

OCEAN'S TIP LINE
IN THE U.S. JUST DIAL
1(900) 78-OCEAN
(\$.95 PER MIN.)

MUST BE 18 YEARS OLDER, OR HAVE PARENT'S PERMISSION TO CALL.
TOUCH-TONE ONLY. PRICES SUBJECT TO CHANGE WITHOUT NOTICE.

EmuMovies

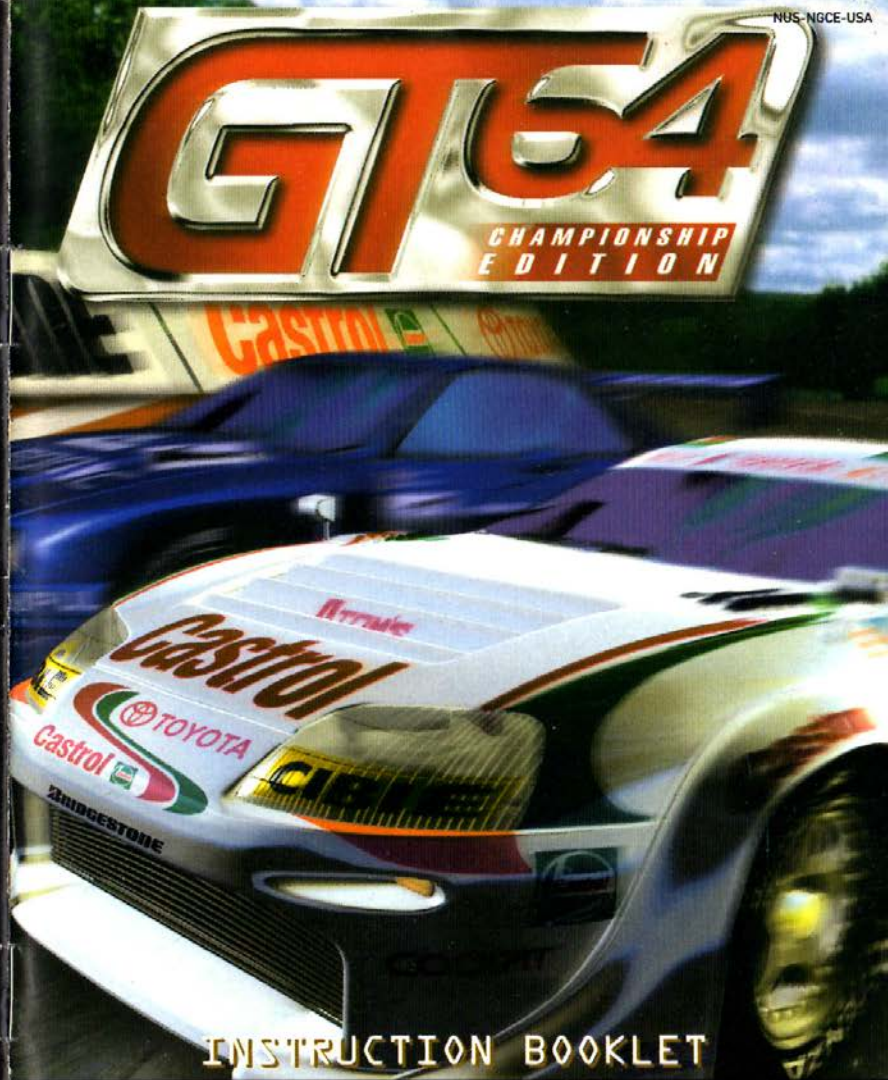


INFOGRAMES ENTERTAINMENT Inc.
333 W. Santa Clara St. Suite 820, San Jose, CA 95113
(408) 289-1411

www.oceangames.com

© 1998 Imagineer Co., Ltd.
© 1998 INFOGRAMES ENTERTAINMENT Inc.
Ocean and Infogrames are ™ and © of
INFOGRAMES ENTERTAINMENT, Inc. authorized user.
All rights reserved.

