

DESTRUCTION DERBY 64



SOLD BY



INSTRUCTION BOOKLET



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.

EVERYONE

For more information on the product's rating,
call 1-800-771-3772 or visit <http://www.esrb.org>

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.

DESTRUCTION DERBY 64

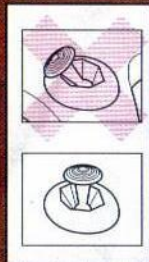
CONTENTS

<i>The Nintendo® 64 Controller</i>	2
<i>Smashing Good Fun</i>	3
<i>Legal Disclaimer</i>	3
<i>Controlling Your Car</i>	4
<i>Getting Started</i>	5
<i>Loading and Saving Games</i>	5
<i>Title Screen</i>	6
<i>Game Modes</i>	7
<i>Options</i>	8
<i>Car Select</i>	8
<i>Pause Menu</i>	9
<i>Playing the Game</i>	10
<i>Championship Strategy – Advice for High Point Collisions</i>	11
<i>End Race Screens</i>	12
<i>Scoring Breakdown</i>	13
<i>Multiplayer Modes</i>	14

THE NINTENDO 64 CONTROLLER

CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick that uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional Control Pad.



When turning the Control Deck Power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the top picture, 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 (see picture, left), then press START while holding the L and R Buttons.

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

Warning: Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your Nintendo® 64 system and that your controller is firmly locked in place at the front of the game system.
2. Insert the **DESTRUCTION DERBY™ 64** Game Pak into the Game Pak slot on your Nintendo 64.
3. Press down firmly to lock the Game Pak into place.
4. Turn the power switch ON.
5. At the Title Screen, press START when prompted to do so.



SMASHING GOOD FUN

In driving, nothing beats the pure rush of smashing into another car. Herein lies the premise behind DESTRUCTION DERBY™ 64. No weapons except the vehicle itself. No protection from the onslaught save lightning-fast reflexes and the chrome and rubber that comprise reinforced fenders and bumpers. Rooted in the classic demolition meets that are as much a part of Americana as daredevil barnstormers and circus sideshows, the modern-day jousting that is Destruction Derby takes place in arenas, backroads, and city streets that lie just around the corner in Everytown, U.S.A.

Now, from the comfort and safety offered by the technology of cartridges and controllers, take part in this, the most original of extreme sports.

Meet the challenge of DESTRUCTION DERBY™ 64.

Take no prisoners. Enjoy the ride.

LEGAL DISCLAIMER

DESTRUCTION DERBY™ 64 is fun because it's not real. Please do try to remember that this video game is meant for entertainment purposes only. Do not imitate any of the actions depicted in the game in real life. If you do, you are an idiot and will suffer from a lifetime of chronic pain and high auto insurance deductibles. Arrest and the risk of injuring others also come as part of the deal.

We repeat: Do not try any of this at home with your own car or one belonging to someone else. It is extremely dangerous and illegal.

CONTROLLING YOUR CAR

L Button

- Toggle display on/off (Damage Meter, Timer, Map Radar, MPH, Race Clock, etc.)

R Button

- Emergency Brake



C Button

- Change views (1st person, 3rd person, 3rd person close)

START

- Pause

A Button

- Accelerate

Z Button

- Rear View

B Button

- Brake
- Reverse (hold down)

Control Stick

- Steer car ← →

GETTING STARTED

CONTROLLER PAK/RUMBLE PAK INFORMATION

DESTRUCTION DERBY™ 64 is compatible with the Rumble Pak and Controller Pak accessories. Before using either accessory, be sure to carefully read the Rumble Pak and Controller Pak accessory instruction booklets. Follow the onscreen instructions to determine when you should add or remove the Rumble Pak or Controller Pak.



LOADING GAMES

After you insert a Controller Pak into Controller 1, DESTRUCTION DERBY™ 64 automatically loads saved data of records and championship progress, or creates a new file on the Controller Pak. Saving takes place automatically after certain stages of gameplay, when championship modes are won and records are set.



NOTE: Information can only be saved on Controller 1. Controller Paks inserted into other controllers will not save information.

SAVING GAMES

If you do not have a Controller Pak inserted into Controller 1, you will be asked if you wish to continue DESTRUCTION DERBY™ 64 without being able to save games in progress. If you answer YES, you will not be able to save records, Championship wins, or anything else requiring saved information. If you answer NO, you will be prompted to insert a Controller Pak into Controller 1.



TITLE SCREEN

At the **DESTRUCTION DERBY™** Title Screen, press **START** on your controller to begin gameplay.

