

Instruction Booklet

Cruisin'

EXOTICA

NINTENDO⁶⁴



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



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.



LICENSED BY



NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996, 1999 NINTENDO OF AMERICA INC.

TABLE OF CONTENTS

GETTING STARTED	3-4
CONTROLS	5
PLAYER SELECT	6
MAIN MENU	7-8
OPTIONS MENU	9-10
BEFORE THE RACE	11-12
DURING THE RACE	13-15
PAUSE MENU	16
GAME MODES	17-18
THE TRACKS	19-22
NOTES	23
BEST TIMES	24
CREDITS	25
WARRANTY	26

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.
- 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!



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.

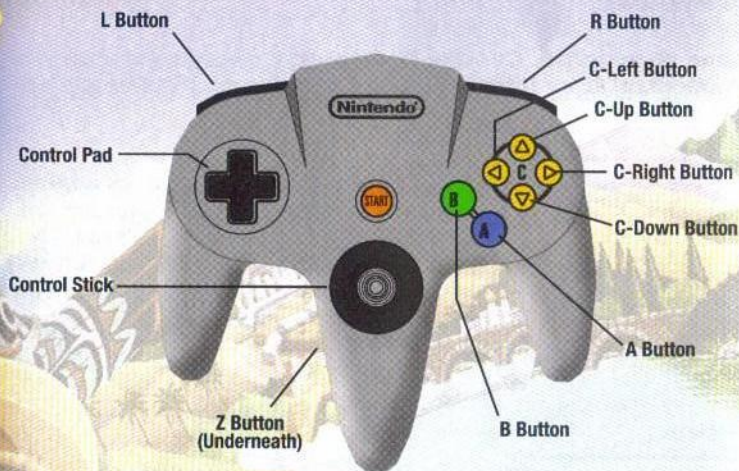


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

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.

CONTROLS

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.



DEFAULT CONTROLS

ACCELERATE - A Button or L Button

BRAKE - B Button

STEERING - Control Pad (Left or Right) or Control Stick

N2O (Nitrous Oxide) - Z Button

CHANGE MUSIC - R Button

SHIFT UP - Up on Control Pad or C-Up Button

SHIFT DOWN - Down on Control Pad or C-Down Button

CHANGE CAMERA - C-Right Button

HONK HORN - C-Left Button

Note: Controls can be changed under the Options Menu. See Page 9 for more information.

PLAYER SELECT

At the Title Screen, press **START**. Before you access the Main Menu, you can select characters (players) as well as create new ones. Cruis'n Exotica supports up to four players. Make sure all controllers are inserted before turning the Power switch **ON**. Choose how many players will be racing (1,2,3 or 4 Player Game) and press the **A Button**.

Press **Up** or **Down** on the Control Stick or Control Pad to cycle through the different players. Press **Left** and **Right** to choose a character to match your player name. When you have found the player record you want to use, press the **A Button**. This record will be highlighted in green.

If you are creating a new player record, highlight the name **UNUSED** and press the **A Button**. Next you will be allowed to enter a name for your player record. There are 12 spaces you can use for your name. Use the Control Stick or Control Pad to select letters or numbers. When you are ready to continue, highlight **OK** and press the **A Button**.



If you wish to delete a character from the game, highlight the player record and press the **Z Button**. You will be asked if you want to delete that racer or not. Press the **A Button** to delete the racer or press the **B Button** to cancel and return to the Player Select Menu.

When you have selected the player you want to use, press the **A Button** to continue. Your next destination will be the starting point of all games, the Main Menu. Remember that all players must press the **A Button** before you can advance to the Main Menu.

MAIN MENU

CRUIS'N CHALLENGE

Cruis'n Challenge allows you to race each track in sections. In order to advance to the next section of a track, you must place in either First, Second or Third. There are three races per track, followed by a Drag Race. The Drag Race is only available for anyone who beats the three previous tracks.

Before a Drag Race, you can win an N2O (Nitrous Oxide) boost by doing a trick. Simply copy the trick you are shown before the race to win. This is the only way to earn N2O. N2O is used to give you a quick boost of speed during a race. It can't be used for the Drag Race, but will come in very handy on your upcoming races. The N2O can only be used once for every boost you have (20 maximum), so use it wisely!

CRUIS'N FREESTYLE

Cruis'n Freestyle mode is an arcade-style race. Pick a track and race to determine a winner. Cruis'n Freestyle is a great way to practice for the more difficult game modes. Get to learn the tracks in this mode because it will help you later.