PRINTED IN JAPAN



NUS-NGCE-USA

PUBLISHED BY
ocean



GT
ALL JAPAN
GRAND TOURING CAR
CHAMPIONSHIP

Imagineer

NINTENDO 64

WARNINGS AND CONSUMER INFORMATION

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.

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.

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.



Introduction	4
Control System	6
In-Game Control	6
Menu Control	6
Replay Screen Control	6
Starting A Game	7
Championship Mode	7
Time Trial Mode	9
Battle Mode	10
Viewing Best Records	11
Game Options	11
Loading and Saving	12
Car Setup	13
Driving Notes	15



The Nintendo 64 Controller

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 on it or place any foreign objects into it.



Holding the Nintendo 64 Controller



While playing GT 64 - Championship Edition, we recommend you use the hand positions shown on the left.



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the controller and your right index finger to operate the R Button on the top.

Connecting the Nintendo 64 Controller

To play any of the one player game modes, you can connect a controller to any of the controller sockets located on the front panel of the Control Deck. For two player games, connect a second controller to any other socket. Note, you must have two controllers to play the 2 Player VS. Mode. Player 1 will use the controller connected to the lowest number socket. To change the connection during a game, switch the power to off, make any controller connection changes, then return the power to on to resume play.



Introduction

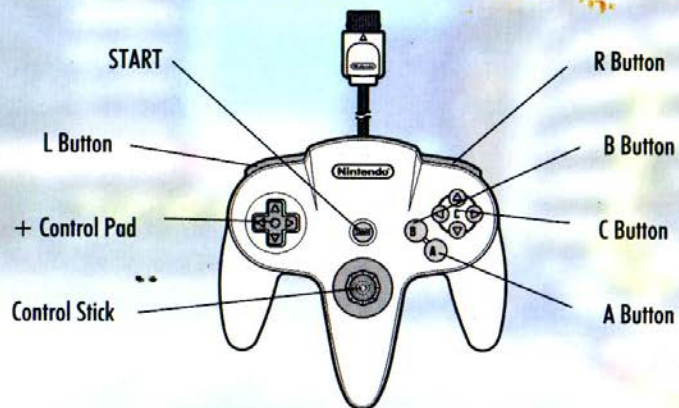
GT 64 - Championship Edition puts the dream of professional racing into the hands of the ordinary driver. Specially re-engineered passenger cars take on the streets from Tokyo to the USA in the search for greater realism and improved challenges. GT 64 - Championship Edition takes this one stage further by placing you behind the wheel of one of these monster machines. Accurately modelled car systems demand your every response be as real as if you were actually there, putting your faith in yourself and in the equipment around you.

The streets are clear, the lights are green and nothing is stopping you from taking the GT 64 - Championship Edition Challenge.

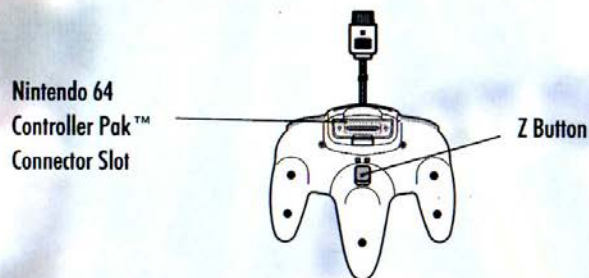
NOTE: If you wish to use a Rumble Pak, this must be inserted into the controller before the race starts. If you insert the Rumble Pak during the race, the Rumble Pak will not function.