**DESTRUCTION
DERBY 64**

press
start



GAME MODES

Move the Control Stick to highlight the different game modes. Press the A BUTTON to select, or the B BUTTON to cancel.



WORLD CHAMPIONSHIP

Begin the journey towards crash n' burn glory. Take on the world's most dangerous driving competition in arenas, through the backroads and city streets of Anywhere, U.S.A. (See **PLAYING THE GAME**, p. 10.)

ARCADE

No stakes. Big fun. Hone your driving and crashin' skills in a single exhibition-style race.

TIME TRIALS

For arcade racing purists. Set pure speed records by taking a spin around **DESTRUCTION DERBY™ 64's** scenic tracks in this classic race against the clock.

MULTIPLAYER

The best in two, three, or four player mayhem! Take part in Deathmatch, Destruction Race, Bomb Tag, or Capture the Flag modes. (See **MULTIPLAYER MODES**, p. 14.)

OPTIONS

Press **Z** to view records and set music, commentary, and sound levels for **DESTRUCTION DERBY™ 64**.

Scroll through the following Game Options by moving the Control Stick \uparrow/\downarrow :

MUSIC Move the Control Stick \leftarrow/\rightarrow to adjust the volume on **DESTRUCTION DERBY™ 64**'s killer soundtrack.

VOICE Move the Control Stick \leftarrow/\rightarrow to adjust the volume on **DESTRUCTION DERBY™ 64**'s scintillating play-by-play.

SFX Move the Control Stick \leftarrow/\rightarrow to adjust the level of **DESTRUCTION DERBY™ 64**'s bone-jarring sound effects.

PLAYSONG Move the Control Stick \leftarrow/\rightarrow to choose your favorite song from **DESTRUCTION DERBY™ 64**'s original score.

STEREO Move the Control Stick \leftarrow/\rightarrow to switch between stereo and mono sound.



CAR SELECT

After choosing a **GAME MODE**, pick a **DESTRUCTION DERBY™ 64** stock car that best suits your personality. All vehicles are painted with care by auto artists of varying disposition. (The stock cars available at the novice level are close to identical, but do demonstrate subtle differences in handling and top speed.) Pressing the **Z BUTTON** on the Car Select screen will give a summary of the strengths and weaknesses of the vehicle shown on screen. Knowing your vehicle could be the difference between blazing a trail to victory or burning in defeat.



PAUSE MENU

During gameplay, press **START** on your controller to access the **PAUSE MENU**. Scroll through the following options by moving the Control Stick:



RETURN TO GAME

Highly recommended if you're not losing. Press the **A BUTTON** or **START** to return to the game in progress.

OPTIONS

Press the **A BUTTON** to access the **DESTRUCTION DERBY™ 64** Options screens. (See **OPTIONS**, p.8)

EXIT TO MENU

For cowards and the impatient. Press the **A BUTTON** or **START** to quit and return to the **GAME MODES** screen.

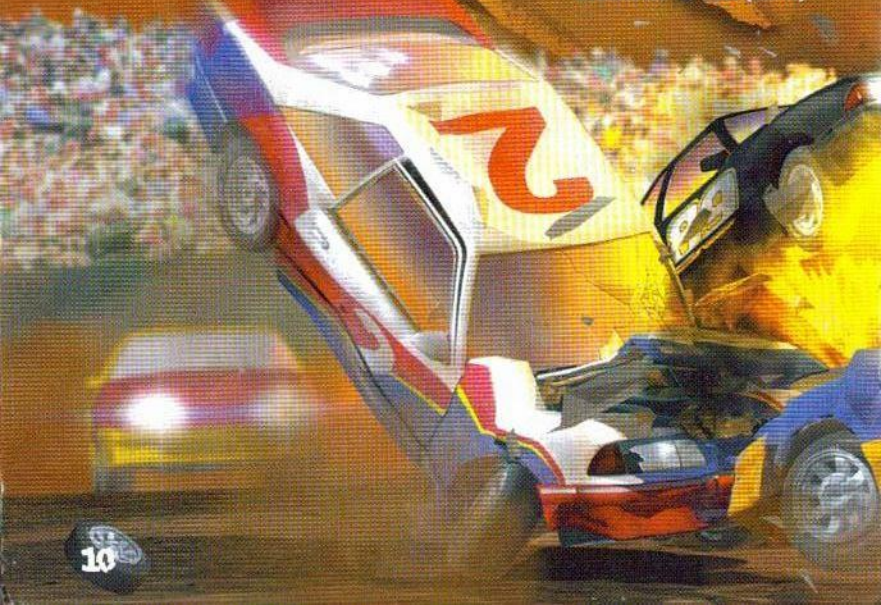
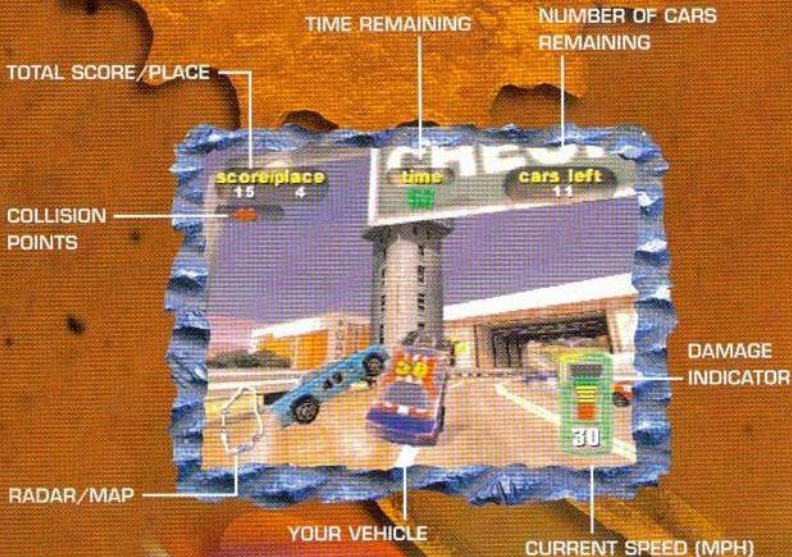
RECORDS

