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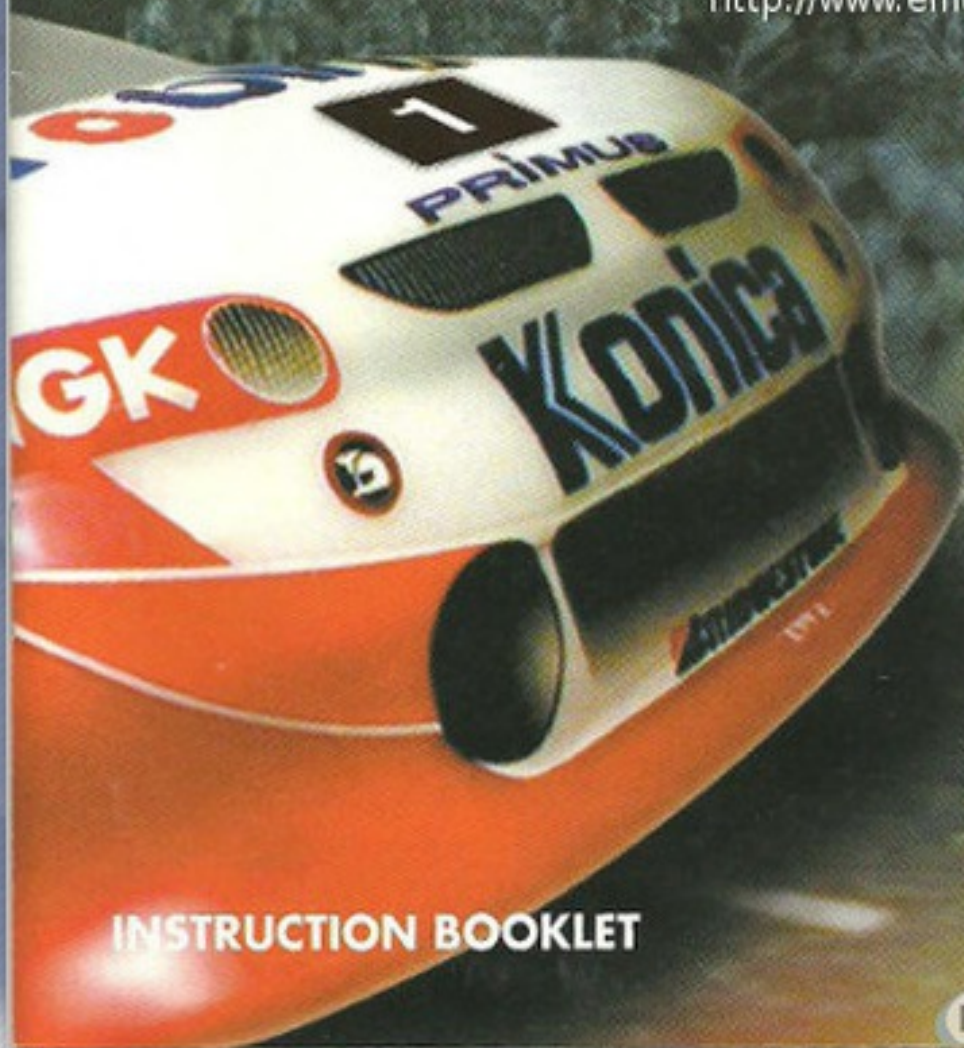
NINTENDO⁶⁴



HSV

Adventure Racing!

Scanné par Magnio
<http://www.emulation64.fr>



INSTRUCTION BOOKLET

Emulation64.fr



Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please Read Before Using This Video Game System Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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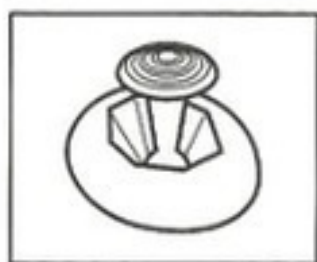
Control Stick Function

The Nintendo 64™ Controller contains a Control Stick which uses an analogue 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 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 centre 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.

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



HSV[®] Adventure Racing!

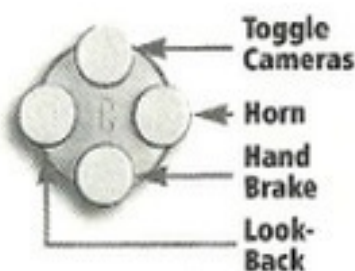
Starting The Game

1. Turn OFF the power switch on your Nintendo 64 Control Deck.
WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into the controller socket 1 on the Control Deck.
 - If you're playing against a friend, plug the other Controller into controller socket 2.
3. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the cartridge in place.
4. Turn ON the power switch. The *Controller Pak Verification* screen appears. If you don't see this, begin again at step 1.
5. Press **START** to skip the introductory screens and proceed to the Main menu.

Default Driving Controls

- Reverse** **A and Z**
Power Slide **Tap your brakes while applying gas through a turn**
- To change your driving controls, See *Config*.





Start Your Engines

HSV Adventure Racing delivers a whole new breed of fun. Not only do you get a top-notch racing game, you also go on a new adventure with every new track. Shortcuts and secrets are hidden everywhere. You might smash into a wall or window or hit a giant jump only to find yourself on a part of the track you never knew existed. If you explore the tracks in Single Race, you'll be unstoppable in the Championship.

Main Menu

The Main menu appears following the *HSV Adventure Racing* introductory screens. Use this screen to choose the game mode and set game options.



Play a One Player Single Race or Championship Circuit.

Engage in a head-to-head Two Player race with a friend.

Face off in a frenzy of driving, smashing, and collecting bonus items. (See HSV Battle).

Set your audio, graphics and controller options.

Check out the best times for each track.



