

# SPEED KINGS™

INSTRUCTION BOOKLET

EmuMovies

**Acclaim**



NINTENDO  
GAMECUBE

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

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

** WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

** WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

## **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

## **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

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### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH ONE, TWO, THREE OR  
FOUR PLAYERS AND  
CONTROLLERS.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**



**THIS GAME IS COMPATIBLE  
WITH PROGRESSIVE SCAN  
MODE TV's.**



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# LOADING

1. Make sure the power is **OFF** on your Nintendo GameCube™.
2. Insert your **SPEED KINGS™** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert Nintendo GameCube™ Controller into Controller Socket  
*Note: SPEED KINGS™ is for 1 to 4 players. Each player should insert a Controller into the proper Controller Socket at this time.*
4. If you wish to save a game, insert a **Nintendo GameCube™ Memory Card** into Memory Card Slot A or B.
5. Press the **POWER** Button **ON** (important: make sure not to touch the Control Stick while doing so).



THIS GAME CAN BE SET TO DISPLAY A HIGHER RESOLUTION IMAGE ON TVs THAT SUPPORT PROGRESSIVE SCAN MODE. IN ORDER TO USE THE PROGRESSIVE SCAN MODE, YOU NEED A TV THAT CAN ACCEPT THIS TYPE OF INPUT (SEE YOUR TV OPERATION MANUAL), AND A NINTENDO GAMECUBE COMPONENT VIDEO CABLE (AVAILABLE ONLY THROUGH NINTENDO. VISIT [WWW.NINTENDO.COM](http://WWW.NINTENDO.COM) OR CALL 1-800-255-3700).

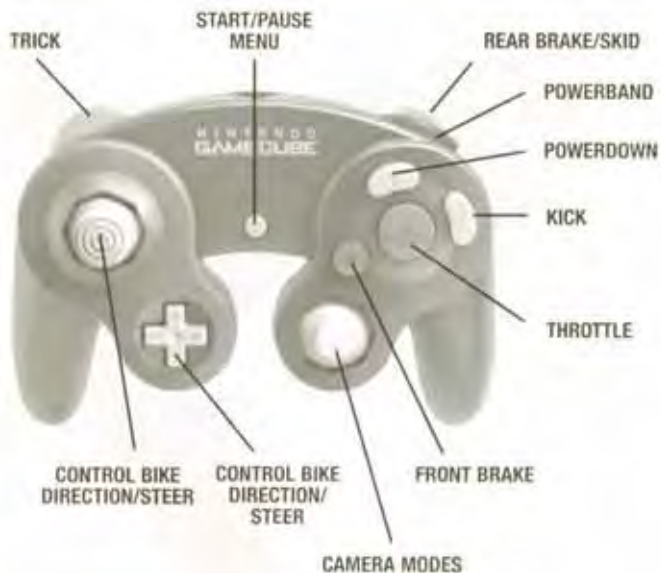
TO ACTIVATE THE PROGRESSIVE SCAN MODE, PRESS AND HOLD THE B BUTTON WHILE THE NINTENDO GAMECUBE LOGO IS BEING DISPLAYED UNTIL THE MESSAGE "DO YOU WANT TO DISPLAY THE GAME IN PROGRESSIVE SCAN MODE?" APPEARS. SELECT YES TO ACTIVATE THE MODE.

# ***Introduction***

*Welcome to the intoxicating forbidden world of high-speed street motorcycling, where a daring few challenge all conventions to earn the respect of fellow racers and bask in the awe of the average Joes and Josephines. This is a world ruled by Speed Kings, the elite bike enthusiasts who welcome any risk to prove that they have the guts, style and skill to best any biker who dares meet them on their own terms. On the toughest tracks Europe and America have to offer, on the bikes that have become legend, the Speed Kings maraud the motorways, always looking for a challenge, never saying no to a test of nerve and speed. In a place where the police are part of your fun, only winning matters and anything less than best is sneered at. Is that you? Do you have the talent to turn it on until you get so far off the straight and narrow that there's no return? Join the elite riders and see if you have the stones to own the road as a Speed King.*

# Driving & Tricks Controls

There are several configurations to choose from by selecting Controller on the Options menu. This manual uses the default configuration (configuration 1).