MAIN MENU

CRUIS'N EXOTICA

This game mode challenges you to place first on a track in order to advance to the next one. Beginning on an easy track and progressing to more difficult ones, this game mode could easily be the hardest one of all. Remember, only First Place winners advance!



OPTIONS MENU

Want to change the controls or adjust sound volumes? The Options Menu allows you to do all of that. You may want to change something before you begin a race, we'll cover that section first on the next page.



Turn the page for more information on the game's options.

OPTIONS MENU

At the Main Menu, highlight **Options** and press the **A** Button. Below is a description of each sub-menu in the Options Menu. To access them, highlight them and press the **A** Button.

AUDIO SETUP

Adjust the sounds of the game here. Press **Left** and **Right** to change the volume of the **SOUND FX** and **MUSIC VOLUME**. You can sample the different sound effects and music tracks here as well. When you are satisfied with your adjustments, press the **A** Button to go activate the changes and return to the Options Menu. Pressing the **B** Button will cancel any changes you have made.



CONTROLLER SETUP

Choose from 4 different Controller Configurations. Press **Left** and **Right** on the Control Stick or Control Pad to view them. When you have found the setup you want to use, press the **A** Button to activate the controller setup and return to the Options Menu. All competing players can change their setup before returning to the Options Menu.



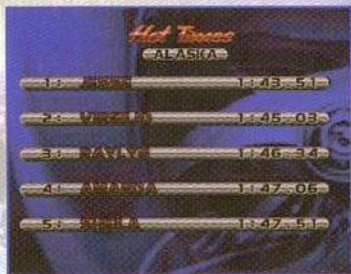
OPTIONS MENU

EXOTIC MODE

After you beat Exotica Mode, a special view mode will be available. This option allows you to **LOCK** and **UNLOCK** this view mode.

VIEW TOP TIMES

This sub-menu allows you to view the Top Times for all of the tracks. Even the Cruis'n Challenge tracks are here. The only difference between the Challenge track times and the regular track times is that Cruis'n Challenge splits the tracks into sections. To view different tracks, press Left or Right on the Control Stick or Control Pad. When you are viewing the times and you wish to return to the Options Menu, press START or the A or B Buttons.



DIFFICULTY

Not very difficult to figure out. Select from **EASY**, **MEDIUM** or **HARD**. The difficulty setting controls how well the AI (Artificial Intelligence) cars do against you. For example, if you select **HARD**, the cars will be faster. If you select **EASY**, you shouldn't have any trouble getting past most of them.



BEFORE THE RACE

While most racing is restricted to asphalt, Cruis'n Exotica takes it one step further. Spanning the far reaches of the globe and beyond, each race features a variety of track conditions and locations. Each track has a life of its own, with sharp turns, steep drops and secrets galore, it'll take you a while to master them all!

TRANSMISSION SELECTION

After a track has been selected, you must choose what style of transmission your vehicle will have. Choose from Automatic (A) or Manual (M) using the Control Stick or Control Pad. To choose the transmission, press the A Button.

When using an Automatic transmission, you will not have to change gears. Using a Manual transmission forces you to change the gears during a race. If you are using the default control settings, gears can be shifted Up by pressing Up on the Control Pad or C-Up Button during a race. Gears can be shifted Down by pressing the Control Pad Down or the C-Down Button during a race.



BEFORE THE RACE

VEHICLE SELECTION

The Vehicle Selection screen appears before each race. Selecting the right vehicle is very important. Each vehicle is unique not only in appearance, but in the way it handles as well. There are 12 vehicles you can choose immediately before a race. More vehicles are available if you're good enough to unlock them.

There are three sets of vehicles with four vehicles per set. Press Up or Down on the Control Stick or Control Pad to view the different sets. Press Left or Right to highlight the different vehicles in that set. As mentioned before, each vehicle is unique. The names and looks may be different, but each car also differs in four categories.

ACCEL - Basic speed of the car.

TRACTION - Grip of the car. Does it take turns well?

MASS - Handling of the car.

AERO - How well the car flies through the air.

Once secret vehicles are unlocked, you will be shown the car you are awarded with. The bonus car will be placed in a brand new vehicle set. Once you have found the car of your dreams, press the A Button to start racing!



DURING THE RACE

SHORTCUTS

Each track features a few secret paths for you to explore. Sometimes they're hard to spot as they appear right before your eyes, but if you know what to look for you won't have a problem. Not only are these shortcuts helpful in getting ahead of the competition, they also help in taking time off of the clock.

