NUS-NVLE-USA

INSTRUCTION BOOKLET

V-RALLY EDITION 99



INFOGRAMES ENTERTAINMENT

EVERYONE
E
CONTENT RATED BY ESRB

NINTENDO 64

INFOGRAMES ENTERTAINMENT

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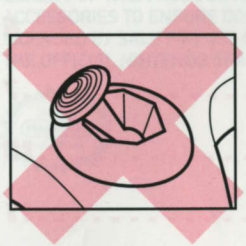
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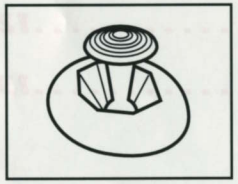
THE NINTENDO 64 CONTROLLER

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.

STARTING THE GAME

Welcome to V-RALLY.

You're going to visit 8 worldwide locations driving 11 of the best World Rally Championship cars.
So, go on, and test your own precision driving skills!



Insert the Game Pak, and slide the Power Switch to the ON position. The presentation menus will appear on screen followed by the main menu:

ARCADE:

Starts "Arcade" mode with the selected number of players.

TIME TRIAL:

Starts the game in "Time Trial" mode with the selected number of players.

CHAMPIONSHIP:

Starts the game in "Championship" mode with the required number of players.

NO. OF PLAYERS:

Selects the number of players (1 or 2, insert controllers into controller sockets 1 and 2)

OPTIONS:

Gives access to other game options.

You can enter PAUSE mode at any time during the game by pressing START on your controller. Several choices will appear depending on the game mode selected.

CONTROLS



Control Pad/Control Stick	*Go left/go right* *Move through the menu screens*
C Button ▲	*Change camera view*
Z Button	*Change down gear*
Z+A Buttons	*Change up a gear*
A Button	*Accelerate* *Confirm*
B Button	*Brakes* *Return to the previous menu*
C Button ▼	*Hand brake*
START	*Pause and confirm*
R Button	*Switch between rear and front view*
C Button ◄	*Put the car back on the track*

You can move through the menu screens with either controller. In general, use the Control Pad to move through the menus and use the A Button to confirm your choices.

***V-RALLY** is compatible with the Rumble Pak™. If you are using a Rumble Pak, please do not remove it during gameplay.*

Please refer to installation and operating instructions for conditions of use.

Whenever you save, the game will be stored on your Game Pak.

GAME MODES

You are offered 3 different game modes. When you begin a race, a screen presents a stage to you and explains the race conditions. Here you will be able to access the car settings.

When selecting a car, choose first the category (WRC, KIT CARS), then the model. In order to choose a model, the player must first of all confirm the category (A Button). The model and its characteristics change automatically when the player moves from one model to another (Up - Down).

Best performances are stored on the Game Pak together with the various settings and statistics.

"ARCADE" MODE



- *This presents a series of different stages that you discover as you go along. The player must beat a pre-set time in order to move on to the next stage.*
- *This mode is divided into 3 progressively more difficult groups.*
- *The first player to cross the finish line receives a "CREDIT" which gives him a second chance in case of failure. When a player only has 10 seconds to reach the next checkpoint, there is a bleep every second. When the time runs out, the player can use any remaining momentum to try to reach the checkpoint.*

START: *Starts "Arcade" mode according to the information shown on the screen. You can now select the required car and stage. Warning: if no saves are found, only certain stages will be available.*

PLAYER SETTINGS: *Car selection and car settings, configuration of controllers and other player preferences.*

SCORES: *Times achieved in each "Arcade" mode race.*

"TIME TRIAL" MODE

- The aim is to complete each stage as quickly as possible. This is not a race between players. The aim is to "beat the clock".

- The best driver's car will be shown in GHOST mode. The closer the best driver gets to the ghost car, the more transparent it becomes, so it doesn't prevent the following player from seeing the track.



- 2-player mode: whenever a player reaches the best time in a stage, his car is shown in ghost mode. Although the players drive simultaneously during each stage, they cannot see each other. BATTLE mode enables them to compete without the ghost image of a car being shown (collisions between players are taken into account).

START:

Loads the required stage with the options chosen by the players.

PLAYER SETTINGS:

Car selection and car settings, configuration of controllers and other player preferences.

