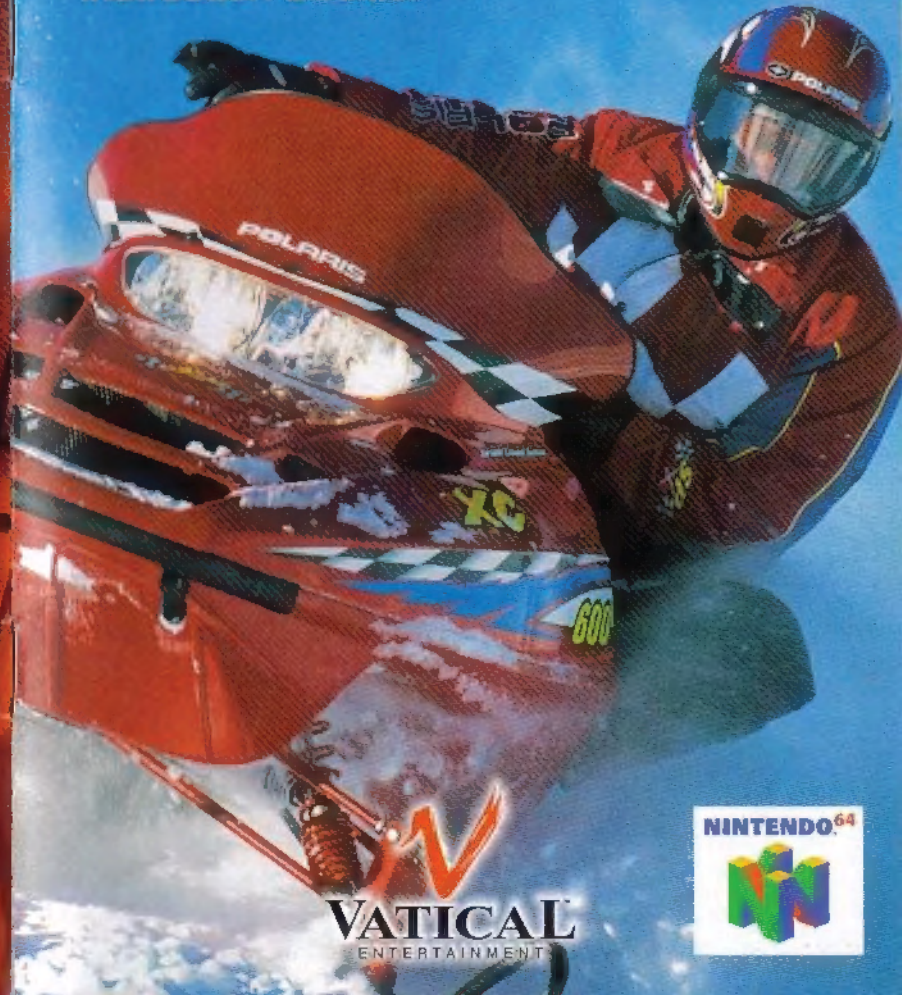


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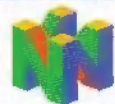
SnoCross

Instruction Booklet




VATICAL
ENTERTAINMENT

NINTENDO⁶⁴




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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.

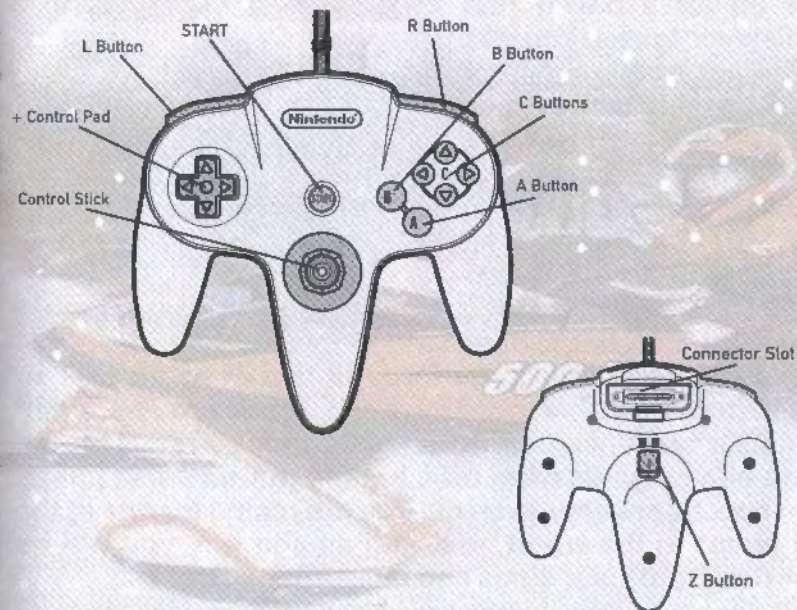


If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

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.