Most shortcuts appear around turns. Look for dirt paths or other roadways that branch out from the main road. When you see one, aim for it and go for broke. Most of the time you can come out a few positions ahead of the pack, but some shortcuts have a jump at the end of them. Jumps are good for performing tricks, which also help take time off of your final race time.



DURING THE RACE

DOING TRICKS

There are three tricks every car can do in the game. When you successfully pull off a trick, you will earn a time bonus. The time bonus actually takes seconds off of your final race time. The final race time is calculated at the end of each race and is important for earning record times.

SUPER FLIP

The easiest trick to do is the Super Flip. To do this trick, quickly press the Accelerate button (A Button for default controls) twice. Your car will rear back on its wheels and launch forward. If you hit a car or go off of a jump in this position, your car will flip over and you will earn a 1 second time bonus. An easy trick that can help take off lots of time.



HELI SPIN

A little more difficult of a trick is the Heli Spin. To do this trick, press Left or Right on the Control Stick or Control Pad while you are in the air. Your car will do a 360° spin and you'll earn a 2 second time bonus.



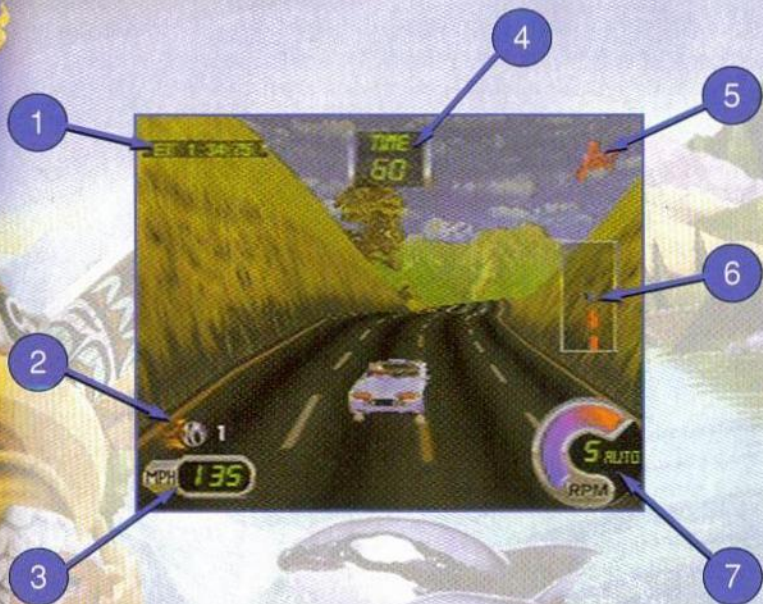
MONDO ROLL

The most difficult trick to execute is the Mondo Roll. To perform this trick correctly, your timing must be perfect. Press Left or Right on the Control Stick or Control Pad and the A Button at the same time as you are about to jump off of a ramp. Timing is crucial, but the 2 second time bonus you'll get is worth it.



DURING THE RACE

The information below shows you what you should look for on the screen.



HUD (Heads Up Display)

- 1.) Elapsed Time
- 2.) N2O Boosts (if any)
- 3.) Speedometer
- 4.) Time Remaining
- 5.) Current Position
- 6.) Radar
- 7.) Tachometer and Transmission

PAUSE MENU

While you are playing, you may have to pause the game. To do so, press **START** at any time to access the Pause Menu.

The Pause Menu allows you to change the Audio Options of the game as well as Quit out of the current race. Press **Up** or **Down** on the Control Stick or Control Pad to highlight the menu items.

CONTINUE

This will continue your current race. Press **START** again or the **A** Button to resume racing.

SOUND FX VOLUME

Is the squealing of tires and crashing of steel too loud for you? You can adjust that here by pressing **Left** and **Right** to change the volume. When you are happy with the volume, highlight **CONTINUE** and press **START** or the **A** Button.



MUSIC VOLUME

Want to crank up the tunes? Do it right here by pressing **Left** and **Right** to adjust the volume. Don't forget that you can change the song that's playing by pressing the **R** Button (default controls) at any time during a race. When you have found the volume you want, highlight **CONTINUE** and press **START** or the **A** Button to continue the race.

QUIT GAME

Do you really want to quit the game? Highlight **QUIT GAME** and press the **A** Button. A confirmation screen will appear giving you two choices. Highlight **YES** or **NO** and press the **A** Button. If you select **YES**, you will exit back to the game's Title Screen and can turn the Power **OFF**. Just remember that nobody likes a quitter!

GAME MODES

As mentioned before, there are three game modes in Cruis'n Exotica. While all three are different, your goal should still be to win!

