



# SMASHING DRIVE™

**namco®**

INSTRUCTION BOOKLET



Vimm's Lair

Namco Hometek Inc.  
2055 Junction Avenue  
San Jose, CA 95131  
PRINTED IN U.S.A.

**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.

**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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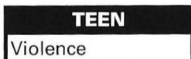
**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH TWO PLAYERS AND  
CONTROLLERS.**



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



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, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



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## CONTENTS

|                                          |           |
|------------------------------------------|-----------|
| <b>GETTING STARTED .....</b>             | <b>4</b>  |
| <b>CONTROLS.....</b>                     | <b>5</b>  |
| <b>MAIN MENU.....</b>                    | <b>6</b>  |
| <b>PLAYING THE GAME .....</b>            | <b>8</b>  |
| <b>PAUSE SCREEN.....</b>                 | <b>10</b> |
| <b>ARCADE MODE.....</b>                  | <b>11</b> |
| <b>HEAD TO HEAD .....</b>                | <b>12</b> |
| <b>SAVING AND LOADING GAME DATA.....</b> | <b>12</b> |
| <b>WORKING SHIFTS .....</b>              | <b>13</b> |
| <b>CREDITS .....</b>                     | <b>15</b> |

Vinn's Lair

## GETTING STARTED

Set up your Nintendo GameCube™ system according to the instructions in the instruction manual. Make sure the POWER Button is turned on. When the power indicator lights up, press the OPEN Button and the disc cover will open. Place the Smashing Drive™ Game Disc on the disc tray with the label facing up. Manually close the disc cover and the game will begin to load.

### MEMORY CARDS

Insert a Nintendo GameCube™ Memory Card to load a saved game or create a new Smashing Drive game file.

### MEMORY CARD CHECK AND DRIVER REGISTRATION

Before starting Smashing Drive, a Nintendo GameCube™ Memory Card check will occur. If there is no saved Smashing Drive data on the Nintendo GameCube™ Memory Card, then a new save file will be created automatically. If Smashing Drive game data already exists on the Nintendo GameCube™ Memory Card, the saved game will automatically load.

Please refer to the Nintendo GameCube instruction booklet (pages 18-20) for directions on how to format and erase Memory Card files.

## CONTROLS



**Note:** Smashing Drive is compatible only with the Nintendo GameCube™ Controller. No other controller is compatible with Smashing Drive.

Use the Control Stick or the + Control Pad to steer the cab.

### MENU CONTROLS

|                              |                             |
|------------------------------|-----------------------------|
| Start game .....             | START/PAUSE                 |
| Select menu items .....      | Control Stick/+ Control Pad |
| Confirm menu selection ..... | A Button                    |
| Cancel menu selection .....  | B Button                    |
| Change settings .....        | Control Stick/+ Control Pad |

### DRIVING CONTROLS

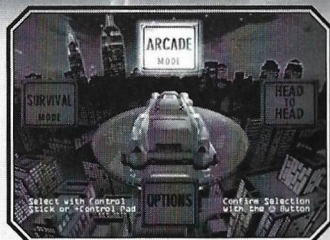
|                             |                             |
|-----------------------------|-----------------------------|
| Accelerate .....            | A Button                    |
| Brake .....                 | B Button                    |
| Steer Cab .....             | Control Stick/+ Control Pad |
| Pause Game/Pause Menu ..... | START/PAUSE                 |
| Horn .....                  | R Button                    |

## MAIN MENU

Press the Control Stick/+ Control Pad Left/Right to select a mode and press the A Button.

### ARCADE MODE

As a cab driver in the big city, you must do whatever it takes to get your fare to his or her destination in time. In the Arcade Mode, you must beat the clock as well as a CPU controlled rival cab in order to successfully complete your shift. The game progresses through a series of working shifts, allowing you to move on to the next shift after you have completed the route within the time limit.

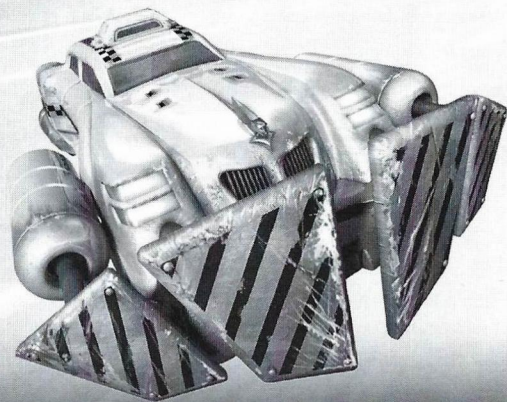


### SURVIVAL MODE

Let it all hang out in the no-holds-barred Survival Mode where one wrong move can mean the destruction of your cab. To pass each shift you must avoid damaging your cab to the point where it becomes undrivable, while still racing to beat both the clock and the rival CPU cab.

### HEAD TO HEAD

Enjoy frantic split screen racing action with a friend on any shift you've successfully completed in Arcade Mode.