The Nintendo 64 Controller Call-outs



Back of Controller



Control System

In-Game Control

Control Pad	Car Steering
Control Stick	Car Steering
A Button	Accelerate
B Button	Brake
C \uparrow + C \downarrow	Change Camera (5 Settings)
C \leftarrow + C \rightarrow	Rear View
R Button	Shift UP (manual transmission only)
L Button	Shift DOWN (manual transmission only)
Z Button	Shift DOWN (manual transmission only)
START Button	Pause Mode

Menu Control

Control Pad	Highlight car / system / game mode
Control Stick	Highlight car / system / game mode
A Button	Confirm Selection
B Button	Cancel Selection

Replay Screen Control

C \leftarrow Button	Pre-positioned Camera Views
C \leftarrow Button	Normal / Special View
C \uparrow + C \downarrow Button	Change Camera
START Button	Pause Mode



Starting A Game

GT 64 - Championship Edition offers you three game modes in which to test your driving aptitude. Select a Game Mode in the main menu by using the Control Pad or Control Stick to highlight your choice. Press the A Button to confirm your selection.

The Game Modes available are Championship Mode, Time Trial Mode and Battle Mode.

Championship Mode

The aim of the Championship mode is to win each of the six available races lasting 24 laps and become the True Champion. A race consisting of 3, 6 or 12 laps can only ever be semi-finals. Qualifying rounds precede each race in which you must earn your position on the starting grid. The TRUE CHALLENGE extends way beyond your driving skills as, through Tokyo, Europe and the USA you must maintain your car, overcome timing limitations and make careful use of the number of pit-stops allowed.

To Start A New Game:

- From the main menu, highlight the 'CHAMPIONSHIP' option and confirm your selection using the A Button.
- Select 'NEW GAME' to begin setting up a new championship game.
- Select your car from one of the available models and opt for automatic (AT) or manual (MT) transmission.
- The computer opponent's car can now be changed if desired.
- Select 'Exit' to continue.



- Next set up the difficulty level (Easy, Normal or Hard) and the number of laps (3, 6, 12 or 24).
- The qualifying system for your race can be selected from either '3 LAPS ATTACK' or 'SPECIAL STAGE'. These options determine the way in which you qualify for the championship race. '3 LAPS ATTACK' calculates the best out of three lap times whereas 'SPECIAL STAGE' consists of one warm-up followed by just one qualifying lap.
- Highlight 'START' and press the A Button to begin the championship season. Please note that once the above race parameters have been selected and confirmed, they cannot be changed in the middle of a season. The season begins at the qualifying stage of Round 1. At this point you can choose from the following:

'CAR SETUP'

Change the setup of your car (see p.13 for more details on your car setup)

'FREE RUN'

Use this feature to test out your car with varying car setups. Please note that you only have a maximum of 15 minutes to use this option at each round.

'QUALIFY START'

Begin the qualifying race.

'FILE'

Save your current position in the Championship season. (see p.12 for more details on saving.)

'GAME EXIT'

Exit the current championship season and return to the main menu screen.



Time Trial Mode

Time Trial Mode tunes your skill its optimum over a total of six courses across Europe, Tokyo and the USA.

Time Trial mode offers 'Time Attack' & 'Free Run' options. Time attack consists of a three-lap challenge against yourself, each lap time is recorded along with the total course time. Free Run gives you unlimited access to a course and records each lap time for you to judge your performance on.

To Start A New Game:

- Highlight the 'TIME TRIAL' option and confirm your selection using the A Button.*
 - Select either the 'TIME ATTACK' or 'FREE RUN' option and confirm your selection.
 - After both options you will be required to select a team car from one of the cars available. Specify whether control of the car is automatic (AT) or manual (MT) transmission.
 - Next, highlight and confirm your choice of course.
 - You are now ready to begin your Time Trial. Highlight and select the 'START' option to begin.
 - To alter your car setup select the 'CAR SETUP' option and adjust the settings according to your preference. Refer to the Car Setup section of this manual (p. 13) for more details.
 - Highlight and select either 'TIME ATTACK START' or 'FREE RUN START' to race. To Load or Save your car setup select the 'FILE' option. For more details on this procedure please refer to the Loading and Saving section of this manual (p. 12). To return to the previous menu (and change your course selection) select the 'PREV MENU' option.
- To return to the main menu select the 'GAME EXIT' option.



