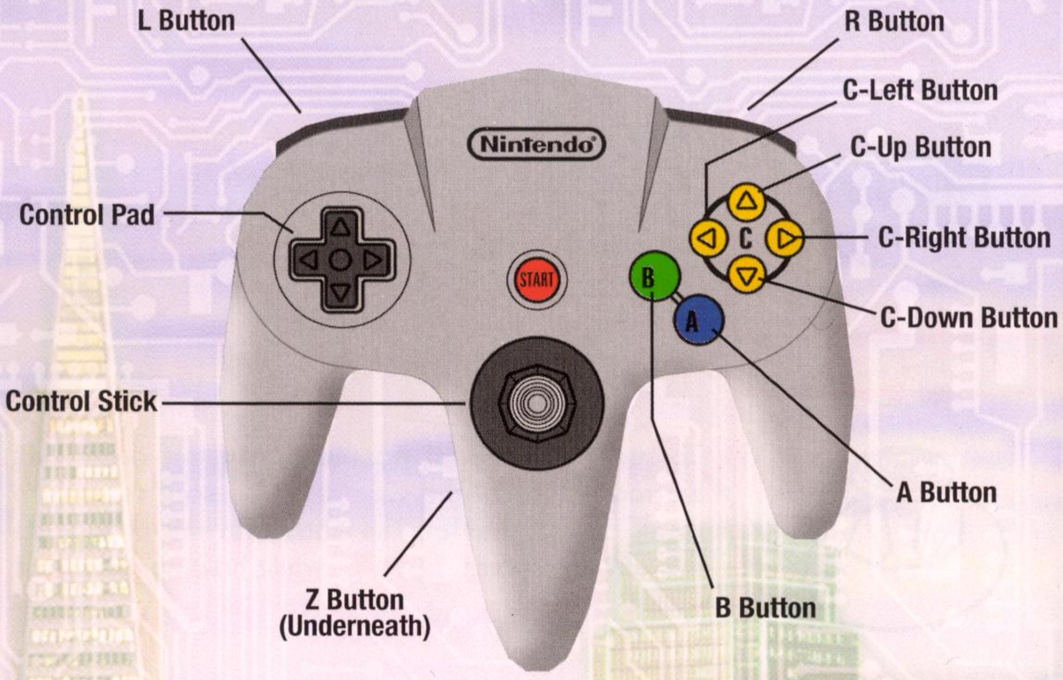


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, please contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

CONTROLLER

Before you hit the road, take a moment to learn the button locations on your controller. These buttons will be referenced throughout this instruction manual.



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.