## MAIN MENU

### OPTIONS

#### Configuration (controller settings)

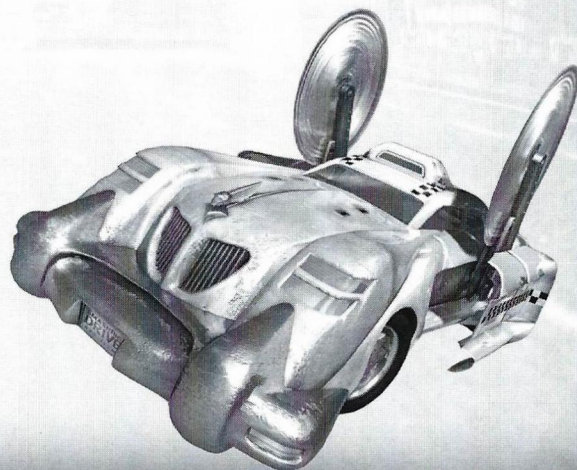
To configure the controller setup:

1. Press the Control Stick /+ Control Pad to specify which function you want to change.
2. Press a Button to assign the function to that Button.
3. Select BACK and press the A Button.

#### Sound

- Sound Effects Volume - Adjust sound effects such as the engine noise.
- Stereo - Select ON or OFF.

Press the B Button to exit.





## PLAYING THE GAME

In Smashing Drive, you live a day in the life of a frantic city cab driver working for 24 hours straight. On each shift, your mission is to deliver your fare to the destination in as short a time as possible using every advantage you can get. This may include running vehicles off the road, taking shortcuts through malls and buildings, jumping over traffic jams, and even blowing obstacles clear from your path.

In order to help you navigate the crowded city streets, several power-ups are available to provide an added edge in achieving your goal.

If you successfully complete all shifts with a high enough score, the bonus shift, Dusk & Wired will become available.

### POWER-UPS

#### SONIC BLAST

This power-up gives your cab a powerful sonic horn which can be used to lay waste to all vehicles in your path. The sonic horn lasts for a limited time, so use it wisely.



#### TURBO BOOST

This power-up ignites the turbo boosters on the back of your cab sending your cab hurtling down the city streets at a breakneck speed.



#### GLIDER

This power-up activates the wings on the side of your cab that allow you to get more distance on jumps. This is often necessary to reach additional power ups.



#### 4X4

This power-up morphs your cab into a monster truck allowing you to drive over any and all vehicles that may get in your way.



## PLAYING THE GAME



#### REPAIR

This power-up repairs any damage done to your cab.



#### CUTTER

This power-up activates the cab's saw blades providing an excellent means for slicing through long obstacles like trains and trailer trucks.



#### CRASH

This power-up activates the ram plate on the front of the cab allowing you to smash through vehicles in your way without losing too much speed.



#### ?

This power-up randomly grants you a special surprise.





## PLAYING THE GAME

### THE SHIFT SCREEN

The Shift Screen shown here is from the Arcade Mode.

#### Best Ride

Current record holder of that track.

#### Ride Time

Players current total time.

#### Speed

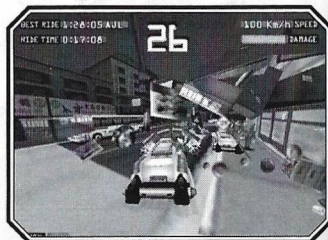
Players current Speed.

#### Damage

The condition of your cab.

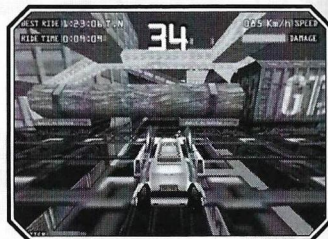
#### Time Limit

If you fail to reach the goal by the time this counter reaches zero, it's Game Over.



### RISKY ROUTES

You will always have the option of trying to save time or gain extra points by taking alternative and risky routes on the way to your destination. Some risky routes will save you time if you can navigate them flawlessly. Other routes will give you added points to help you unlock the bonus levels.



### PAUSE SCREEN

Press START/PAUSE to Pause during a shift and display the Pause Menu. Press the Control Stick/+ Control Pad Up/Down to select an item and press the A Button. Press START/PAUSE once again, or select RESUME GAME to exit.

#### CONTINUE GAME

Resume the shift.

#### EXIT GAME

Quit the shift. Press the A Button at the prompt to exit.

