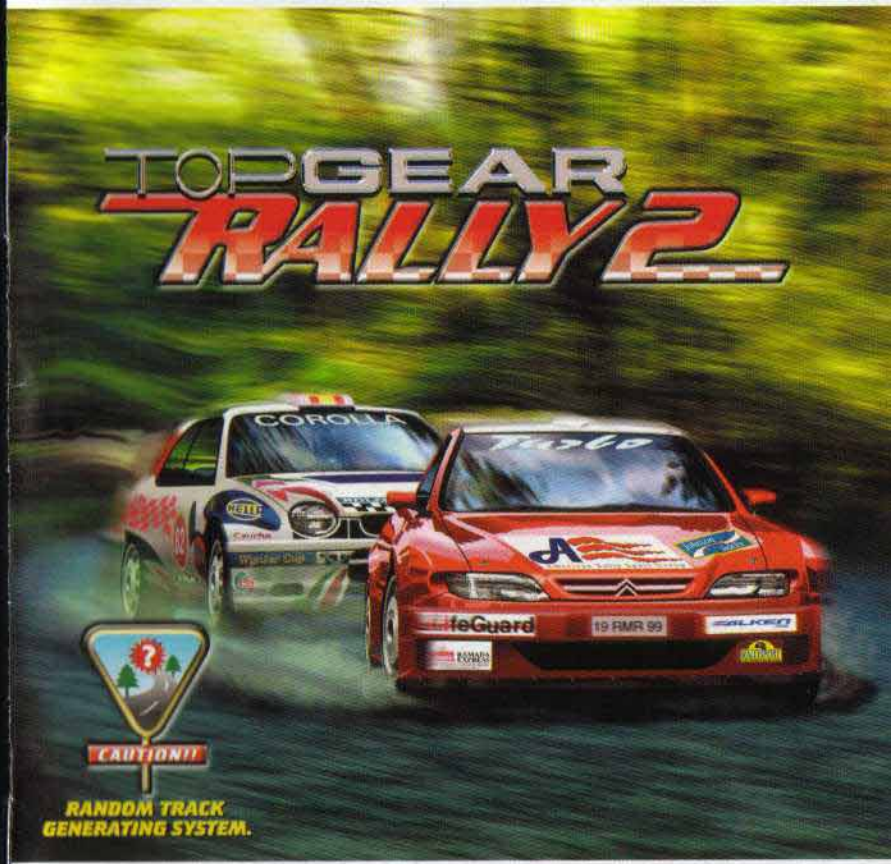
Published by

KEMCO

www.kemco-games.com

KOTOBUKI SYSTEM CO., LTD.
2-6-3 HONDORI, KURE-SHI
HIROSHIMA, 737-0045 JAPAN

NUS-NL2P-EUU



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INSTRUCTION BOOKLET

NINTENDO 64

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DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TILBEØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT NINTENDO PRODUKT.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMISTI NINTENDO YHTEENSOPIVIA TUOTTEITA.

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ADVARSEL : LÆS FORBRUGERINFORMATIONEN OG HÆFTET MED SIKKERHEDSREGLER, DER FØLGER, MED DETTE PRODUKT, FØR DU BEGYNDER AT BRUGE NINTENDO HARDWARE SYSTEM, GAME PAK ELLER TILLBEHØRET.

VAROITUS : LUE HUOLELLISESTI LAITTEEN VARUSTEISIIN KUULUVAT KULUTTAJATIEDOT JA HUOMAUTUKSET ENNEN NINTENDO-LAITTEEN, PELIN (GAME PAK) TAI MUUN VAURSTEEN KÄYTTÖÄ.

