INSTRUCTION BOOKLET

INDY RACING 2000

Sold by

INFOGRAMES ™

NINTENDO 64

CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction 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 it's 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.
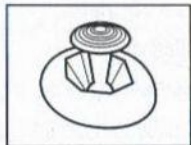
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

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

Controls

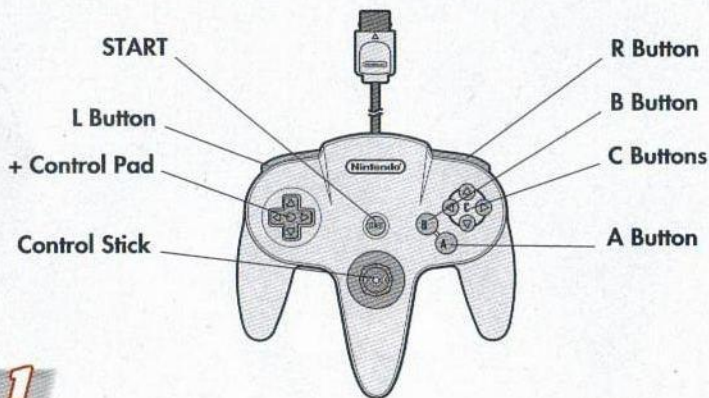| Function	Standard Joystick	Steering Wheel
Steering	Control Stick Left and Right	Turn Left and Right
Accelerate	**A** Button	**A** Button
Brake	**B** Button	**B** Button
Reverse	Automatic Trans: Hold Z Trigger or L Button and press A Button Manual Trans: Downshift past 1st gear and press A button	Automatic Trans: Hold Z Trigger or L Button and press A Button Manual Trans: Downshift past 1st gear and press A button
Shift Up	**R** Button	**R** Button
Shift Down	**Z** Button or **L** Button	**Z** Button or **L** Button
Change Camera View	**C** Up Button	**C** Up Button
Look Back Left	**C** Left Button	**C** Left Button
Look Back Right	**C** Right Button	**C** Right Button
Look Straight Back	**C** Down Button	**C** Down Button
Pause	Start	Start

START

L Button

+ Control Pad

Control Stick

R Button

B Button

C Buttons

A Button

Main Menu

From the main menu, you can select any of the following:

Single Race

Race a single race with any of the available IRL drivers on any of the IRL venues including the Indianapolis 500. Go for the best lap time!

Championship

Enter a season and race as your favorite driver to win the IRL season championship. Go for the best lap time here, too!

Two Player

Race your friend on your favorite IRL track or one of the Gold Cup Series.

Gold Cup

Rise through the ranks of a fantasy league with Midgets, Sprints and Formula 2000 cars.

Options

Tweak various game factors here, including: HUD detail, speedometer type, two player screen split, controller type, steering sensitivity, volume for music, sound effects, pit radio, commentary and engine. Also reset all options to defaults and reset record lap times.

Single Race

SINGLE RACE MENU

VISIONAIRE 500
CHARLOTTE, NORTH CAROLINA

LAP RECORD
00:00.00

GRIP:
ACCEL:
SPEED:

Johnny Unser

LENGTH: 500MI
DAMAGE: AUTO
DIFFICULTY: NORMAL
POSITION: 9

BACK   SELECT

Race
Takes you to the starting grid for a rolling start.

Practice
Run solo laps to learn new tracks and experiment with different car settings.

Driver Select
Select your favorite IRL driver and car to race.

Track Select
Select a track from the IRL season. Stop for a few seconds at each track to see a fly-through.

Car Setup
Tune your car for your selected track.

Race Options
Choose the options for your race such as race length, damage mode, AI difficulty and starting grid position.
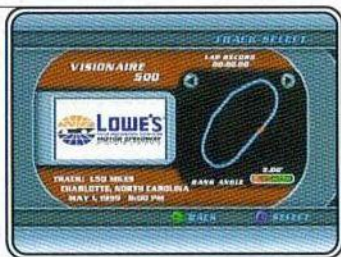
Driver Select

Use LEFT and RIGHT on the CONTROL STICK
to view your choices, then press
the A BUTTON to select the
driver you want to race.