NO. OF LAPS:

Number of laps in the race. With the Infinite Laps option, you have to enter Pause mode to exit from the stage you are on.

GAME MODE:

There are 2 possible options: display / do not display Ghost image and Battle (2-player mode only).

SCORES:

Displays a screen showing the best times.

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"CHAMPIONSHIP" MODE

- In "Championship" mode, 4 cars can compete. Each location represents one round of the Rally Championship, and each rally includes several stages. The aim is to achieve the best cumulative time in all the stages of a rally.

- Each round of a rally generates a ranking which then counts towards the Championship as a whole: 4 points are awarded for 1st place, 2 points for 2nd place, and 1 point for 3rd place.

- Players can race in the various rounds of the championship in any order. The end appears when all the rounds have been completed.

- The player competes against 3 other vehicles on the track, but in "Rally" mode, players can get the genuine feel of a Rally by being the only vehicle on the stage.



Some stages are circuits and others consist of straight stretches of track, just as in traditional rallying.

- Players can save a championship at any time and resume it later by using the ABORT CHAMPIONSHIP option in the presentation menu of the stage selected.

NEW CHAMPIONSHIP:

Starts the required championship according to the information shown on the screen.

CONTINUE EXISTING CHAMPIONSHIP:

This option will only be displayed if a championship has already been saved.

SELECTED CHAMPIONSHIP:

Selection of a championship from those available (the championships available are displayed in the top right hand corner of the screen). This option will only be displayed if a championship has already been saved.

GAME MODE:

2 players can play simultaneously (V-Rally mode) or separately (one car per screen) in Rally mode. In 2-player Rally mode, you can play on a split screen (the players drive simultaneously).

PLAYER SETTINGS:

Car selection and car settings, configuration of controllers and other player preferences.

SCORES:

Displays a screen showing the results of a championship.

SCREEN SET-UP

Time left before next checkpoint - "Arcade" mode only.

Positions of the 4 cars in the race with distance between each car.



Total number of laps and remaining number of laps. If the stage is not a full circuit (i.e. not a loop), this information is not displayed.

Time taken by player during previous lap.

Best time achieved by player during this stage.



Best lap time.

Time taken by player and comparison with previous lap.

PAUSE

To enter pause mode, press the START button on your controller. Depending on the game mode selected, several choices are displayed:

You can resume the current game, set the sound volumes (engine, co-pilot and sound effects), view the owned "credits", re-start a race or change the various car settings (Gear Box, Direction, Control, Gear Ratio and suspension).

OPTIONS

The Options Menu gives you the following choices:

LEVEL OF DIFFICULTY: Easy-Medium-Hard

SPLIT SCREEN: In multiplayer mode, choose whether you want the screen split horizontally or vertically.

ENGINE LEVEL: Engine sound volume.

CO-PILOT LEVEL: Sound volume of the co-pilot's instructions.

SCREEN FORMAT: 4:3 or 16:9.

RESET SAVED DATA: Returns you to default settings.

EXIT GAME OPTIONS: Returns you to main menu.

POWER STEERING: Activation of the handling..

PLAYER SETTINGS

From the main game modes menu, you can enter the player preferences. The Game Pak stores the preferences and information for 4 players. Under the Player Settings, you have the possibility to set the following parameters for every player: Controller configuration, information display during the race (speed, times, dashboard, positions). You can also create or delete players. (You can create a new player only if there is enough space on the Game Pak. A player's name if made up of three letters).

When changing the default controller setting, select the control to be modified (A Button), then press a new Button. All the controls can be modified, except the Directions Left or Right of the Control Pad and the control stick, which control the steering and cannot be changed.