Press the **A BUTTON**, then press **←/→** to scroll through the names of those who set the pace for Destruction Derby madness.



PLAYING THE GAME

DISPLAY SCREEN



CHAMPIONSHIP STRATEGY – ADVICE FOR HIGH POINT COLLISIONS

Before each race or arena match, **DESTRUCTION DERBY™ 64** will provide a Race Rules screen reminding you how scoring is kept. For races, points are allotted for both the number of checkpoints reached and the number of cars smashed. Gain extra time by scoring points and reaching checkpoints in a timely manner. Earn 10 seconds for every 30 collision points scored. The time bonus gained for reaching each checkpoint will vary. At the bottom of the Race Rules screen, the number of overall circuit points needed – and how high you must place to get them – will be listed.



END RACE SCREENS

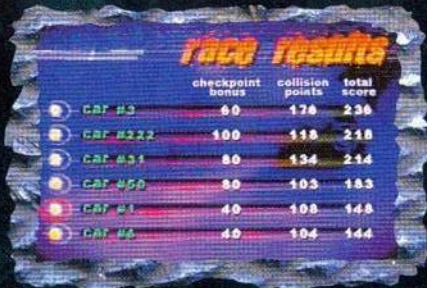
After races, check the detailed score on the following screens:

RACE RESULTS

Tracks and tallies checkpoint bonuses and collision points for races.

CIRCUIT STANDINGS

Lists the overall and most recent number of points awarded for the current DESTRUCTION DERBY™ 64 Championship. Points are awarded as follows:



	checkpoint bonus	collision points	total score
1 CAR #3	60	178	238
2 CAR #222	100	118	218
3 CAR #51	80	134	214
4 CAR #58	90	103	193
5 CAR #1	40	108	148
6 CAR #6	40	104	144



	last event	total
1 CAR #3	15	15
2 CAR #222	12	12
3 CAR #34	10	10
4 CAR #58	7	7
5 CAR #1	5	5
6 CAR #6	3	3

PLACE/POINTS AWARDED

1st	15
2nd	12
3rd	10
4th	7
5th	5
6th	3
7th	2
8th	1
9th-12th	0

SCORING BREAKDOWN

- ARENAS**
- Up to 100 points for each collision
 - 20 points for each kill (finishing off an opponent)
- RACES**
- 1 to 100 points for each collision
 - 20 points for each checkpoint reached
 - 10 bonus seconds for every 30 collision points scored

HINTS

- 1) Line up head on for big points
- 2) Keep an eye on the Damage Meter
- 3) In Destruction Races, drive for checkpoints when your Damage Meter runs low to maximize point totals.



MULTIPLAYER MODES

DEATHMATCH

The granddaddy of multiplayer action! You and your opponents select vehicles, then proceed to play the ultimate game of head-to-head smash 'em up in arena gameplay.



BOMB TAG

Hot potato for the insane! Score points by holding onto a ticking time bomb. Gain 3 points for every second you possess this explosive baggage. Don't get caught with the bomb when time runs out. Pass off the bomb to an opponent by crashing into the opposition's car. Get 50 points for surviving each round. There are 3 rounds in each Bomb Tag game.