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Getting Started

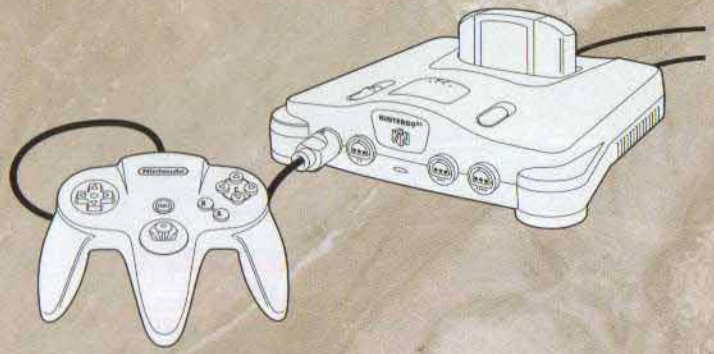
IMPORTANT WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

Instead, first turn the power OFF on your N64®.

Then insert the Game Pak into the slot of your N64®.

Press firmly to lock the Game Pak in place.

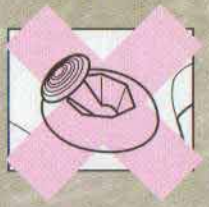
Turn the POWER switch ON. After the appearance of the title and legal screens, you may bypass at any time by pressing START.



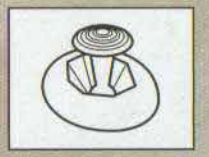
Control Stick Functions

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 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.

This game is compatible with the Controller Pak™ and the Rumble Pak™ accessories. Before using these accessories, please read the Controller Pak™ and Rumble Pak™ instructions booklets carefully. Follow the on-screen instructions to determine when you should insert or remove the Controller Pak™ and Rumble Pak™ accessories.

Slide Behind The Wheel

The Default Controller Button Locations

Outlined below are the default settings for Top Gear® Rally 2 Controller Functions. Once you've mastered racing in the default configuration, try customizing your Controller Setup in the Game Options Menu at the beginning of the game.

L Button & R Button
Press the L Button to quickly place your car back on the road after an accident; you will incur a small time penalty. If you're using the manual transmission, press the R Button to shift up.



Control Pad
Like the Control Stick, you can use the Control Pad to steer your vehicle.

C Buttons
Press the Right C Button or Left C Button to change your view of the road. Press the Up C Button to see the view directly behind your car. The Down C Button is the emergency brake; use it to check your speed through turns.

A Button
The A Button is the gas pedal. Press it to make your car accelerate.

B Button
The B Button is the brake pedal. Press it to slow your car.

Start Button
Use Start in Championship mode to access the Support Van Menu. When racing, pressing Start will pause the game.

Control Stick
Use the Control Stick to turn your car left, right or make it run in reverse.

Z Button
If you have the manual transmission option selected, press the Z Button to shift down. Press the Z Button at game menus to view tips and additional game information.

Choose Your Road

Top Gear® Rally 2 features three high-revving modes of play for up to four players. We'll break down all of the modes in detail over the next couple of pages, but if you can't wait to hit the road, keep the manual open to this page so you'll have a handy game summary ready when you need it.

Championship

This is a one-player road rally challenge that pits you against three other computer-controlled drivers. The object is to finish the multiple legs on each course with the best overall time.





Team Championship

Team Championship is exactly like the one-player Championship Mode, except you and another player work together on a road rally team, racing against a rival computer-controlled team.

Versus

Versus Mode is a standard head-to-head, arcade race game for up to four players. In this simplified version of Championship Mode, you won't have to worry about wear and tear on your car parts.





Options

The Top Gear® Rally 2 Options Menu is the Nintendo 64 version of a mechanic's toolbox. This is the place to go for saving or loading a game to or from a Controller Pak, rearranging the button configuration on your N64 Controller or adjusting the volume for the game music, sound effects or navigator voice.

Three Ways to Win

Top Gear® Rally 2 Race Modes

Championship

This is a one-player road rally challenge that pits you against three other computer-controlled drivers. Like real rally racing, each leg of the race starts with the cars starting one at a time—the object is to complete the course with the best overall time. As you complete more winning seasons, you'll open new courses and hidden vehicles. Keep racing until you've found all of them!