Track Select

Use LEFT and RIGHT on the CONTROL STICK
to view available tracks, then press the
A BUTTON to select the track you want to
race. Wait a few seconds at each
screen to see a fly through
of the track.

Car Setup

For optimal performance, you can tune your car to match the track and your driving style. Your car is automatically set up for good performance on the chosen track. To change your car's setup, select the Track Default option by moving the CONTROL STICK UP or DOWN; then turn the Track Default option off by moving the CONTROL STICK LEFT OR RIGHT. The effect of setting changes is displayed at the top of the screen with bar graphs. The following settings are available.

Front Wing

Set the angle for the front wing to adjust the downward force on the front tires affecting overall grip. A high angle will increase grip but reduce acceleration and top speed.

Rear Wing

Set the angle for the rear wing to adjust the downward force on the rear tires affecting overall grip. A high angle will increase grip but reduce acceleration and top speed.

Tire Pressure

Set the tire pressure here. A high pressure will increase acceleration and top speed. A low tire pressure will increase grip.

Gear Ratio

Set the gear ratio here. A low gear ratio will increase acceleration and reduce top speed while a high gear ratio will decrease acceleration and increase top speed.

Track Default

Set all settings to default values for the currently selected
track. This is a good start, but may not be the optimal setting
for you. Keep experimenting to find the right car setup for you.

Transmission

Choose a transmission type here. In manual, you will have to
change gears. In automatic, you do not change gears.

Race Options

Change race details here.

Length

Set the length of race here. A short race can be run in about five minutes and does not require pit stops, a medium race lasts about 25 minutes and includes at least one pit stop, in a long race you go the distance and race a full IRL race-- 200 laps or more.

Damage

Set damage to off and you will not take any damage or tire wear. Set damage to on and your car will incur damage if you hit the wall or other cars, affecting the cars' performance. You can repair damage by making a pit stop. You still have to make pit stops for more fuel even when damage is turned off. Set damage to auto and your car will slowly repair itself as you drive. Note that in two player mode only auto and off are available.

Difficulty

Set the ability of your opponents to easy, normal or hard.

Position

Set the position that you would like start on the grid. This option is not available in championship mode since you must qualify for your starting position.

Championship

Participate in a full IRL season and strive to win the IRL championship. You will gain points throughout the season by the actual rules of the IRL.
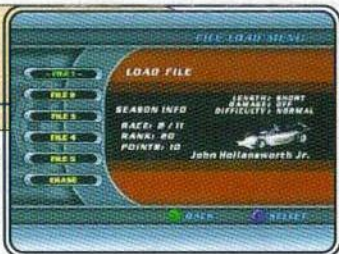
Load Season

Select the file to be used for the season. When starting with an empty file, you will be required to select a driver and set items in race options. These settings will be in effect for the entire season. Saved data can be deleted by selecting erase.

Event Schedule Menu

The event schedule menu is available for each IRL event during the season. You can skip straight to the race without qualifying or practice (by selecting Race). But if you skip qualifying, you will start at the back of the starting grid.

Car Setup

Use the car setup to tune your car to the optimal setting for the track and your driving style. Your car is automatically set up for good performance on the chosen track. To change your car's setup, select the Track Default option by moving the control stick up or down; then turn the Track Default option off using the control stick left or right.

Practice

Use this mode to test different car setups. There is no limit on practice time, so experiment all you want to find the best setting. It may be advantageous to use slightly different settings between qualifying and racing because of the different style necessary when driving in traffic.

Qualify

This will determine your starting position on the grid based on the time of your best lap. You will only have two laps, so make sure that you practice and tune your car before you attempt to qualify.

Race

Race in the main event with 19 other IRL drivers. After the race, you will automatically be advanced to the next racing event of the IRL season. Note that if you abort a race in Championship mode, you take last place in that race and advance to the next race in the series.

Points Total

Points in the IRL Championship are awarded per race based on the following table.