CRUIS'N CHALLENGE

Cruis'n Challenge consists of four parts. In order to advance to the next portion of this game mode, you must pass the set goals. These goals are given to you before the race at the track select screen. Press Up or Down on the Control Stick or Control Pad to view the goals for each portion of the track. You will not be able to view certain parts of a Challenge Track until it is unlocked. If you beat half of the Challenge Mode tracks, you will unlock a bonus car.

PART ONE

The first part of a Challenge Track is to race from Point A to Point B. The goal is to place in either First, Second or Third in order to advance to Part Two.

PART TWO

The second part of a Challenge Track is basically the same as Part One. The only difference here is that you must race from Point B to Point C on the track. Once again, you must place in the top three positions in order to advance.

PART THREE

The third part of the challenge is to race three laps (Circuit) on the track. Again you must place in the top three positions in order to advance to Part Four.

PART FOUR

The Drag Race! Before you begin the race, you will be shown how to do a car trick. Copy this trick to earn a N2O boost! All you have to do now is win the race to finish the track.



GAME MODES

CRUIS'N FREESTYLE

Arcade racing at its finest! Freestyle mode allows you to pick any track to race on. You must place in the top three positions in order to beat the track. After you place in the top three, you can try to beat the best time on the track. Not only does Freestyle mode challenge you, it's also a great way to practice for the more difficult game modes. If you can beat all 12 tracks in Freestyle Mode, you can unlock a bonus car.

CRUIS'N EXOTICA

Basically a more difficult Freestyle mode, Exotica mode does not allow you to select the track. Instead, the track is selected for you. In order to advance to the next track, you must finish the race in First Place. That's right, no advancing for Second or Third. First is the only way to go here! After you finish a track, another one will be selected for you. It's a lot harder than it seems, so good luck! If you can beat this game mode twice, you will unlock a bonus car.

Here's an example of a bonus car. You can unlock "HEAVYLIFTIN" by racing 5,000 miles. Remember that you can earn cars by beating certain game modes as well!



THE TRACKS

KOREA

Lush valleys give way to a major city on this track. From its beautiful mountains to its winding maze of concrete and steel, this track is great for beginners as well as the more advanced player. Look for a well-hidden shortcut when the dirt road turns to an asphalt one.



ATLANTIS

This once lost city is now open for racing! Get wet and wild with this track's countless whales, sharks and winding coral speedways! Travel through the ruins of this ancient city to a watery victory. This track is another great choice for a beginning player.



SAHARA

If you can't stand the heat, DRIVE! Navigate through its sand dunes and winding roads to beat this track. It's racing Middle Eastern style complete with natural sand jumps, tight turns and narrow roads. A Medium Difficulty track, Sahara will provide a slightly more challenging race for a beginner. At the end of the race the only thing hotter than the climate might be your engine!



THE TRACKS



HONG KONG

Take a trip from the outskirts of town right into the spectacle of bright neon lights and towering skyscrapers. Tight turns abound in this city, where the finish line is on an airport runway? Hong Kong is a bit more challenging, but beginning players should feel at ease.



ALASKA

The 49th State has never looked so good! Race along a narrow, rocky road past the small villages and breaching whales as you make your way into an ice tunnel. Look closely for a shortcut in the tunnel. As you exit the tunnel of ice, you'll find yourself surrounded by a lush forest. Breathtaking and beautiful, the Alaska track has much to offer.



LAS VEGAS

Start from the desert highway and tear right into the strip in Las Vegas! This track features many turns and many familiar looking landmarks. A bit more difficult than the previous tracks, you may want to bet on losing a few times!

THE TRACKS

INDIA

A great track to test your skills on, India is as beautiful as it is challenging. Not only are there wide roads, but shortcuts and jumps galore await you. The AI cars are a bit more aggressive, but with a little practice, you'll do just fine.



IRELAND

You've never seen so much green! This difficult track leads you through historic castles, small towns, rolling hills and drops you onto the beach for a dash to the finish line! Loaded with shortcuts, Ireland is one of the most difficult tracks to beat in the game.



HOLLAND

Giant windmills line the winding roads on this track. Definitely more challenging than other tracks, Holland will put your driving skills to the test! Journey through the blowing meadows into a town complete with very tight turns. Only the experienced players need apply on this track.



THE TRACKS



AMAZON

The jungles of South America are alive with the roaring of car engines! Besides once-extinct dinosaurs, watch for a few shortcuts as well. The Amazon is a great track for beginning and experienced players. Watch out for that Tyrannosaur!