## Powerdown

During the game you'll be presented by what appears to be a blocked road, use the Powerdown button to drop your bike and slide under the obstacle. Easy.

## Combat

To add to the player repertoire of skills they can also take their opponents out of the race...

Punching / Kicking, by pressing the **X Button** when an opponent is level they can knock them off their bike. Success will fill your Powerband slightly.

Powerdown Attack, while lining up your bike behind an opponents bike and pressing **X Button** and **Y Button** you can use a special version of the Powerdown which shoots the bike forward for a short distance before slowing it. Any opponents in your way will get knocked over. For every bike cleared you'll get some Powerband.

## Tricks

Performing tricks, having Dings with traffic (basically close calls), skidding and jumping (plus a few other more illegal activities) earns Powerband points. When maxed out (flashes) the Powerband is ready to be unleashed. By pressing the **Z Button** you'll get a huge boost of speed that slowly fades back to your normal top speed. They're fun! So tricks are an important part of Speed Kings and here are the tricks you can pull off, and the controls needed to do them.

**Tricks****Controls**

Wheelie	Control Stick (back)
Standing Wheelie	Hold Trick + Control Stick (back)
Surfing Wheelie	Hold Trick + Hold Kick + Control Stick (back)
Surfing Wheelie Cross	Hold Trick + Hold Kick + Hold Skid + Control Stick (back)
Endo	Control Stick (forward) + Hold Front Brake
Endo finishing in Stoppie	Control Stick (forward) + Hold Front Brake
Powerdown	Powerdown
Surfing Powerdown	Hold Trick + Control Stick (forward)+Powerdown
Handstand Powerdown	Hold Trick + Hold Skid + Control Stick (forward) + Powerdown
Surfing	Hold Trick + Control Stick (forward then backward)
Handstand	Hold Trick + Control Stick (forward) + then Press Kick
Pavement Ride	Hold Trick + Control Stick (forward) + then Press Skid
Donut	Front Brake +Throttle + Control Stick (left, right)
Boost Start	Front Brake + Throttle
Kick / Punch	Kick / Punch

# Getting Started

At the Title Screen, press **START** to advance to the Main Menu.

You will see these choices:

- ▶ **License:** Strongly recommend that before you take to the road you spend some time learning your trade and complete these skill building tasks.
- ▶ **Single Player:** Play a variety of games against CPU opponents.
- ▶ **Multiplayer:** Play a variety of games with up to 4 players.
- ▶ **Lap Times:** View the current lap time records.
- ▶ **Options:** Adjust settings to suit your preferences.
- ▶ **Speed Kings Mag:** Enter the Mag to view details on all bikes.

# Get Your Motor Running

## Bike Selection

Once you choose your mode, you will select a bike to race. Initially, there are five basic bikes to choose from. You will need to unlock better bikes to beat the later stages and to earn Best Time on various tracks. You unlock bikes by completing meets, earning respect and setting new best times.



Each bike is rated in various performance categories:

- ▶ **Top Speed:** the fastest speed the bike can achieve.
- ▶ **Acceleration:** how fast it gets up to speed from standing still.
- ▶ **Handling:** how easy and predictable it is to control.
- ▶ **Braking:** how fast it gets down from top speed to standing still.

Try to pick a bike with characteristics that match the track you will be racing on. You can view stats on any bike in the Bike Select screen or Speed King Mag area.

To select a bike, press Up or Down on the **+Control Pad** or **Control Stick** until the desired bike is highlighted; you can then select the bike color by pressing Right or Left on the **+Control Pad**, then press the **A Button** to confirm your selection.

Once you have completed a race in any game mode except Meets, you can drop back to the bike selection screen and choose a different bike. In Meets mode a player must go through the entire Meets with the bike he initially selected.

## Player Setup

Once you've got your bike squared away, you can choose your rider's Leathers, and Lid (your helmet). Speed Kings has many cool Alpinestars leathers and Shoei helmets to chose from and there's more waiting to be unlocked.

### INPUT NAME



Once you select handle on the Player setup screen, you will advance to the input name screen where you can enter a player name. Press any direction on the **+Control Pad** or **Control Stick** to move the highlight to the desired character; then press the

**A Button** to enter it. Selecting ABC will change the display to uppercase letters. When you're satisfied with your name, highlight **END** and press the **A Button**.