Position 1	50	Position 11	19
Position 2	40	Position 12	18
Position 3	35	Position 13	17
Position 4	32	Position 14	16
Position 5	30	Position 15	15
Position 6	28	Position 16	14
Position 7	26	Position 17	13
Position 8	24	Position 18	12
Position 9	22	Position 19	11
Position 10	20	Position 20	10

The following additional points are awarded for qualifying.

Pole Position	3
Second Position	2
Third Position	1

Saving Results

The race and season results are saved automatically at the end of each session.

Two Player Mode

Race against a friend with the IRL cars on the IRL tracks or the Gold Cup cars on the Gold Cup tracks. There are no pit stops, commentary, pit radio or music in two player mode. Note that if player two wins the race and wants to watch the replay, player one must select the view replay option; player two then has menu control while in replay mode.

Two Player IRL

Track Select

Using the player one controller, select the track for the race using the same method as in the single player mode.

Driver Select

Each player is given the opportunity to select a driver for the race. Player one chooses first and then player two.

Car Setup

Each player is given the opportunity to tune his or her car for the race. Player one tunes first and then player two.

Race Options

Using the player one controller, select the options for the race.

Race

Choose Race to start the action.

Two Player Gold Cup

Using the player one controller, select the series to race. Note that some series may not be available if they have not been opened in single player mode. Beginning with player one, each player is asked to select a car and transmission. Then get ready for action.

Gold Cup

Select Gold Cup from the main menu to participate in a series of fantasy races on challenging tracks. Gain experience points to open new tracks and new high-performance cars. Car setup is not available in Gold Cup.

Loading a File

Select the file to be used. When starting with an empty file, you will be required to enter your name. Saved data can be deleted by selecting erase.

Gold Cup Status Menu

Choose a series to race from those available on the screen.
Those that are darkened require more experience points to be available.

Select a Car

Use LEFT and RIGHT on the CONTROL STICK to select the car you want to race in the series. Use UP and DOWN on the CONTROL STICK to select automatic or manual transmission. Faster cars will become available as you gain experience points.

Racing Series

A series consists of two to six short races with points awarded at the end of each race. The point system is the same that is used in the IRL. At the end of the last race the points will be used to determine your ranking in the series. Based on this ranking, you are awarded experience points. If you get first, second or third in the series ranking, you are awarded with a gold, silver or bronze trophy respectively.

Earning Experience Points

You earn experience points based on your ranking in each series. Remember, even if you don't win, you still get valuable experience points.

Display

HUD

Select from full Race Display, minimal Race Display
(labels removed), or no display.

Speedometer

Select from MPH (Miles Per Hour) or KPH (Kilometers Per Hour).

Screen Split

Select from Horizontal or Vertical screens for two player mode.

Controllers

P1 Controller

Set to Standard for a Nintendo controller or Wheel
if you have a steering wheel.

P2 Controller

Set to Standard for a Nintendo controller or Wheel if you have a
steering wheel.

P1 Sensitivity

Adjust steering sensitivity for player one here.

P2 Sensitivity

Adjust steering sensitivity for player two here.

Audio

Music
Set the volume for the music in the game.

Sound FX
Set the volume for sound effects on the game. This includes collision sounds as well as other sound effects.

Pit Radio
Set the volume for the pit radio voice heard during the race.

Commentary
Set the volume for the Announcer commentary heard during the race.

Engines
Adjust your car's engine volume here.