CAR SETUP

- **GEARBOX:** *Automatic or manual.*
- **DIRECTION:** *Adjustment of sensitivity of the Control Stick: There are 3 possible levels: 1 low sensitivity, 2 medium, 3 high sensitivity.*
- **CAR CONTROL:** *Over-steering or under-steering of car. This parameter changes the ratio of the braking power of the front axle and the rear axle to make the car over-steer or under-steer. There are 5 levels: 1 maximum under-steer, 2 under-steer, 3 balanced, 4 over-steer, 5 maximum over-steer.*
- **GEAR RATIO:** *3 gear ratio settings: Low (maximum acceleration), Normal (medium), High (maximum speed)*
- **SUSPENSION:** *Soft (rough surface), Medium (slippery surface), or Hard (dry surface).*

Optimize your driving experience with the following settings:

Gear box	
Automatic	Gears are changed automatically depending on your speed.
Manual	Shift gears up (Z+A button) and down (Z button) yourself.
Steering	
Not very sensitive	Use this setting on fairly straight tracks. Your control stick will not be sensitive to small movements.
Medium sensitive	Use this setting for tracks with more curves. Your control stick will be sensitive to moderate movement.
Very sensitive	Use this setting on winding tracks. Your control stick will be sensitive to small movements.
Behavior	
Oversteer	The vehicle takes tight, inside turns. Use this setting on tracks with sharp turns.
Understeer	The vehicle takes broader, outside turns. Use this setting on relatively straight tracks with long turns.

Gearbox ratio	
Short	You will need to shift gears often, downshifting into turns so you have the power to exit the turns quickly. Use this setting on winding tracks
Normal	Normal gear ratio, for mixed tracks.
Long	Use this setting on straighter tracks. This gear ratio is a good match for high speeds.
Suspensions	
Soft	Use this type of suspension on roads with ruts, bumps and potholes. Your car will hold the road and be more controllable over rough surfaces.
Normal	Normal suspension is useful for slippery and wet roads.
Hard	This is the ideal setting for asphalt and all hard-surface tracks.



DRIVING TIPS

Good cornering:
For all corners on all surfaces:

- *Brake in a straight line, steer towards the apex, straighten up and accelerate. Look way ahead.*
  The shortest distance between two points is a straight line.
- *Brake progressively, without pumping.*
- *Do not lock the wheels.*
- *Accelerate progressively, without pumping the accelerator.*
- ***Hand-brake turns.** On all surfaces, for very tight hairpins or to avoid frontal impacts, brake normally, turn the wheel slightly, release the brake pedal, apply the hand-brake briefly but hard. The rear wheels lose all grip and the car slides. When past the apex, accelerate or take a deep breath.*

More specifically, on dirt and snow:

- **For long curves, and tight corners**

In a controlled slide, the car is made to slide gently. While accelerating, turn the steering wheel very early, as if you were going to cut the corner, then release the accelerator suddenly. Control the slide with the accelerator. When through the corner, accelerate, keeping the wheels straight (no opposite lock).

- **For wide tight corners, not on a long curve**

In an opposite-lock slide, put the car into a "controlled slide", but steering in the opposite direction to the corner. When the car slides a few yards before the apex of the corner, steer slightly in the right direction, controlling the slide with the accelerator. Above all, don't "play" with the steering wheel, full lock, straighten, opposite lock.

BUMPS:

- *If you want a high jump, accelerate on the bump, and take the power off when you're in the air. To avoid jumping high, brake sharply but briefly at the start of the bump to lower the front of the car, then re-accelerate.*

UNDERSTEER:

- *This is loss of front wheel grip in a corner. Take your foot off the accelerator in all cases.*

OVERSTEER:

- *This is loss of rear wheel grip in a corner. In a front-wheel-drive or four-wheel-drive car, accelerate to transfer weight to the rear wheels. In a rear-wheel-drive car, release the accelerator slightly.*

The following table shows some settings for each country. ***Warning:*** *These are not hard and fast rules, but suggestions that may vary according to your preferences.*

	Behavior	Gearbox ratio	Suspension(s)
Alps	Oversteer	Short	Hard
Indonesia	Understeer	Long	Soft
England	Oversteer	Long	Soft
Spain	Understeer	Long	Hard/Normal (Rain)
Safari	Understeer	Normal	Soft
Corsica	Understeer	Long	Hard/Normal (Rain)
New Zealand	Oversteer	Long	Soft
Sweden	Oversteer	Normal	Normal