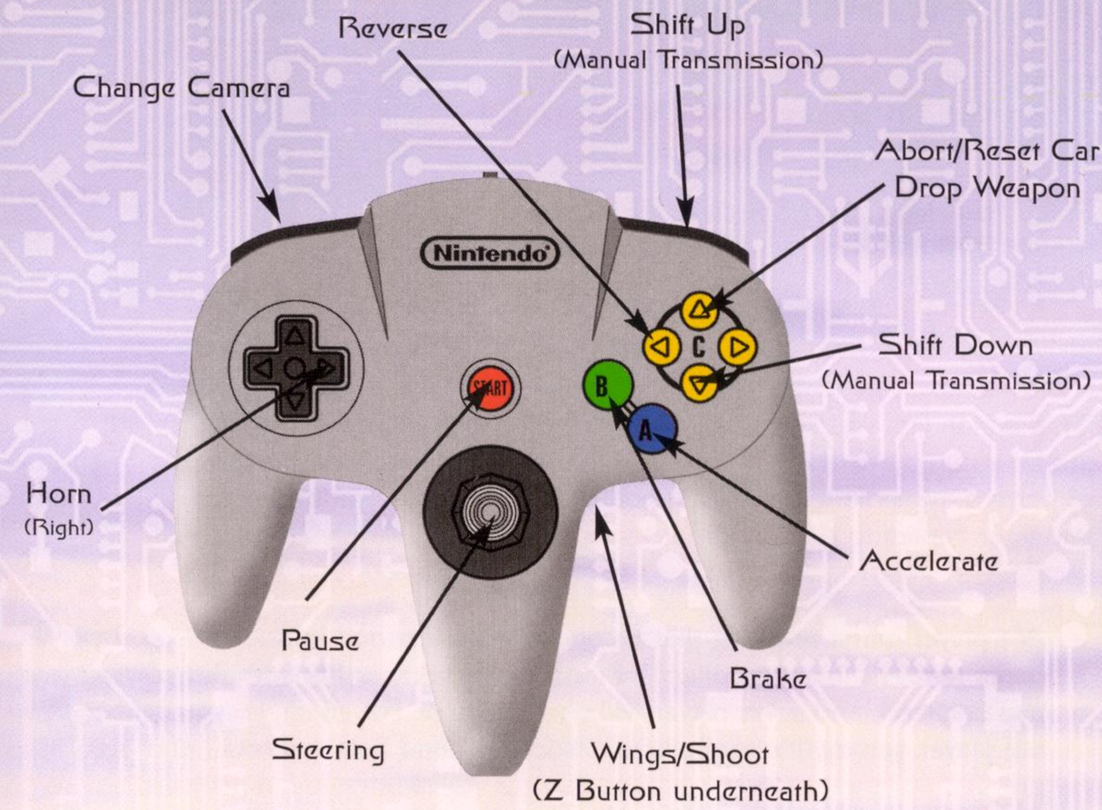
USING THE RUMBLE PAK

Anytime you start a game, you will be prompted to insert your Rumble Pak at that time. If you are not using a Rumble Pak, just ignore the message.

Remember!

It is important to switch your Rumble Pak and Controller Pak only when prompted to do so.

DEFAULT CONTROLS



MENU/SUB-MENU NAVIGATION

When navigating through menu screens, use the Control Pad (or Control Stick) to highlight selections. Press the A Button to activate the selection (such as accessing another menu or saving a game for example). Pressing the B Button in any menu will exit you back to the previous screen.

QUITTING A GAME IN PROGRESS

Press Start to pause the game. The Pause Options Screen will appear. Highlight Quit Game, then press the A Button. Next you will be notified that you are quitting a game. If you wish to continue and quit the game, select Yes and press the A Button. If not, press the B Button to go back to the previous menu.

NOTE

If you select Quit or Restart within 14 seconds of the start of the race, you won't be asked for confirmation.

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MAIN MENU

At the game's title screen, press Start to access the Main Menu. Use the Control Pad or the Control Stick to highlight the different sub-menus. To access a sub-menu, press the A Button.



Press the B Button to go back to the previous screen. The following options are available at the Main Menu:

PLAYERS

This option lets you select how many players will be playing. Press Left and Right on the Control Pad or the Control Stick to choose the number of players. The number of players available using this option is based on the number of controllers plugged into your Nintendo 64. Press the A Button to view player sub-options:

> **NOTE**
>
> A 1 player game requires that a controller be inserted in socket 1. A 2 player game requires that controllers be inserted in sockets 1 & 2. A 3rd player must use socket 3, and a 4th player will use socket 4. For example, you cannot play a 2 player game with controllers in sockets 1 and 3 or sockets 1 and 4.

Just Play

If you're ready to go, make this selection. Your scores will not be saved, but you will get your race going right away. See Game Modes, pg. 12, for details for sub-options under the Just Play option.

Controls

Modify your controller (see pg, 11.)

Controller Pak

Select the controller (1, 2, 3 or 4) that houses the Controller Pak you want to use to load or save your data. After you select the Controller Pak you're using, you can then select Create Player to save data to a name that you specify. When you select a Controller Pak that contains a Rush 2049 saved player, the names of those saved players will appear on-screen. Select the saved file and press the A Button to return to that saved player (see Controller Pak, pg. 5).

Create Player

Select this option, then name a file on which to save your racing data. Once you create a player, the name will appear as an option. You can then modify your controller specifically for that file (see Default Controls, pg. 6). Select Delete Player, then highlight the created player to delete. Select Yes then press the A Button to remove the selected created player.

MAIN MENU

RECORDS



View statistics gathered in the game or the statistics for a specific created player. You can view track times, racing stats and even ghost times. Once selected, press Left or Right on the Control Pad or Control Stick to cycle through the various categories.

You can also select a specific Controller Pak and view the racing statistics saved to that Controller Pak.

OPTIONS

The Options Menu allows you to change certain settings in the game. See Options, pg. 10, for complete details.

AUDIO

Adjust the volumes of the game's Effects and Music. Press Left and Right on the Control Pad or the Control Stick to raise or lower the volumes. You can also set the Music Track to its default setting (this plays a different song per track), pick a particular song or you can even turn the music OFF.

> *** IMPORTANT ***
>
> If you're not hearing all sounds, set your Speakers option (under Audio) to Mono. This will allow you to hear all sounds. If your game is set to Stereo, you won't hear certain engine sounds and explosions if you're using a Mono TV.

VIDEO

Make adjustments to the picture to fit your television better. If needed, you can change the Horizontal and Vertical Centers. The Restore option will reset the picture to its original setting.

There are also color bars that indicate your television's settings. If the Saturation is too high, colors will bleed – turn down the brightness. If the Grey Scale is not fully visible or black is not black, adjust the contrast. These settings will result in the most vibrant Rush 2049 picture possible.

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OPTIONS

The Options Menu allows you to adjust different in-game settings. If you don't want to change anything before a race, you can access the Options Menu during gameplay by pressing START to pause the game.

To adjust an option, highlight it, then press Left and Right. When you are finished, press the B Button to activate your changes and return to the previous menu. If pausing the game, select Continue and press the A Button to return to the game.