Battle Mode

For head-to-head, one-on-one competition against either the computer or another player, choose Battle Mode. This mode gives you all the intensity and challenge of the GT Championships — especially when you go up against a friend. To make the cars, and you, work even harder, extreme weather conditions can be brought into play — making your car selection all the more crucial.

To Start A New Game:

- Highlight the 'BATTLE' option and confirm your selection using the A Button.
- Decide whether you are playing against the computer (Vs COM) or against a friend (Vs PLYR) and confirm your selection.
- Player One selects his or her car from amongst the available cars and specifies whether control is automatic (AT) or manual (MT) transmission.
- Next select a car and transmission type for Player Two. The Computer car does not require you to select its transmission type.
- Highlight and confirm your choice of Track and select the number of laps for the race (3, 6, 12 or 24). Any race taking place over 24 laps will include pit-stops.

2-player note:

2 Player games will offer you the option to give a player a 1 to 9 second head start. Highlight the 'ADVANTAGE' option and adjust the setting by moving the Control Stick or Control Pad left or right. When 'SLOW CAR BOOST' is 'ON', the player who is in second position will be able to catch up to the race leader much quicker than in the 'OFF' position.

Set weather conditions to 'FINE', 'RAIN' or 'RANDOM' for varied (and often unpredictable) gameplay.

You can adjust the car setups for each player's car by selecting the 'CAR SETUP' option. To switch between the settings for Players One and Two simply press the



START Button then change the settings according to your preference. Refer to the Car Settings section of this manual (p.13) for more details.

To Load or Save your car details select the 'FILE' option. For more details on this procedure please refer to the Loading and Saving section of this manual (p.12).

Player 2 note:

To save the car setup for Player 2 press the START Button to switch between Controller Paks in the 'FILE EDIT' menu

You are now ready to do battle! Highlight and select 'START RACE' to race.

The REPLAY at the end of your race allows you to view and assess your performance.

Viewing Best Records

The best times achieved can be viewed by highlighting the 'RECORDS' option on the main menu. Confirm your choice using the A Button.

The three best LAP RECORDS and COURSE RECORDS are logged for each of the six courses in time trial mode. Whenever these times are bettered, new records will be overwritten.

Select and confirm your choice of track and see just how far you have to go to beat the existing records.

Game Options

The Main Menu offers the player an 'OPTION' menu to customise certain aspects of your game. Highlight 'OPTION' and confirm your selection using the A Button.

The following options may be adjusted according to your needs:

Time Compare

Switch this option ON to display the number of seconds by which your time differs from the record time. This option is effective only in Time Trial mode.



Course Map

Switch this option ON to display a map overview on screen whilst you race.

Sound

Switch between MONO and STEREO settings for sound.

Backup Reset

Highlight and confirm this option to remove all current race records.

Note: This reset will not affect the information stored on your Controller Pak.

Loading and Saving

GT 64 - Championship Edition requires that you have 1 note and 3 free pages on your Controller Pak in order for you to save data.

All loading and saving procedures are carried out from within each game mode.

E.G. When in the championship mode you will only be able to save and load championship data.

However, you can converse car setup data between Time Trial & Battle Modes but this can not be used in a Championship game.

To save data:

Ensure that you have a Controller Pak inserted in the Controller prior to powering up your Nintendo 64.

- Highlight the 'FILE' option with the Control Pad or Control Stick in the game mode you are currently in and select it with the A Button.
- Highlight and select the 'SAVE DATA' option.
From here, you will be presented with four game files in which to save.
- Highlight a file you wish to save on to or overwrite and select it with the A Button.
From here, you will be presented with four game slots in which to save.
- Highlight the slot into you wish to save or overwrite and select using the A Button.



- Confirm your action by selecting 'YES' to save to your Controller Pak. Select 'NO' to cancel.