TV Sound Mode
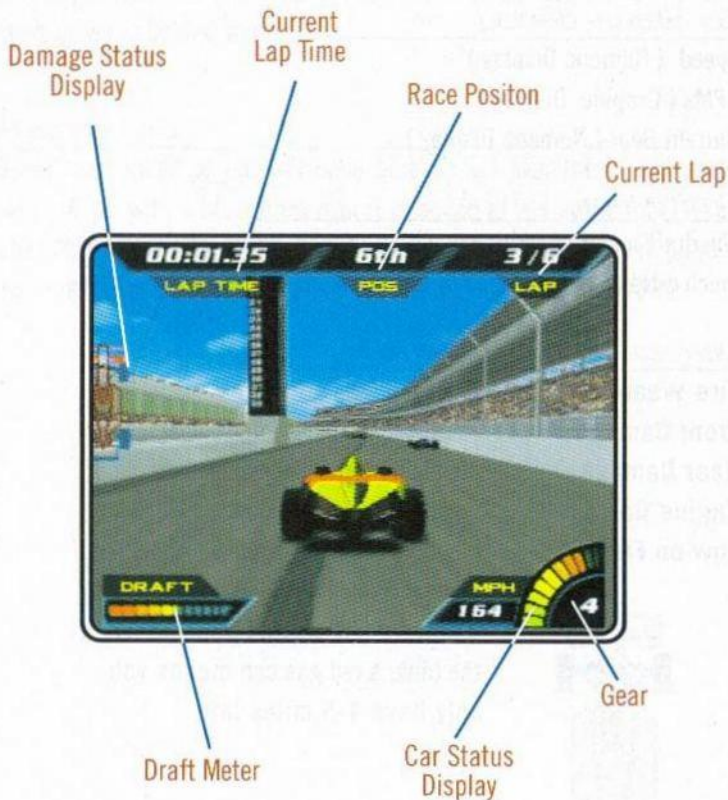Set the sound mode based on your audio equipment. Choose between mono, stereo or surround.

Reset Defs
Return all the game options to their original settings.

Reset Laps
Clears all the lap records for every track.

The Race Screen

Damage Status
Display

Current
Lap Time

Race Positon

Current Lap

Draft Meter

Car Status
Display

Gear

Race Status Display
Current Lap Time
Race Position
Current Lap / Number of Laps in race

Car Status display
Speed (Numeric Display)
RPMs (Graphic Display)
Current Gear (Numeric Display)

Draft Meter
The draft meter provides you with a graphic representation of how much extra power is gained by slip streaming the car in front of you.

Damage Status Display

Tire Wear/Damage -	Tires turn yellow, then red
Front Damage ——	Front wing turns yellow, then red
Rear Damage ——	Rear wing turns yellow, then red
Engine Damage ——	Engine area turns yellow, then red
Low on Fuel ——	Gas Container Icon appears under the damage display. A yellow gas can indicates you have 9-10 miles left in the tank; a red gas can means you only have 4-5 miles left.

Cars From Behind Display

You will notice colored boxes with numbers appearing along the bottom and sides of the display. These indicate that there is a car behind you. Where it appears on the screen indicates where other drivers are in relation to your car. The more transparent the icon appears the further the other driver is behind you.

Passing Cars

Some cars ahead of you will have blue arrows over them, and some won't. A car with a blue arrow over it is ahead of you in the race. A car ahead of you with NO arrow is either one lap ahead or one lap behind you. You only get closer to first place by passing cars with blue arrows.

Pause Menu

Display Options—Allows you to turn the race display on and off and change the speedometer units.

Sound Options—Allows you to adjust the sound volumes.

Abort Race——Abort the current race and go back to the menu.

Resume Race—Continue racing (unpause).

Pit Stops

Drive into the pit to fix damage and to refuel. Once you enter the pit area, the car status display will disappear to indicate your car is in auto-drive mode. When your crew is finished, your car will automatically drive out of the pit area. When the car status display reappears, you have control of the car.

Ending the Race

Watch Replay—Watch replay of two or three laps.

With a memory expansion pak, you can watch a replay of up to 50 laps for single player races, and 40 laps for multiplayer races.

The controls for viewing replays are as follows:

Next Lap	A Button
Prev Lap	B Button
Change View	Top C Button
Zoom Out	Right C Button
Zoom In	Left C Button
Rotate View	Control Stick

View Results—View the race results.

Continue——Continue to the next menu.