PLAYER ARROWS

When playing Battle Mode or Ghost Mode, the Player Arrows will show the location of another player or ghost. These locations appear as arrows and point in the direction you need to turn to face your enemy or mark the location of your ghost car. They can be set to either ON or OFF.

TRACK MAP

This will turn the Track Map (located on-screen) ON or OFF.

RADAR

Radar allows you to see what is behind you via a display on the left side of the screen. Your car's Radar can be turned ON or OFF here.

TIME ELAPSED

This is another on-screen display. The Time Elapsed clock indicates how much time has gone by. You can turn this option ON or OFF.

OPTIONS

TIME REMAINING

When the set amount of time runs out and you didn't finish the race, your game will end. The Time Remaining clock displays how much time is remaining on the track. This option can be turned ON or OFF, but the time will still count down. This can be adjusted only in Ghost and Stunt modes.

TACHOMETER

When your car is set to Manual Transmission, the Tachometer keeps track of the level of RPMs (Rotations Per Minute) your engine is currently running at. This display can be turned ON or OFF.

SPEEDOMETER

This will track how fast you are going. This display can be turned ON or OFF.

ODOMETER

This is a display of how many miles you've traveled in the current race. It can be turned ON or OFF.

PLACE

Your position in the race is displayed on-screen during the race. You can choose to turn it ON or OFF.

GEARSHIFT

When your car is set to Manual Transmission, this display will show what gear your car is in. This option can be turned ON or OFF.

METRIC

Set your measurements in Miles Per Hour (MPH) or Kilometers Per Hour (KPH). When Metric is turned ON, KPH will be shown. If turned OFF, the default is MPH.

WRONG WAY

Make a wrong turn? If this option is turned ON, text will appear on the screen stating that you are going the wrong way. If turned OFF, you're on your own!

COINS

For that true arcade feel, turn the Coins display ON or OFF.

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CONTROL CONFIG



CONTROLS

The controls option is available under the Player option on the Main Menu. You can change the settings on your controller using this option. Press Up or Down on the Control Stick or Control Pad to view the different actions. Next, press Left or Right until you see the button that you want to correspond with the action. An "X" will appear next to identical buttons. This will let you know what actions still have to be changed.

If you made a mistake and want to restore the controls to their default settings, highlight Reset Controls and press the A Button. When you are finished changing the controls, press the B Button.

If you're using a Controller Pak, you can modify your controls and save them to a Created Player. Each time that player is subsequently selected from the Controller Pak, the modified controls will again be available for that player (see Create Player, pg. 7).

NOTES

With the Rumble Pak inserted in your controller, you can adjust its intensity using the Rumble option on this menu. Low intensity only rumbles during intense moments like jumps and crashes. High intensity rumbles with every turn.

GAME MODES



At the Main Menu, select the number of players there will be and press the A Button. The Just Play option is available. Select it to view the Game Mode Screen.

After a Game Mode is selected, you'll go to the Select Track Screen to set up your race (see Track Selection, pg. 15).

Here are the available Game Modes for San Francisco Rush 2049:

SINGLE RACE (1-2 Players)

Basically an Arcade Mode style game. Player 1 selects a track, then each player picks a car. This mode is for those who want to jump right in and get down to racing!

PRACTICE (1-2 Players)

Similar to Single Race Mode, only there are no laps to keep track of. Just keep racing until you want to quit. This mode is great for exploring each track and finding the many shortcuts and secret paths they contain.

GHOST RACE (1 Player)

This game mode challenges you to defeat a recorded race by matching you against a "ghost" car that is the previously recorded racer. Before you can race against the ghost, you have to record a ghost race by yourself. Once you have finished all required laps, go back to the Track Menu.

NOTES

- With a N64 Expansion Pak, up to 3 ghosts can be challenged at one time. Without a N64 Expansion Pak, it's just one-on-one.
- Ghost Races CANNOT be saved to your Controller Pak.

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GAME MODES

CIRCUIT MODE (1 Player)

Are you good enough to enter a racing circuit? There are four circuit levels in which you can compete (Beginner, Intermediate, Advanced and Extreme).

NOTES

- Advanced Circuit mode is only available if you have a N64 Expansion Pak inserted in your Nintendo 64. See, Optional N64 Expansion Pak, pg. 3, for other N64 Expansion Pak enhancements.
- With a N64 Expansion Pak, the amount of Circuit mode tracks is increased, due to the addition of Track 6. Beginner is 8 tracks, Intermediate is 10, Advanced is 12 and Extreme is 24. Without the N64 Expansion Pak, Extreme mode is 20 races.

Enter Code



If you're not using Controller Pak (see pg. 5), you'll be issued a code after finishing a Circuit race. If you have a code written down, you can enter it here. You'll return to that Circuit to continue your race toward the championship.