CAPTURE THE FLAG

Got a friend? How lucky! Got three friends? All the better! Exclusively for two or four players, Capture the Flag mode splits drivers into teams in a race against time and their opponents. Partners score points by grabbing the opposition's flag and bringing it back to their own base. Counterattack points can also be scored by blocking an opponent's run for home and returning the captured flag back to its starting point. Earn 10 points for each flag successfully captured. Score 5 points for each block.

DESTRUCTION RACE

A deathrace built for two! Choose a track, then hit the road in this head-to-head fight to the finish.

CREDITS

For Psygnosis:
Director of External Development
Steve Riding

Executive Producer
Richard Biltcliffe

Producer
Kim Rogers

Assistant Producer
Tami Gabay

Business Development
Rick Naylor

Product Manager
Susan Campbell

Script Writer
Stephen Wong

For Looking Glass Studios:
Director of Development
Jeffery Hutt

Project Direction
David Socha
Phil Honeywell

3D Programmers
Matt Grimshaw
Mike Nikkel
Magnus Danielsson

Physics Programmers
Miguel Gomez
Dave Gierok
Steve Aarnio

2D and Audio Programmer
Steve Smith
AI Programmer

CREDITS

Jamie Millar

Lead Artists
Shelley Armstrong
Peter Rosenlund

3D Artists
Steve Lange
Lorian Kiesel
Les Betterley
Mike Prittie
Jeff Sturgeon

2D Artist
Nathan Herzog

Game Design
Jeff Hutt
Jeff Betterley
Dan Matanski
Mark Coates

Music and Sound Composition
Eric Brosius

Voice Talent
Scott Keck

For THQ:
Producer
Jon Osborn

Assistant Producer
Edward Ramiro

Director of QA
Donn Nauert

THQ Lead Tester
Tom Harrison

Special Thanks:
Dawn Paine, Rachel Silverstein, David Pava

WARRANTY

THQ Inc. warrants to the original consumer purchaser that this Game Pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ Inc. will repair or replace the Game Pak, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the THQ Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 225-5167. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the THQ Inc. service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game Pak, and return your Game Pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ Inc. Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the Game Pak develops a problem after the 90 day warranty period, you may contact the THQ Inc. Consumer Service Department at the phone number noted. If the THQ Inc. service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game Pak. Send the defective Game Pak, along with \$35.00 freight prepaid to THQ Inc. THQ Inc. will, at its option subject to the conditions above, repair the Game Pak or replace it with a new or repaired Game Pak. If replacement Game Paks are not available, the defective Game Pak will be returned and the \$35.00 payment refunded.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

THQ Inc., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302, (818) 225-5167

Road Rash © 1998, 1999 Electronic Arts. Road Rash is a trademark or registered trademark of Electronic Arts. All rights reserved. Road Rash 64 is published and distributed by THQ Inc. under exclusive license by Electronic Arts.

Any unauthorized copying, reproduction, rental or broadcast of any of the information contained on this program is a violation of applicable laws and subject to criminal prosecution.

REGISTER ONLINE AT
www.thq.com/registration

WRESTLEMANIA[®]

2000

**“The biggest, baddest,
meanest, fattest, coolest,
raddest wrestling game**

in the universe!”

- Nintendo Power



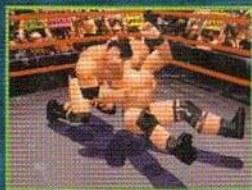
**Complete Create-A-Wrestler
Mode - Assign individual moves,
costumes and fighting styles**



**Tons of games modes, including
Cage Match, Road to
WrestleMania™, Create-A-PPV.**



**WF entrances
complete with Titantron™
and theme music**



**Thousands of signature
moves, taunts
and mannerisms**

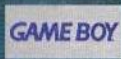


**Over 50 of the top WF
superstars - More than
any other WF game ever**



November 1999

World Wrestling Federation[®]



www.thq.com

www.jakkspace.com

www.wwf.com



THQ INC. 5016 N. PARKWAY CALABASAS. SUITE 100, CALABASAS, CA 91302
©1999 World Wrestling Federation Entertainment, Inc. All Rights Reserved. THQ is a trademark of THQ
Inc. ©1999 THQ/JAKKS Pacific LLC. Licensed by Nintendo. Nintendo, Nintendo 64, "N" Logo, Game Boy
Color, and Game Boy are trademarks of Nintendo of America Inc. © 1995, 1996, 1999 Nintendo of
America Inc. All rights reserved.

PRINTED IN USA