### TRACK SELECTION



Tracks are unlocked in Meets mode, you need to complete an entire meet in order to unlock the appropriate 3 tracks. In Meets mode, you race on the tracks as presented. In other modes, you can select any available track to race on. Initially you can only

race on the Hambusters track. Once you select a track, you will advance to a screen giving the details of the race, any Respect Challenges and a map of the track layout.

### **GAME DISPLAY**



### **PAUSING THE GAME**

At any time during a game, press **START** to pause the game and view these pause options:

- ▶ **Continue:** Resume play from where you paused the game.
- ▶ **Restart:** Restart the current race from the beginning.
- ▶ **Quit:** Quit the current game and exit to the Main Menu.

In Meets and Single Race, you will also see information about the Respect Challenges completed and remaining.

### **SAVING AND LOADING**

Depending on which mode you are playing, at the end of a race or series of races you will see a results screen where one of the options will be to save your progress. Unless you do this at some point during gameplay your progression will be lost.

# Games Modes

## License

Before you get your race on, take some time getting down the biking basics in License mode. You will be presented with several tasks, and depending on how well you do you will earn a bronze, silver or gold rating for each task completed. See if you can be the teacher's pet by earning all gold stars!

## Single Player Modes

There are many modes you can play against computer opponents. These games are available from the beginning:

### **SINGLE RACE**

Race three laps against five computer riders on the same make of bike as you have chosen. You can take on Respect Tasks here to earn points towards a Respect Bike, but we suggest you attempt these in Single Race.

### **MEETS**

Meets mode features a series of races on various international tracks. This is the main mode of the game where you progress through the game unlocking bikes and tracks. Each meet consists of 3 races. You have to earn a required number of points to continue; the number of points earned depends of the position obtained in the Race.

Position	Points
1st	10
2nd	8
3rd	6
4th	4
5th	2
6th	0

- Meet 1:** 24 points required
- Meet 2:** 24 points required
- Meet 3:** 26 points required
- Meet 4:** 26 points required
- Meet 5:** 26 points required
- Meet 6:** 28 points required

You have 3 credits to complete each meet. If you quit without completing the meet you will lose any credits. You can take on Respect Challenges here to earn points towards unlocking a Respect Bike.

Completing the 6th and final Meet will unlock two new game features;

- ▶ **Mirrored Tracks:** You will be able to toggle a chosen track between default and mirrored when selecting a track. You do this by pressing Right or Left on the **+Control Pad** or **Control Stick** when the track is highlighted.
- ▶ **Traffic:** This allows you to set the traffic either on or off. The setting is global (apart from on Grand Prix modes), so will effect any gamemode you subsequently chose. You'll find it in the Gameplay options. Grand Prix Modes cannot be played with traffic.

## Results

After each Meet race, a results screen will appear, showing your current progress and how many points were scored. From there, you can choose to go on to next race or not.



### **TIME ATTACK**

Race on any unlocked tracks with no traffic or opponents, with any unlocked bikes, just you against the clock.

### **TRICK ATTACK**

Fast action riding as you're given a set of up to 5 tricks to attempt within a time limit. Complete the set and you're given another wave, time reduces and the tricks get harder as you progress. Probably best to practise the tricks in Time Attack first.



### **HEAD TO HEAD**

Set up a contest between any two available bikes as you race against a computer-controlled opponent. This mode is a great way to test your skills and the capabilities of various bikes.

### **GRAND PRIX**

Once you have unlocked all the bikes that are awarded for best times, Grand Prix mode is unlocked in both single and multiplayer modes.

You can choose between **Mini** (6 races), **Short** (12 races), **Medium** (20 races) and **Long GP** (40 races).

Grand Prix play allows you to race with no traffic and extra riders.

Complete each Grand Prix in a Podium Position to unlock mirrored version of it.

## **Multiplayer Modes**

Multiplayer races are for 2 human players except for Grand Prix mode which can be played with up to 4 players. These modes do not need to be unlocked and are available from start of play.

### ***SINGLE RACE***

Join your pal for a simple one-off race on any available track with computer opponents.