To compete for more cups, you'll need to get behind the wheel at the ARSG Rally School Certification program - See the stuff about "homework."

Homework Was Never This Much Fun!

There are five different cups to win in Championship and Team Championship Modes. You can earn racing certification at the ARSG Rally School to compete for an advanced cup. In order to earn a license, you'll need to successfully complete four or five exercises plus a final test. The cars that you drive in the classes typically reflect the types of vehicles you'll use after you earn your license. You can also work your way to the elite level cups from the entry-level Amateur Cup races.

Team Championship

You and your human companion are a team pitted against a computer-controlled team with two drivers. This mode plays exactly like Championship Mode—you need to monitor your car damage and change equipment when necessary—but it's also important to cooperate as a team in order to win.



Team Championship Mode features a wide-angle, split screen view. You'll need to work as a team in order to win.

Versus

You're head-to-head with up to three other players. Unlike the staggered timed starts in Championship and Team Championship Modes, this is a wild, four-vehicle free-for-all off the starting line. With all that bumping around in the field, consider yourself lucky that you won't have to worry about tires and other car parts breaking down.





Up to four players can compete against one another in Versus Mode's wild, four-vehicle free-for-all.

Your View of The Road

Screen Views

Championship & Team Championship Modes

Check Point Times

This shows the total times of the cars racing between each checkpoint. These times disappear when a car reaches the next checkpoint.

Overall Time

This is your overall time on the course. Use this counter as a reference when you're out to beat your personal best time in later races.



Navigator Instructions

The exclamation point means caution should be exercised while navigating around an obstruction such as a big rock or creek bed.

Car Status

These icons change from green to yellow to red as they wear down during a race. From left to right, the icons are Engine Condition, Electrical Power, Temperature, Tire Condition, Shocks and Muffler.

Your Car

That's you, pal.

Speedometer

This shows how fast you're going.

Tachometer

This tells you your engine RPM—something you'll need to follow if you're shifting gears with a Manual Transmission.

Gear

This shows the gear you're currently in. Generally, low gear is great for hills and high gear is ideal for ripping up flats.

Your Position

This shows your place in the field for this leg of the race.

Know Before It Goes . . .

Each car status icon represents a different group of parts in your vehicle. For example, if the engine icon turns red, there could be something wrong with your turbo system, dump valve, gear box or drive train, but not necessarily all four simultaneously. With the exception of tires (which can be replaced during a race) you'll have to wait until a race is over before replacing broken parts. To replace a part, press Start on the race description screen before you start a race.



When you're back at the van, look for broken parts marked with a red icon. Replace these damaged components before heading back to race.

Versus Mode

OVERALL TIMER

The main objective in Versus Mode is to finish the race before the other cars, so you don't need to worry about checkpoint times. With the exception of the missing checkpoint times, the statistical information for Versus Mode is almost identical to Championship and Team Championship Modes.



Several times during a Versus Mode race, you'll see a "Gap Time" flash on the screen—this is the time difference between you and the lead car. It will be a negative number unless you're holding the lead.

Words From The Winner's Circle

The fastest car doesn't always win the race—in fact, the smartest driver usually wins it. Look for shortcuts along the courses. Don't worry if you can't find a hidden road. Sometimes the simplest route—even an ultra-tight line through a turn is enough to shave another half second off your best time.



Unless you're playing in Versus Mode, stay away from the other cars. In rally racing, your main battle is against the clock, not the other cars on the road. Pass your competitors with care and don't let them run you off the road. Jostling against your rivals will usually result in unnecessary damage and limit your car's performance.



Go back to school. The ASRG Rally School in Top Gear® Rally 2 isn't just about completing a series of exercises in order to earn a racing license. By continually practicing with the school cars, you'll understand and anticipate the handling idiosyncrasies for each vehicle, which will make you a better driver when you return to race on the rally circuits.



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