Paradigm Credits

PRODUCER	Steve Lotspeich
TECHNICAL DIRECTOR	Mark Beardsley
ART DIRECTOR	Hobie Johnson
SOFTWARE ENGINEERS	Jason West
	Mike Petersen
	Michael Capps
3-D ARTISTS / ANIMATORS	Matt Leese
	Lewis Walden
	Christine Smith
	Scott Hanson
GRAPHIC DESIGNER	Woody Smith
AUDIO SOFTWARE	Brenden Tennant
SOUND DESIGN	J.D. Smith
TECHNICAL SUPPORT	Richard Baker
	Angus Henderson
ADDITIONAL CONTRIBUTIONS	Michelle Bagur
	Mike Bienvenu
	Howard Hanna
	Kevin Long
	Terry Michaels
	Paul Rogers
	Ed Williamson
SPECIAL THANKS	Randy Culver
	John Morris of Morris Racing
	Chris Harrington of Dynotech
	Charlie Turner
SPECIAL THANKS	Dave Gatchel
	Gary Bandy
MUSIC COMPOSITION	ARTISAN MUSIC
	Robert Daspit

GT Interactive Credits

Producer	Peter Anthony Chiodo
Assistant Producers	Patrick McNeil
	Heidi Wallman
Director of Test/QA	Steve Knopf
Test Lead	Patrick McNeil
Associate Test Lead	Keith Moran
Testers	Mike Snow
	Tomasi Akimeta, jr.
	Paul Ashby
	Scott "Cubbie" Donaldson
	Randy Jones
	AJ Pardilla
	Doug Price
	Patrick Struhs
	Joe Orr
VP of Marketing	Tony Kee
Director of Sales	Heh-Kyu Sincock
Sr. Product Manager	Chris Mollo
Creative Director	Vic Merritt
Art/Trafficking Manager	Liz Fierro
Sr. Graphic Designer	Lesley Zinn
Localization	Mark Cárter
Senior Build Engineer	Patrick Struhs
Documentation Manager	Pete Witcher

Technical Support (U.S. & Canada)

Assistance Via World Wide Web In The United States & Canada

Get up-to-the-minute technical information at: http://www.gtisonline.com twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest troubleshooting information. You'll have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, and an E-Mail area where you can leave us your tech support problems and questions if you do not find your answers within the FAQ.

Help Via Telephone/Fax Or Mail In The United States & Canada

For phone assistance, Tech Support at 410-568-3650. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8 AM – 12 Midnight; Saturday and Sunday, 8 AM – 8 PM. Please note that live Tech Support may be closed on major holidays. You may also fax in your Technical Support questions or problems to: 410-891-0212, or write in to the address below.

Product Return Procedures In The United States & Canada

In the event our technicians at 410-568-3650 determine that you will need to forward materials directly to us at the address below, please include a brief letter explaining what is enclosed and why. You must speak with a Tech Support technician before returning a product.

Tech Software
10720 Gilroy Rd. Suite 2
Hunt Valley, MD 21031

Notes

Notes

Notes

Notes

SOFTWARE WARRANTY

Infogrames North America, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this software that the medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to mis-use, excessive wear or damage due to carelessness may be returned during the 90 day period without charge. To receive warranty service:

1. DO NOT return your defective compact disc to the retailer.

2. Notify Infogrames North America, Inc. Customer Service of the problem by calling (408)296-8400 between the hours of 8am-1pm & 2pm-5pm (Pacific Time) Monday through Friday. Please do not send your compact disc to Infogrames North America, Inc. before calling. Infogrames North America, Inc. can also be reached 24 hours a day by FAX at (408)246-0231, or through our website at http://www.us.infogrames.com

3. If a Customer Service Technician is unable to solve the problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your compact disc (be sure your packaging is at least 4"x6", as many shipping companies will not ship any-thing smaller). Send the compact disc and your sales slip or similar proof-of-purchase within the 90-day warranty period to: Customer Service, Infogrames North America, Inc., 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129. After the 90-day period, defective media may be replaced in the United States for $10 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Infogrames North America, Inc. and return to the address listed above. (To speed processing, please do not return manuals or game boxes.)

LICENSE AGREEMENT

This computer software product (the Software) and user manual is provided to the Customer under license from Infogrames North America, Inc. and are subject to the following terms and conditions, to which the Customer agrees by opening the package of the Software, user man-ual and/or using the Software. Granting of this license does not transfer any right, title or inter-est in the Software, or user manual to the Customer except as expressly set forth in this License Agreement. The Software and user manuals may not be copied for any reason. The Customer may not transfer or resell the Software or user manual. The remedies provided above are the Customer's sole and exclusive remedies.