Press in any direction on the Control Pad or Control Stick to select a letter. Press the A Button to select the letter you want, then repeat the process to complete the code.

When the last character is in place, the code is entered. If you've entered the wrong code, you'll be prompted that the code is an "Invalid Code". Try entering the code again to fix your mistake.

SCORING POINTS

Earn the highest amount of points on the circuit to be the Champion. Points are based on what position you finished. For example, if you place last, you'll earn 1 point for that track. If you place First, you will earn 10 points. At the end of the circuit, all points are tallied to determine the final finishing positions in the circuit.

AFTER A RACE

After you complete a race, you can view the best times for the track. along with options to view the scoreboard, continue the circuit or quit. To continue the circuit, you must enter a code, then you can review the circuit times or even begin a new circuit.

GAME MODES

STUNT (1-4 Players)



In Stunt Mode, one track is available by default for you put the pedal to the floor and go nuts! There are a total of 4 Stunt tracks, but you'll need to unlock the other three by accumulating Stunt points (see Stunt Scoring, pg. 27 for point totals and other information).

The object of Stunt Mode is to score the most points by performing some outrageous stunts in the allotted time. The player that can pull off the most flips, spins and rolls is the winner!

OBSTACLE (1 Player)

This track features a variety of rooms in which to navigate. Each room has a unique challenge. Some rooms challenge you to glide through them. Others contain precise timing and jumping. This is excellent driving practice for mastering control, so drive as fast as you can and try not to hit a wall. This option isn't immediately available at the Game Modes Screen. How many Stunt Points can you accumulate?

BATTLE (2-4 Player)

Up to four players can enter an arena and do battle. Arm yourself with highly destructive weapons and take out your enemies. The player who earns the most points (kills) wins. For more information on Battle Mode and the weapons you can use, see pg. 25-26.



TRACK SELECTION



When selecting a track, a variety of options are available. These options can be used to make a track longer (by increasing the laps) or even more difficult (by changing the Drone Difficulty, Wind or Fog). Press Up and Down on the Control Pad or Control Stick to view the different options.

To change the option, press Left or Right. When you are finished and ready to race, press the A Button. Here is a breakdown of the different track options.

LAPS

This will select the number of laps in which you will race the track. Select from a quick single (1) lap or a lengthy 8 laps.

BACKWARD

This option can be turned ON or OFF. When ON, you will race the track backwards. Your car is not backwards or running in reverse. You simply race the track in the opposite direction.

MIRROR

This option will reflect the track you're racing on. For example, if a track has a left-hand turn, it will now be a right-hand turn. This option can be turned ON or OFF.

FOG

Control Mother Nature with this option. The further right you move the lever, the more fog will be on the track. Racing with foggy conditions in the game can be fun and challenging, but it can quickly turn deadly as well!

TRACK SELECTION

WIND

Similar to fog, the further right you move the lever, the more windy it will be. When your car gets airborne, the wind can blow it out of control. If you are racing in windy conditions, it is recommended you practice flying with your car first.

DRONES

You can choose up to 5 Drones to race against. Also known as AI (Artificial Intelligence) Cars, drones are programmed to be competitive and tricky. Drones are fast and accurate racers. It's a good strategy to watch them and try to follow their path. They usually know all the shortcuts and if you can keep up with them, the better your chances at beating them.

DIFFICULTY

How difficult do you want the drones to be? The further you move the lever to the right, the more difficult the drones will be to defeat. Remember that the more difficult the drone, the more times you will lose.

HANDICAP (2 Player Race Only)

The higher you set the handicap, the easier it will be for a lesser experienced player to compete with more advanced players.

DEATHS

When you crash (and you will), your car will automatically reset itself further up the track. If you have the Deaths option turned ON and you crash, your game will be over. This option can be used to your advantage in Circuit Mode. If the Death option is activated, every car (including the drones) that crashes will be eliminated from the race.

If the Death option is turned OFF, your car will reset itself after every crash. You can also restore the car yourself by pressing the C - Up Button (default control settings).

NEGATIVE POINTS (Battle Mode Only)

We've added a little option to spice things up in Battle Mode. If you flip over and crash on your own, you'll lose one of your points (or your team's points). This will make it interesting if someone is on the verge of winning the game. This way, it forces you to play skillfully, and no one can simply destroy themselves to escape a pursuer.

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CAR SELECTION



When choosing a car, you can customize its features as well as appearance. You can change everything from engine size, how heavy the frame is, what colors you want it to be and even change the rims! Press Up and Down on the Control Pad or Control Stick to view the different car options.

To change an option, highlight it and press Left or Right to view what choices you have. When you are finished changing your car and you're ready to race, press the A Button. Here are the options you can change on a car:

TRANSMISSION

Select what type of transmission your car will have. You can select from a variety of Manual (requires shifting gears) and Automatic (no shifting necessary) transmissions. Try out the various types of transmissions to find the one that works best for you.