Note: For Championship mode, enter your name at this point in the 'NAME ENTRY' screen for future reference.

To load data in Time Trial & Battle Modes:

Ensure that you have a Controller Pak inserted in the Controller prior to powering up your Nintendo 64.

- Highlight the 'FILE' option in the game mode you are currently in with the Control Pad or Control Stick and select it with the A Button.
- Highlight and select the 'LOAD DATA' option.
- Highlight the file you wish to load and select it with the A Button.
- A message asking you to confirm your action will now appear. Select 'YES' to load to the file. Select 'NO' to cancel.

To Continue A Saved Championship Game:

From the Championship Mode menu, select and confirm the 'CONTINUE' option. Select the 'LOAD' option and confirm your choice. A choice of saved games will be displayed. Select the desired game by using the Control Pad or Control Stick. Press the A Button to confirm your selection.

Confirm your action by selecting 'YES' to load the file. Select 'NO' to cancel. For notes on proper use and care of your Controller Pak please consult the relevant documentation.

Car Setup

Your car is the best means to a perfect race and with GT 64 - Championship Edition it is completely under your control. In each Game Mode you may change the settings of your car to best suit the demands that will be made upon it during the race ahead. Discovering how to get the most from your car will mark you out from other drivers and put you on the road to becoming a True Champion.



The Car Setup menu offers the following settings:

Transmission

Choose between automatic (AT) and manual (MT) transmission. Manual transmission offers you a great deal more control and the ability to reduce braking distances, but at the price of being much more difficult to master.

Tires

Specify the grade of tire used from Soft (grade one) to Hard (grade five). Soft tires give good grip but poor durability whereas hard tires have the opposite effect.

Front Suspension

Set the front suspension according to one of five grades. Loose (grade one) gives solid ground holding which in turn leads to slower acceleration response. Tight (grade five) has the opposite effect.

Rear Suspension

Set the rear suspension according to one of five grades. Loose (grade one) gives solid ground holding which in turn leads slower acceleration response. Tight (grade five) has the opposite effect.

Front Spoiler

Adjusting the front spoiler affects the speed and turning circle of your vehicle. There are three grades to this category: Top Speed (grade one) increases your speed capability whilst reducing the overall stability and Down Force (grade three) has the opposite effect.

Rear Spoiler

The settings for the rear spoiler can be adjusted to one of five grades that will affect the speed and roadholding of your vehicle. Top Speed (grade one) increases your speed capability whilst reducing the overall stability and Down Force (grade five) has the opposite effect.



Gear Ratio

The gear ratio may be set to one of five grades. A Low gear ratio (grade one) ensures good acceleration but will prevent the car from reaching the higher speeds. A High gear ratio (grade five) has the opposite effect.

Fuel:

This setting allows you to specify, in multiples of 10%, the amount of fuel in your car. Please Note: Fuel settings are only available in races lasting 24 laps.

NOTE: All car settings can be saved to the Controller Pak by selecting the 'FILE' option. This is only available in 'time trial' and 'battle' modes.

Driving Notes

During a 24 Lap Championship or Battle, practice will enable you to determine when best to take advantage of pit stops. This is especially important to master, as your car will deteriorate under race conditions.

The effects you will notice are:

- Deterioration in curve performance
- Deterioration in braking performance
- Deterioration in speed and acceleration
- Deterioration balance (affecting the car's handling)



WARRANTY AND SERVICE INFORMATION

Infogrames Entertainment, Inc. warrants to the original purchaser only that the game pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the game pak to Infogrames Entertainment, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Infogrames Entertainment, Inc. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Infogrames Entertainment, Inc. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

You may not reproduce, prepare derivative works based upon, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program or accompanying documentation, and the recipient agrees to the terms of the Agreement. Further, you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This Program is intended for private use only.



INFOGRAMES ENTERTAINMENT, Inc.
333 W. Santa Clara St., Suite 820
San Jose, CA 95113
(408) 289-1411