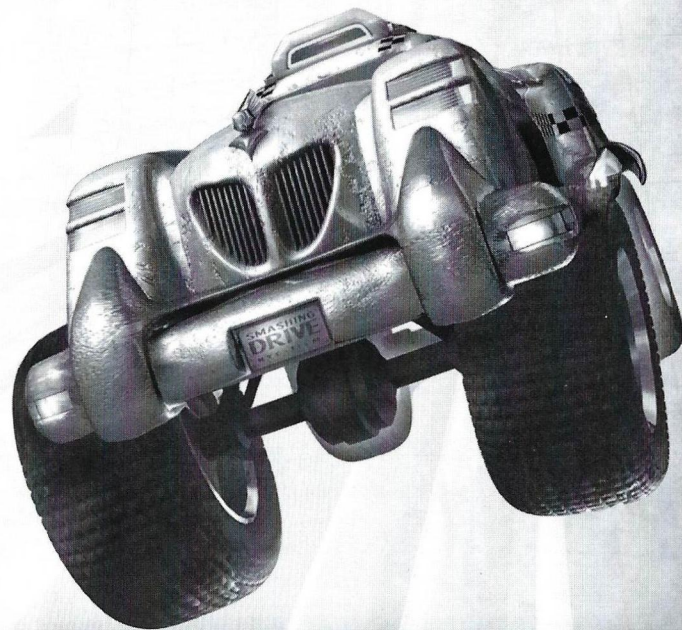
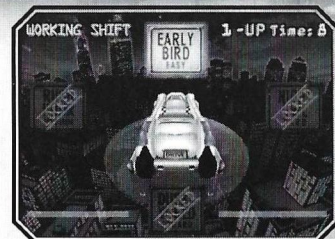
## PLAYING THE GAME



### ARCADE MODE

#### ARCADE SELECT SCREEN

Select ARCADE on the Main Menu Screen to display the Arcade Select Screen. Press the Control Stick/+ Control Pad to select a shift and press the A Button.



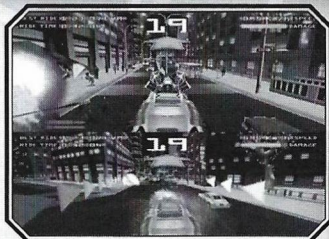
## PLAYING THE GAME

### HEAD TO HEAD

#### HOW TO PLAY HEAD TO HEAD

**Note:** In order to play Head to Head, you must first connect two controllers to the Nintendo GameCube™ system. Otherwise, Head to Head is not selectable on the Main Menu Screen.

To start the race press the A Button.



### SAVING AND LOADING GAME DATA

Smashing Drive will automatically load a saved game when the game is first started. The game will automatically save after each working shift.

#### ERASING DATA

Use the Nintendo GameCube™ Memory Card manager to delete a Smashing Drive save game file.

#### Note:

- Smashing Drive is only compatible with a Nintendo GameCube™ Memory Card.

Auto Saving game to  
Memory Card in Slot A  
Please do not touch the Memory  
Card or Power Button

## WORKING SHIFTS

Smashing Drive features nine working shifts.

#### Brooklyn, Early Bird Shift

Race through JFK airport and across the airstrip with your camera toting tourist, shortcut through the park with ice skaters towards Coney Island and end up at the Brooklyn Bridge.



#### Wall Street, Early Bird Shift

Pick up your investment banker at the Brooklyn Bridge and race through tight streets and by Pier 17. Look for the shortcut over the ferry and get him to Wall Street fast.



#### Little Italy, Early Bird Shift

Meet the lady and her dog at Wall Street and race through the streets to Little Italy. Look for shortcuts through a fiery building. Be sure to cut the corners of the streets for the power-ups.



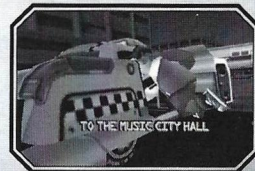
#### Brooklyn Navy Yard, Rush Hour Shift

Pick up the gangsters and race through construction yards, over the cargo ferry, and through China Town to get them to the Brooklyn Navy Yard.



#### Music City Hall, Rush Hour Shift

Race the tourist through the dockyards, smash through a freight train, sewers, warehouses, and the Manhattan Tunnel to the Music City Hall.





## WORKING SHIFTS

### West Central Park, Rush Hour Shift

Pick up the banker and race through the streets, look for a shortcut through the museum and look for a shortcut through or even over a skyscraper. It's your choice.



### Sea and Air Museum, Night Owl Shift

Recklessly get your grocery toting lady from the store through the snow covered streets of New York smashing snowmen to gain power-ups as you go to the Sea and Air Museum.



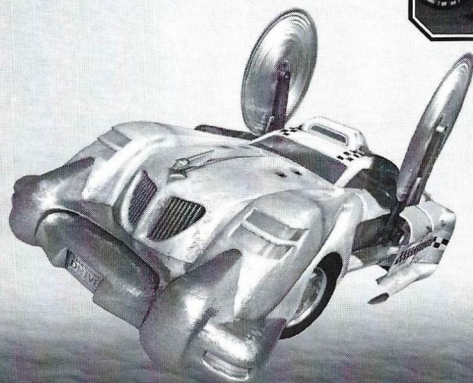
### 5th Ave to 34th Street, Night Owl Shift

Drive the lady and her dog by or over an aircraft carrier, you can take a shortcut through the bus terminal, and through Madison Square Garden during a basketball game to 34th Street.



### Times Square, Night Owl Shift

Get the gangsters through downtown New York, take a shortcut through a movie theater to Times Square. Race a giant ape up and over the Empire State Building if you are fast enough.



## CREDITS

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GameCube Conversion by: Point of View Inc.

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