HANDLING

How well your car handles can mean the difference between victory and defeat. Your car's handling depends on the handling style you choose. You can select from Normal, Advanced or Extreme. You might want to work your way up to the Advanced and Extreme vehicles. They require much more skill than the Normal Cars. When selecting a car, any car can be Normal, Advanced or Extreme.

ENGINE



There are 9 different engines you can select ranging from a 3.2 Litre High Performance V6 to a high-powered 8.0 Litre V10! Remember that the bigger the engine you have, the faster and heavier your car will be. Try them all to find the one that suits you best.

TIRES

The type of tire you have is very important. There are 5 different types of tire you can use in the game. Radials is the default tire. Slicks are usually new tires. These have a tendency to grip the road a bit too much. You can select from Slicks and Pro Slicks. Remember that gripping tires can mess up how your car handles. All Terrain tires come in handy when you go off of the road. Grass can cause your car to spin and flip uncontrollably, but a set of Offroad tires can help you recover faster.

CAR SELECTION

FRAME

Your car's frame is basically its skeleton. The frame can have a direct result on your car's performance by slowing it down, or by making it too light. While a heavier frame will protect you more from crashing and flipping, it will also slow you down and limit your time in the air. On the other hand, a lighter frame can cause you to lose control more often. Select from 6 different frame styles, ranging from Light to Heavy.

WINGS

Remember that flying is important in this game. The wings that are attached to your car allow you to glide, turn and control your car while it is in the air. The length of these wings can determine how far your car will glide and how fast it can spin (or recover from a spin). The wing sizes are Small and Large. You can select Stunt wings, but only at the Car Selection screen in Stunt Mode. They aid in successfully increasing your stunt scores.

TEAM BATTLE (Battle Mode Only)

After you've selected Battle Mode from the Game Mode Screen (see pg. 13-14), you'll have an added option at the Car Selection Screen to team up for battle. Choose the identical colors with your partner to team up against your opponent(s). Obviously, this feature can only be played with 3 or 4 players. See Battle Mode, pg. 24 for more details on Battle Mode.



PAINT JOBS

You may not like the color of your car at the Car Selection Screen, so why not do something about it. You can change your car's appearance with several color options. Press Up and Down to select the color you want to change, then press Left or Right on the Control Pad or Control Stick to cycle through the available colors.

NOTE

New components are ONLY available once you've unlocked them. You can unlock these new components with some successful racing. Look for the new components each time you return to the Car Selection Screen.

RIMS

After you've given your car its sweet paint job, why not trick it out further with some new rims? There are 21 different rims you can put on a car. These don't affect your car's performance, but they do look good!

ON THE TRACK

As you race, you'll find it helpful to know where to look for information about your current race. Study the diagram below to familiarize yourself with the on-screen displays.



1. Miles Per Hour
2. Odometer
3. Radar
4. Current Place
5. Current Lap
6. Coins (Silver/Gold)
7. Track Map
8. Race Time

PLAYING THE GAME

TRACK AND CAR DIFFERENCES

Before you enter a Circuit Mode game or another important race, you may want to test out a few different cars and tracks first. Not all cars handle the same. Some are bulkier than others, while some tend to slide around more. Tracks on the other hand, are totally different. Each track contains many jumps, shortcuts and sharp turns. With the Track Options you can even race the tracks backwards (the track is backwards, NOT your car) and change other settings.

GENERAL DRIVING

After you have selected a track and car to race with, it's time to hit the streets. The handling of your car could be the most important thing to deal with at first. As you enter turns, exit turns or even land jumps, your car will pull or bounce. It's very important to maintain control of your car as you race. Failing to do so could result in you crashing.

CRASH AND BURN

When a car crashes, it will explode. You are then placed back on the track, unless the Death option is turned ON (see Track Selection on pg. 15-16 for details). These crashes waste valuable time and could easily cost you a race. Being careless, not watching where you are going and colliding with other cars are almost guaranteed to make you crash and burn!



TAKING TURNS

Some turns in the game are long and smooth, others are hard and fast. As you enter a long turn, slow your speed and accelerate out of the turn. Try to hug the inside wall of the turn. It will give you drift room to complete your turn safely. Sharp turns have the tendency to appear out of nowhere. If you're not paying attention to them, you can crash.

When making a sharp turn, slow down right as you reach it. Next, tap the brake until your car almost spins, facing the direction you want to turn. Then, quickly accelerate out of the turn. Another way to turn sharply is to just slow down and turn the wheel hard. Then, accelerate out of the turn. Try to run a few laps in Practice Mode first to get some experience on that specific track.

JUMPS



Each track is loaded with jumps. Some jumps are natural hills and others are man-made. Remember that the faster you approach a jump, the further distance you'll fly. Jumping correctly can help you get in front of other cars or even reach shortcuts. Jumping the wrong way can get you into trouble.