TIBET

Starting from a village high atop a mountain, navigate down the winding roads through town after town. This track is packed with shortcuts and jumps, so use them to your advantage. Tibet is a fairly hard track to beat and should be raced by experienced players only, unless you don't mind losing.



MARS

Racing goes intergalactic on Mars! Starting in the red dunes of the planet, carefully turn, jump and race your way into a martian city complete with energy bridges and flying saucers! One of the hardest tracks in the game, Mars is a track to be reckoned with.

NOTES

Here's some space to write down any notes you may find. Gaming magazines and the internet are great sources for secret codes and other helpful hints.



BEST TIMES

Use the spaces below to record some of your best times.

TRACK NAME

BEST TIMES

The background of the page is a colorful illustration of a roller coaster car, possibly a 'SAGA' model, navigating a steep drop. The car is purple and white, with two passengers visible. The track is yellow and blue, set against a backdrop of green hills and a blue sky. The overall scene is dynamic and exciting.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CREDITS

MIDWAY HOME ENTERTAINMENT TEAM

PRODUCER

Dave Brooks

ASSOCIATE PRODUCER

Will Shen

ASSISTANT PRODUCER

Jason Shigenaka

TECHNICAL DIRECTOR

Scott Maxwell

PRINT DESIGN & PRODUCTION

Midway Creative Services - San Diego

PRODUCT MARKETING MANAGER

Patrick Dillon

TESTING MANAGER

Rob Sablan

TESTING SUPERVISOR

Sheila Julaton

LEAD PRODUCT ANALYST

Ajamu Shaw

TECHNICAL STANDARDS ANALYSTS

Ajamu Shaw & Kevin Pimentel

PRODUCT ANALYSTS

Malcolm Scott, Zak McClendon, Shawn Charron, Andrew Nyguen, Jesse Warber, Virgilio Abad, Jomel Fontanilla, Ray Veerkamp, Eric Narvaez, Eric Lafreniere, Edgar Perez & Adrian Castaneda

SPECIAL THANKS

Deborah Fulton, Eugene Jarvis & Nancy Ramsey

GRATUITOUS GAMES TEAM

PROGRAMMERS

Kirit Nagda, Brandon LaCava,
Sean Houghton & Chip Burwell

ARTISTS

Matthew Lorentz, David Ellingson,
Greg Miller, Erik Gist & John Baez

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home entertainment inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home entertainment inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home entertainment inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home entertainment inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home entertainment inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home entertainment inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home entertainment inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home entertainment inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

MIDWAY HOME ENTERTAINMENT INC.

P.O. BOX 2097

CORSICANA, TX 75151-2097

903 874--5092

WWW.MIDWAY.COM

BIGGER. BADDER. BETTER.

NOW AVAILABLE!

NO REF.
NO RULES.
NO MERCY.



ADRENALINE³

NOW AVAILABLE!

RACE.
STUNT.
BATTLE.



© 1994 Nintendo Co., Ltd. © 1998, 2000 Midway Nintendo. All rights reserved. Used under license. CRUSH! ENIGMA and the NINTENDO RACETRACK LOGO are trademarks of Nintendo. MIDWAY and the M IN A CIRCLE DESIGN are trademarks of Midway Amusement Games, LLC. Used by permission. Distributed by Midway Home Entertainment Inc. NFL © BLITZ™ 2001 game © 1999, 2000 Midway Amusement Games, LLC. All rights reserved. BLITZ, MIDWAY and the M IN A CIRCLE DESIGN are trademarks of Midway Amusement Games, LLC. Used by permission. © 2000 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially licensed product of PLAYERS FC. The PLAYERS FC logo is a registered trademark of the NFL players. www.nflplayers.com © 2000 PLAYERS FC. Distributed under license by Midway Home Entertainment Inc. NINTENDO, NINTENDO 64 and the "N" logo are trademarks of Nintendo of America Inc. © 1998 Nintendo of America Inc. GAME BOY and GAME BOY COLOR are trademarks of Nintendo of America Inc. © 1998, 1999 Nintendo of America Inc. Licensed by Nintendo. SAN FRANCISCO RUSH© 2049 ©1999 Midway Games West Inc. All Rights Reserved. SAN FRANCISCO RUSH© 2049 is a trademark of Midway Games West Inc. MIDWAY and the M IN A CIRCLE DESIGN are trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc. NINTENDO, NINTENDO 64 and the "N" logo are trademarks of Nintendo of America Inc. ©1998 Nintendo of America Inc. GAME BOY and GAME BOY COLOR are trademarks of Nintendo of America Inc. © 1998, 1999 Nintendo of America Inc. Licensed by Nintendo.