### ***MEETS***

Start an entire season of race meets with another player against computer opponents.

### ***TRICK ATTACK***

Which player has the tricks and stunts mastery to shame his rival? First player failing to complete a set of tricks in the time, loses.

### ***HEAD TO HEAD***

In this mode, two players go head to head without any computer opponents.

**These Multiplayer modes must be unlocked:**

### ***TAG***

There's nothing childish about this brand of tag! Players are given a trick to perform. When one player completes the trick, the other player is "it". Then the player who is "it" must tag the other player by getting close enough. At the end of three laps, the player with the most tags wins. This mode unlocks when you've gained 27 respect points.

### ***GRAND PRIX***

See Grand Prix under Single Player. This is the only Multiplayer mode where up to 4 player gameplay is available.

# *Basic Overview*

## **Respect**

Unlike in prison, respect is not vital to your success in Speed Kings, but rather a bonus layer of play to make your time here more joyful. It can earn you great bonus Respect Bikes that elite riders covet.

### **RESPECT CHALLENGES**

How do you earn respect? By meeting various Respect Challenges (54 total) that require great riding skill and metaphoric testes that would shame a bull. Remember, respect challenges are optional, not mandatory, though only the weak and pitiful refuse to attempt them. In Meet Mode and Single Race, each race has a respect challenge made up of 3 respect tasks. The challenge tasks are displayed onscreen before a race and in the Pause Menu during racing. There is also a tally at the bottom right of your HUD. Once a task is completed, a red star is given.

### **RESPECT POINTS**

You earn a Respect Point for each respect task you successfully complete. Respect points accumulate with as you progress through the game. Once you've earned enough you'll start unlocking cool Respect Bikes.

9, 18, 27, 36, 45 and 54 respect points are the numbers you are aiming for... you might even get more than just bikes for your efforts.

## **The Police**

While policemen are your friends in real life, in Speed Kings they can be nuisances. When you are unfortunate enough to encounter them you'll need to elude them to avoid being busted and landing a 5 second time penalty... that could cost you the victory.

# Options

## Replays

Replays are available after a race so you can relive your thrilling victory or suffer once more through your clumsy loss. Of course, a big attraction is watching that spectacular wreck again.

## Gameplay

### **CONTROLLER**

**Controller 1:** Select from 4 Controller configurations for Controller 1.

**Controller 2:** Select from 4 Controller configurations for Controller 2.

**Rumble:** Choose to play with Rumble feature ON or OFF

### **UNITS**

Choose to have measurement displayed in Imperial (feet, miles) or Metric (meters, kilometres) units. Facts to forget: An "imperial" used to refer to the facial hair styling now commonly called a "soul patch". Kids. It was also the name brand of a popular American oleo spread.

### **TRAFFIC**

Once this option is unlocked, you can choose to play with traffic ON or OFF in any relevant game mode.

## Video Options

- ▶ **Aspect Ratio:** Choose between a Normal and Widescreen display.
- ▶ **Screen Position:** Use this option to center the game screen on your display.

## Audio Options

Press the **+Control Pad** or **Control Stick** LEFT to decrease and RIGHT to increase volume.

- ▶ **Sound Effects Volume:** Adjust the sound effects volume to the preferred level.
- ▶ **Music Volume:** Adjust the music volume to the preferred level.

## Save / Load

- ▶ If you wish to save your progress. To do so, highlight Save and press the **A Button**. You can then access your Nintendo GameCube™ Memory Card.
- ▶ If you wish to load a previously saved game. To do so, highlight Load and press the **A Button**. You can then access your Nintendo GameCube™ Memory Card and Load the saved game.

## Credits

View the people behind Speed Kings.

# Gameplay Tips

- ▶ The License mode will help you get a head start on alot of the cool moves that you can do on all of the Speed Kings bikes. We really recommend you give it a try.
- ▶ When at top speed you can gain a little more pace by leaning your rider forward on to the handle bars (pushing forward on the **Control Stick**).
- ▶ Boost is the key to success so fill your Powerband bar as quickly as you can and use it.
- ▶ Use your brakes! Using front and rear brakes together or independently will give different handling effects on your bike. Some tracks demand different braking skills.

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