In no event shall Infogrames North America, Inc. be liable for any direct, indirect, special, inci-dental or consequential damages with respect to the Software or the user manual. Except as pro-vided above, Infogrames North America, Inc. makes no warranties, either express or implied, with respect to the Software or user manual, and expressly disclaims all implied warranties, includ-ing, without limitation, the warranty of merchantability and of fitness for a particular purpose.

This program is protected by United States federal and international copyright laws. All trademarks mentioned in this manual are the property of their respective owners.

END-USER LICENSE AGREEMENT PLEASE READ CAREFULLY. BY USING THIS SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE.IF YOU DO NOT AGREE TO THESE TERMS, PROMPTLY RETURN THE PRODUCT IN ITS PACKAGING TO THE PLACE WHERE YOU OBTAINED IT.

1. **License.** The software accompanying this license (the "Software") and therelated documentation are licensed to you by us and are subject to this license You agree that the Software will not beshipped, transferred or exported into any country in violation of the U.S. Export Administration Act (or any other law governing such matters) by you or anyone at your direction and that you will not utilize and will not authorize anyone to utilize, in any other manner, the Software in violation of any applicable law. The Software may not be exported or reexported into (or to a national or resident of) any country to which the U.S. has embargoed goods or to anyone or into any country who/which are prohibited by applicable law, from receiving such property.

2. **Restrictions.** The Software contains copyrighted material, trade secrets and other proprietary material. You may not decompile, modify, reverse engineer, publicly display, disassemble or otherwise reproduce the Software. You may not rent, sell, lease, sublicense or distribute the Software. You may not offer the Software on a pay-per-play basis or otherwise commercially exploit the Software or use the Software for any commercial purpose.

3. **Termination.** This license is effective until terminated. You may terminate this license at any time by destroying the Software and related documentation. This license will terminate immediately without notice from us if you fail to comply with any provision of this license. Upon termination, you must destroy the Software and related documentation.

4. **Disclaimer of Warranty on Software.** You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software, related documentation and the media are provided "AS IS". Unless otherwise provided by applicable law, GT Interactive Software Corp. ("GT") warrants to the original purchaser of this product that the Software storage medium will be free from defects in material and workmanship under normal use for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. GT EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. WE DO NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY US OR ANY OF OUR AUTHORIZED REPRESENTATIVES SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

5. **Limitation of Liability.** UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL GT OR ITS OFFICERS, EMPLOYEES, DIRECTORS, AGENTS, LICENSEES, SUBLICENSEE OR ASSIGNS BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OR INABILITY TO USE THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF SUCH PARTIES HAVE BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. In no event shall our total liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the amount paid by you for the Software.

6. **Controlling Law and Severability.** This license shall be governed by and construed in accordance with the laws of the State of New York, USA. Exclusive venue for all litigation shall be in New York, New York. If any provision of this license is unenforceable, the rest of it shall remain in effect.

7. **Complete Agreement.** This license constitutes the entire agreement between the parties with respect to the use of the Software and the related documentation.

8. **Copyright.** The Software and all copyrights, trademarks and all other conceivable intellectual property rights related to the Software are owned by GT or its licensors and are protected by United States copyrights laws, international treaty provisions and all applicable law, such as the Lanham Act. You must treat the Software like any other copyrighted material, as required by 17 U.S.C. section 101 et seq. and other applicable law. You agree that you are receiving a copy of the Software by license only and not by sale and that the "first sale" doctrine of 17 U.S.C. section 109 does not apply to your receipt or use of the Software. This program is protected by United States federal and international copyright laws. All trademarks mentioned in this manual are the property of their respective owners.

Infogrames, Inc. 417 5th Avenue, New York, NY 10016 (212)726-6500

Need a hint?

1-900-CALL-2GT

1-900-225-5248
(95¢ per minute.)
Must be 18 years or older or have parent's permission
to call. Touch tone phones only.

www.IndyRacing2000.com