Try to hit each jump straight on, as you're more likely to land squarely. If you do get into trouble while you're airborne, don't panic. Each car in the game is equipped with a set of wings.



FLYING

Flying is a fun but crucial part of this game. Depending on what controller setup you have, press the button that corresponds with your wings while you are airborne. Wings will emerge from the side of your car and allow you to glide for a while. While you are in the air, hold down the wing button.

As you hold the button, you can move the Control Pad or Control Stick to make your car turn. Pressing Left and Right will make the car roll. If you press Up, the car will dip its nose forward. Pressing Down will lift the car's nose.

If you press in a direction for too long, your car will have the tendency to flip. To recover a flipping car, press in the opposite direction from which the car is flipping. It's important to keep holding down the wing button! If you let go, the wings will retract and your car will start falling to the ground.

When your car is in the air and approaching an angled road, try to raise or lower the front of your car to match the incline or decline of the road. This will help your car land more securely and get better traction on the road. It takes some practice, but controlling an airborne car is a very helpful skill to master!

The only time when it's alright to let your car lose control is in Stunt Mode. The object of Stunt Mode is to earn the most points you can by doing the craziest stunts you can. When your car is in the air, feel free to hold the Control Pad or Control Stick in a certain direction, allowing the car to flip and spin rapidly. Just make sure you have enough time to recover, otherwise you won't earn any points.

> **NOTE**
> Wings are not available in Ghost or Battle modes. Stunt wings are available only in Stunt mode.

SHORTCUTS AND ALTERNATE PATHS



Each track features many different shortcuts and secret paths to help you jump ahead of the pack. It will take a while to find them all, but if you play each track in Practice Mode, you'll have the time to look for them. Most shortcuts and secret paths appear almost instantly.

It's important to note that if you see one, make sure you slow down first. Shortcuts and alternate paths usually are narrow roadways between buildings or other hazardous objects. If you miscalculate by slightest margin, it could be disastrous.

If you see an opening that could be a shortcut, proceed with caution! Sometimes these roads go nowhere and could lead you racing towards a wall at 160! Secret paths are a bit more complicated. They usually involve a series of narrow tunnels, flying jumps and tight turns before you can exit them. Either way, use caution and get to know the tracks beforehand.

GOLD AND SILVER COINS

Secret cars are awarded as you collect Silver and Gold coins.

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PAUSE OPTIONS

As you're tearing through the streets, it may become necessary to pause the game. Press START to pause the game and access the Pause Menu.

The following sub-menus are available to you:

CONTINUE
This will resume your game in progress.

OPTIONS
This will access the items in the game's Options Menu. The Pause Menu version looks different from the Main Menu version, but they function the same. Highlight the option and press Left or Right to change that options settings. When you are finished, press the B Button to return to the Pause Menu. Highlight Continue to resume playing.

CONTROLS
You can change your control settings here. See pg. 11 for instructions on changing the controls. When you resume playing, your new control settings will be active.

AUDIO
This option allows you to turn the Effects and Music volumes up or down. You can also select Stereo or Mono sound. To raise the volume, press to the Right. Press to the Left to lower the volume. You can also change the background music track here as well.

VIDEO
If the screen is off-center, it can be changed here. Follow the instructions on pg. 8 to change the Video settings.

RUMBLE PAK
If you select this option WITH a Rumble Pak inserted in your controller, the game will confirm that it recognizes the Rumble Pak. You'll be prompted at the beginning of the race to insert your Rumble Pak if it is not inserted already. You're set to go. Once you're set, you can now select the Controls option and vary the strength of the rumble (Low, High or Off).

RESTART
Restart the current race or game mode.

QUIT
Quit the game. You will be asked to confirm YES or NO first. Make your selection and press the A Button.

NOTE
If you select Quit within 15 seconds of the start of the race, you won't be asked for confirmation.

BATTLE MODE



Battle Mode is a 2-4 Player deathmatch where each player must score a set number of points (or kills) in order to win. As you drive around the arena, collect powerful weapon upgrades to exterminate the competition. After you have selected how many players there will be, highlight Battle at the Select Mode screen and press the A Button.

Before you begin to play, you will be able to select the track (arena) that you want to use. In addition to the usual track options you can adjust, you have the option of setting the number of points needed to win. Highlight Battle Points and choose from 5 point to 50 points needed to determine a victor.

After you have adjusted the track options, all players can select their cars and change the car settings. After all players are ready, press the A Button to begin the battle.

BASIC RULES OF BATTLE
The object of Battle Mode is to get as many kills needed to win. This is accomplished by using weapons on your enemies. Your kill count will be displayed in a corner of your player-specific screen. Each player has a Damage Meter in the bottom-center of their screens. Once the Damage Meter runs out, so does your life!

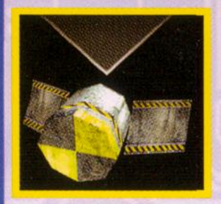
It will take some weapons longer to destroy a car than others. Some even destroy a car in one shot! The only way a player can earn a kill is to destroy another car. If a car rolls over and explodes by its own doing, no points are awarded.