Menu Navigation

Action

Highlight menu item

Change highlighted item

Select and advance to next screen

Cancel/Return to previous screen

Control

Control Stick UP/DOWN

Control Stick LEFT/RIGHT

START

B button

Quick Start

To start a single-player race:

1. Select **ONE PLAYER** from the Main menu.
The Race Type screen appears.
 2. Select **SINGLE RACE**. The Opponents screen appears.
 3. Select **FULL GRID** to race against a whole field of computer-controlled cars, **DUEL** to face one opponent, and **TIME ATTACK** to race against the clock. The Opponents Difficulty screen appears.
 4. Select **EASY**, **MEDIUM**, or **HARD** opponents. The Track Select screen appears.
 5. Select the track you want. The Car Select screen appears.
 6. Select your car and color. The Transmission screen appears.
 7. Select **AUTOMATIC** or **MANUAL** transmission, then press **START**. The race begins.
- If you want to use the Rumble Pak, insert it into the Controller, then press **START**. The race begins.



Game Modes

Get in your car and step on it! Your adventure has begun. Single Race mode gives you a chance to explore the tracks, discover the shortcuts, and familiarise yourself with the game controls before you face the serious challenge of a Championship Circuit. You can also race in the head-to-head competition of Two Player mode, or mash it up with up to four friends in the chaotic free-for-all of HSV Battle.

One Player

Explore the tracks and find all the shortcuts. One Player mode gives you a chance to compete against the clock, one computer opponent, or a whole field of computer-driven cars.

Two Player

Test your track knowledge and driving skills against a friend, on any of the available tracks.

HSV Battle

HSV Battle is no-holds-barred racing mayhem held in a variety of unique game arenas. You and up to three friends can go head-to-head as you make a mad dash to gather hidden objects and race to the arena exit.



The first driver to collect six HSV emblems and find the exit is the winner!



When dropped, these crates damage anyone who hits them.



Activate this mystery item and watch what happens to your opponents!





These projectiles lock onto the nearest opponent and cause serious damage.



Aim these projectiles correctly, and you'll hit another player and steal one of their emblems.



This box increases your health if you've taken damage.



This box drains your health when you drive into it.



Activating this item makes you invincible for a short while, so opponents beware!



Watch your damage meter! If your car is destroyed you will lose one of your emblems.



Championship

If you want to race against the big boys, you'll have to earn it. If you race well and get enough points, this is your opportunity to unlock more tracks and cars.

To progress to the next race in a Championship Circuit, and keep any new tracks you encounter, you must place at least third in the overall Circuit Standings. If you place too low, you will have to start the circuit again. Finish first in the final Circuit Standings to win the current Championship and unlock access to the next Championship Circuit and the next level of cars.

Bonus Items



Collect 2, 5, and 10 point Bonus Boxes to earn special bonuses in a Championship Circuit.

In the Championship Circuit you can also collect bonus points by smashing into Bonus Boxes scattered about the track. If you don't qualify to advance to the next race, but manage to smash enough 2, 5, or 10 point Bonus Boxes to earn a 'continue', you are allowed to try a track again instead of starting over at the very beginning. If you don't need a continue for a particular track you can save it for a later race.

Tip: Check the hidden paths to find all of the Bonus Boxes. Collect 100 bonus points on a track during a Championship Circuit to unlock secret new arenas for HSV Battle.



Smash into the turbo icon and you'll get plastered to the back of your seat by a jolt of speed.



Split Time



Any One or Two Player Game Mode which includes another opponent will also display a Split Time Meter in the top right corner of your display (underneath your race time). The Split Time Meter flashes on periodically to let you know how far behind the lead opponent you are. It also warns you when you are falling too far behind:

- If you fall too far behind the other racers, you are disqualified and must restart the race.
- In a Championship Circuit, a disqualification means that you have to restart the circuit. If you have a 'continue', you may start again from the current track.
- In Two Player, being disqualified means that you have to wait while your opponent finishes the race.

Options

- To customise your settings for the upcoming race, choose **OPTIONS** from the Main menu.

Audio

Set the volume level for **SPEECH**, sound **EFFECTS**, **MUSIC**, and adjust the **SOUND** option to **STEREO** or **MONO**.

Graphics

Display

Toggle the entire Display **ON/OFF**. Set to **OFF** for a clutter-free racing screen.



Map



Your car

Opponents

Track

The player cars are shown on the map as large dots in the colour of their cars, with the computer-controlled cars as smaller white circles. Select between ZOOM, FULL, or OFF settings.

ZOOM: This map setting zooms in on a portion of the track. Watch the map to get ready for upcoming turns and to see if your shortcut is really a shortcut.

FULL: This map shows you and your opponents on a scaled-down version of the entire track.



If you are going the wrong direction on the track, a warning indicator appears onscreen



Controller

Select one of two preset controller configurations, or set up your own custom controller configuration.

Saving and Loading

In order to save Championship progress and Records, you must have a Controller Pak in Controller 1 before you start *HSV Adventure Racing*. When you start the game with enough free memory on your Controller Pak, a four-page memory file is created.

Note: If you need to delete files on your Controller Pak in order to make room, please refer to the N64 instruction booklet.

Once you have a *HSV Adventure Racing* memory file, you can complete Championship Circuits and save your progress.

- To save a completed Championship or new Record, follow the onscreen prompts that appear.
- You can switch between the Controller Pak and the Rumble Pak (when prompted), which will let you feel jolts of feedback during a game.
- Only one *HSV Adventure Racing* file can be saved on each Controller Pak. If you choose to overwrite the existing file to start a new Championship, your existing file is lost.
- If you do not begin the game with a Controller Pak, you will not be able to insert a Controller Pak later in the Championship to save your progress.