THE CARS

WRC

MITSUBISHI LANCER



MOTOR:	2L Turbo Charged
DRIVE SYSTEM:	4WD
MAX POWER:	290 bhp @ 6000 rpm
MAX TORQUE:	52 Kg/m @ 3500 rpm
GEARBOX:	6 speed sequential
TYRES:	MICHELIN
WEIGHT:	1230 Kg
Overall length:	4350 mm
Overall width:	1770 mm
Height:	1440 mm
Wheelbase:	2510 mm
Front track:	1510 mm
Rear track:	1505 mm

SUBARU IMPREZA



MOTOR:	2L Turbo Charged
DRIVE SYSTEM:	4WD
MAX POWER:	300 bhp @ 5500 rpm
MAX TORQUE:	48 Kg/m @ 4000 rpm
GEARBOX:	6 speed sequential
TYRES:	PIRELLI
WEIGHT:	1230 Kg
Overall length:	4340 mm
Overall width:	1770 mm
Height:	1390 mm
Wheelbase:	2520 mm
Front track:	1550 mm
Rear track:	1550 mm

TOYOTA COROLLA



MOTOR:	2L Turbo Charged
DRIVE SYSTEM:	4WD
MAX POWER:	300 bhp @ 5700 rpm
MAX TORQUE:	52 Kg/m @ 4000 rpm
GEARBOX:	6 speed sequential
TYRES:	MICHELIN
WEIGHT:	1230 Kg
Overall length:	4100 mm
Overall width:	1770 mm
Height:	1365 mm
Wheelbase:	2465 mm
Front track:	1564 mm
Rear track:	1556 mm



FORD ESCORT

MOTOR:	2L Turbo Charged
DRIVE SYSTEM:	4WD
MAX POWER:	300 bhp @ 5500 rpm
MAX TORQUE:	47 Kg/m @ 4000 rpm
GEARBOX:	6 speed sequential
TYRES:	MICHELIN
WEIGHT:	1230 Kg
Overall length:	4211 mm
Overall width:	1770 mm
Height:	1425 mm
Wheelbase:	2550 mm
Front track:	1470 mm
Rear track:	1487 mm

Formula 2 - KIT CARS

CITROEN XSARA KIT CAR



MOTOR:	2L 16-valve
DRIVE SYSTEM:	2WD (FRONT)
MAX POWER:	280 bhp @ 8750 rpm
MAX TORQUE:	25 Kg/m @ 6750 rpm
GEARBOX:	6 speed sequential
TYRES:	MICHELIN
WEIGHT:	960 Kg
Overall length:	4167 mm
Overall width:	1698 mm (series car)
Height:	1391 mm (series car)
Wheelbase:	2540 mm (series car)
Front track:	1433 mm (series car)
Rear track:	1442 mm (series car)

PEUGEOT 306 MAXI



MOTOR:	2L 16-valve
DRIVE SYSTEM:	2WD (FRONT)
MAX POWER:	275 bhp @ 8700 rpm
MAX TORQUE:	26 Kg/m @ 5900 rpm
GEARBOX:	6 speed sequential
TYRES:	MICHELIN
WEIGHT:	960 Kg
Overall length:	3995 mm
Overall width:	1835 mm
Height:	1330 mm
Wheelbase:	2600 mm
Front track:	1647 mm
Rear track:	1628 mm



SKODA OCTAVIA KIT CAR

MOTOR:	2L 16-valve
DRIVE SYSTEM:	2WD (FRONT)
MAX POWER:	260 bhp @ 8000 rpm
MAX TORQUE:	24 Kg/m @ 6500 rpm
GEARBOX:	6 speed sequential
TYRES:	MICHELIN
WEIGHT:	960 Kg
Overall length:	4511 mm
Overall width:	1770 mm
Height:	1429 mm
Wheelbase:	2512 mm
Front track:	1516 mm
Rear track:	1492 mm

NISSAN ALMERA KIT CAR



MOTOR:	2L 16-valve
DRIVE SYSTEM:	2WD (FRONT)
MAX POWER:	275 bhp @ 8750 rpm
MAX TORQUE:	24 Kg/m @ 5500 rpm
GEARBOX:	6 speed sequential
TYRES:	MICHELIN
WEIGHT:	960 Kg
Overall length:	4120 mm
Overall width:	1830 mm
Height:	1380 mm
Wheelbase:	2535 mm
Front track:	1500 mm
Rear track:	1500 mm