When playing in Battle Mode, you will have to collect weapons to use against your enemies. You do have a default "Pea Shooter", but you're definitely going to want to pick up something a little more damaging. These weapons are scattered throughout the track and can be activated by steering into them. Every weapon is available on all tracks. For information about each of the weapons, see Battle Weaponry, next page.

Vimm's Lair

BATTLE WEAPONRY

When playing in Battle Mode, you will have to collect weapons to use against your enemies. These weapons are scattered throughout the track and can be activated by steering into them. All weapons are available on each Battlematch track. Read these two pages to learn about the different weapons and powerups in Battle mode.



BATTERING RAM

The Battering Ram is a non-shooting weapon. When activated, simply drive your car into an opponent's car to destroy them. You can use this weapon 5 times before it is discarded.



GATTLING GUN

This weapon fires a stream of bullets at your enemy. When you activate the Gattling Gun, keep firing at your opponent until they explode. It may not kill them in one shot, but you've got 100 bullets to work with!



GRENADE LAUNCHER

The Grenade Launcher allows you to lob grenades at the other cars. The grenades will bounce a few times and then explode. This weapon may be tough to use at first, but with 20 grenades at your disposal, you'll learn how to use it in no time.



GUIDED MISSILE

Another "one hit" wonder, the Guided Missile is one of the most powerful weapons in Battle Mode. In order to hit another car, the enemy must be out in the open and not hiding behind anything. When you have a clear shot, fire one of your 3 missiles to take them out.



SONIC BLASTER

When you pick up this gem, you'll find your opponents running the other way. The Sonic Blaster can destroy a car in a single shot. Emitting a destructive sonic wave, the Sonic Blaster is best used at a fairly close distance from the enemy.

BATTLE WEAPONRY



LAND MINE

When activated, the Land Mine weapon will allow you to lay down 3 land mines on the playfield to blow up anyone following too closely. Don't run over your own mine, or it will deactivate.



PLASMA CANNON

It takes two good shots to destroy a car using the Plasma Cannon. Possessing great range, the Plasma Cannon is a powerful weapon to have. When activated, you will have 20 shots to use.



ROCKET LAUNCHER

This weapon allows you to launch up to 20 rockets at an enemy. A great long distance weapon, the Rocket Launcher will take out an enemy car with two good shots.



INVISIBILITY

This defensive weapon renders your car invisible to your enemies. It remains active for a limited time, so you must attack quickly to get the most out of it! Beware! When firing your weapon, you will momentarily be visible.



SHIELD

Another defensive weapon, the Shield provides a temporary amount of protection from the enemy. The Shield will not make you invulnerable, but it will reflect a great majority of the damage done by other cars' weapons.



REPAIR

A valuable asset on the battlefield, the Repair icon will completely refill your life meter. Repair icons are usually difficult to reach, but well worth the effort it takes to get to them!

Vinnie's Lair

STUNT SCORING

All rolls flips, twists and spins are scored based on a full 180 degree rotation counting as one.

Rolls (left and right) . . . . . .5 pts
Flips (forward and backward) . . . . .5 pts
Spins . . . . . .5 pts
Twists 3pts
2 Wheeled Side . . . . . .3 pts
Wheelie . . . . . .5 pts
Endo . . . . . .5 pts
Air Time . . . . . .5 pts for every second over 5 seconds in the air.

Bonuses are awarded after a stunt has been completed.

PERFECT STUNT BONUSES

You can achieve Perfect Stunt Bonuses for flawless Spins, Rolls or Flips. Here's how the scoring is tabulated using multipliers:

Perfect Spin Bonus x15
Perfect Roll Bonus x25
Perfect Flip Bonus x25

PARTIAL WINGS BONUS

This bonus is given for not using the wings extensively. It is given for only using the wings for a short period of time (less then 3 seconds).

NO WINGS BONUS

This bonus is given for not using the wings during a stunt.

ICON BONUSES

Bonus multipliers are also given for how many icons (unique stunt: roll left, roll right, air time, etc .etc.) you've racked up during a single stunt.

3 icons . . . . . .Triple bonus
4 icons . . . . . .Quad bonus
5 icons . . . . . .Rush bonus
6 icons . . . . . .Super bonus
7 icons . . . . . .Extreme bonus
8 icons . . . . . .?
9 icons . . . . . .?
all 10 icons . . . . . .?

HINTS AND TIPS

Feeling like you need some help out there on the tracks? Read through the following suggestions to help you discover some track and driving secrets.

- During a race, look for red switches. Some red switches open paths to shortcuts, and others create obstacles for players both in front of you and right on your tail. They're especially handy when the Death Mode option is on.

- In Stunt Mode, the key to a high Stunt Score is multiple types of stunts in a single jump, as opposed to the volume of flips and spins. In other words, the crazier the single jump, the bigger your bonus will be when you land.

- In Battle Mode, use every weapon to your advantage. There are no weak weapons. Some weapons have strategic uses. Laying a Land Mine around a tight corner will surprise a pursuer, or try staking out an opponent in a sniper position with a long distance Pulse Cannon.

- In Ghost Mode, try alternating cars to get a feel for the car that works best for you. In Ghost Mode, you're racing against cars from your previous races, so the Ghost that wins might be your best long-term car.

- An ideal way to enjoy the game is to play with a Rumble Pak in your controller and a Controller Pak (with your saved stats) in a different controller. That way, you can use both and never have to swap them.

- In this game, there are many hidden tracks, new car parts and secret cars for you to unlock. Collecting coins opens new cars, accumulating mileage uncovers new parts and winning circuits unlocks hidden tracks. Can you find all 19 tracks?

Vimm's Lair

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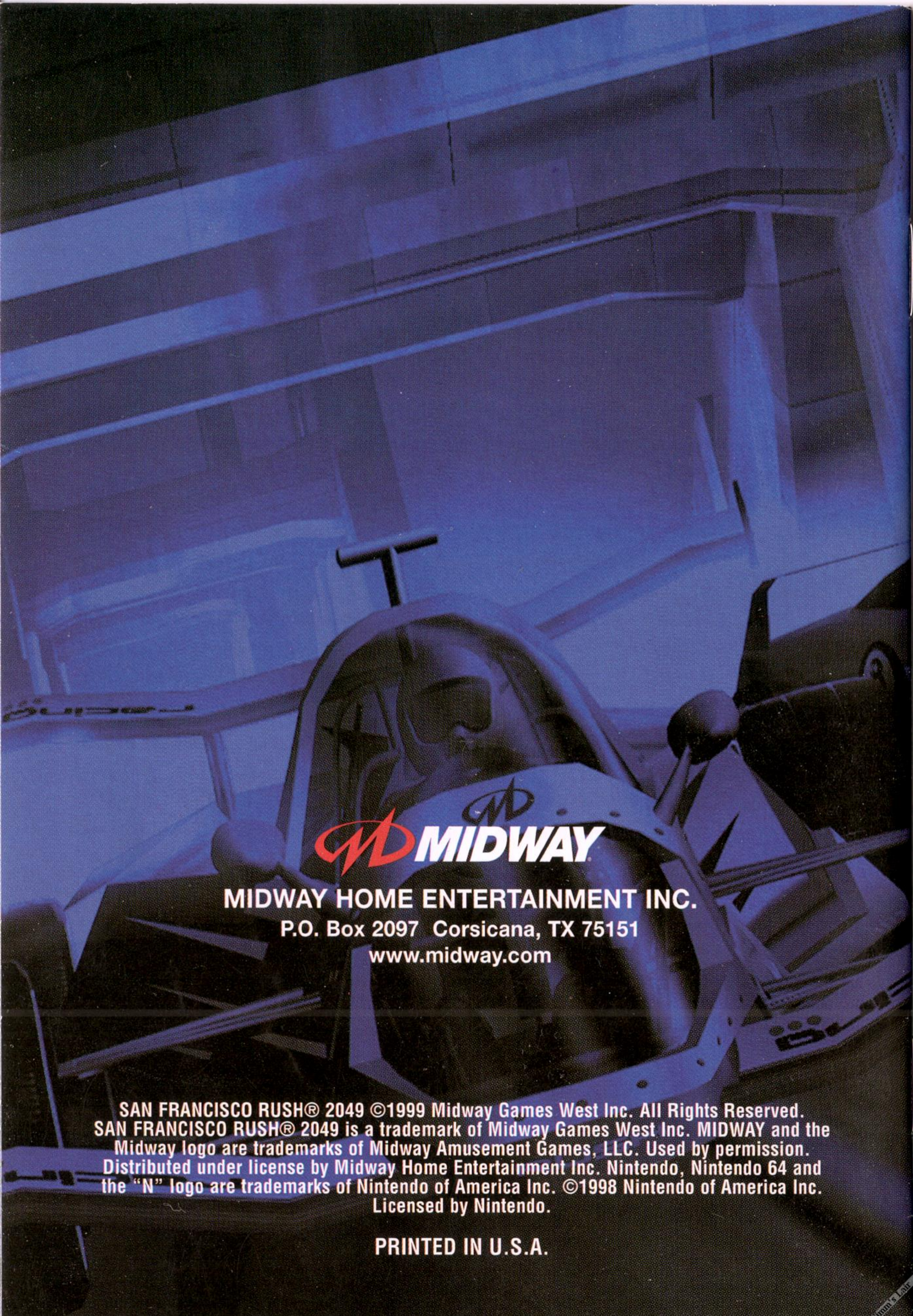
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