CONTROLLER



+ Control Pad	← Steer Left, → Steer Right, ↑ Pitch Forward, ↓ Pitch Backward
Control Stick	Steering
A Button	Acceleration
B Button	Brake/Reverse
C Button	↓ Change Camera Angle
L or Z Button	Use with +Control to perform tricks in air or hard lean left
R Button	Use with +Control to perform tricks in air or hard lean right
START	Game Start and Pause

STORY

Gear up for a power ride you'll never forget. You, the player, are now a member of Polaris' elite factory race team. With this privilege carries a demand for excellence in the art of snowmobile racing, the last true extreme sport.

10 unique tracks await your challenge. Tear across icy lakes and blast through the deep powder of hidden trails as you ride over the open cross-country terrain. Or feel the intense rush of tight-cornered, stadium racing as you go soaring off a battery of SnoCross jumps while spectators cheer you on. You are racing for one of the best teams in the world now, and as you win, you will be rewarded with faster sleds and more intense tracks.

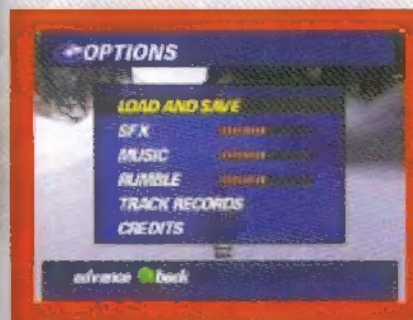
Fight your way to the top ranks of Tournament mode against riders from three opposing teams and compete in the final SnoCross Special Event. Win races and perform insane tricks to earn "wrenches" for upgrading and modifying your arsenal of up to 16 authentic, Polaris sleds from three different model years.

Being the newest recruit you're still a rookie, but the itch is in your throttle thumb and you're ready to ride. Polaris is paying the ticket, so choose from a few bone-stock sleds to start, grab a handful, and take 'em out for a rip.

NOW GET ON YOUR WAY...THE WAY OUT.



CONTROLLER PAK/SAVING DATA



Polaris SnoCross has an auto-detect/auto-load feature. If you insert your CONTROLLER PAK prior to starting the N64 Control Deck, any saved game will automatically be detected and loaded. If you insert your CONTROLLER PAK after starting the console, you will have to manually load a saved game by selecting Load/Save from the Options menu. 21 pages of memory must be available on your CONTROLLER PAK in order to save all Polaris SnoCross data.

If you don't have a CONTROLLER PAK, and you don't manually save your game each time, all Polaris SnoCross data will be lost after turning off your N64 game console.

If you want to continue playing a previously saved game you must manually load it by selecting Load/Save from the Options menu and choosing a CONTROLLER PAK.

GAME MODES

SINGLE EVENT

One race, one shot at victory. This is your "play around" mode. Choose any sled and track you have available and ride like there is no tomorrow. Modify your sled's performance by adjusting any earned wrenches to create the perfect ride. Race for standings in the record book or tune your moves by practicing tricks. Get to know the tracks like the back of your hand, then carry that knowledge to Tournament mode and show 'em who's boss. Or, challenge your friends to some multiplayer action. Up to 4 players can race in a Single Event.



INSTANT ACTION

Can't decide what to pick? Then let the game decide for you! This feature will randomly choose a sled, a track, and the environment conditions. Perfect for getting you right into the action quickly and easily.

MULTIPLAYER MODE

Only the following three tracks are available for 3 and 4-players mode: Thunder Bay, Horseshoe Park, and Hunter Downs.

TOURNAMENT

This is the backbone of the whole game. If you want to be the best then you're gonna have to prove it. Compete in four increasingly difficult class divisions: Sport, Semi-Pro, Pro and Special Event. Racing for team Polaris you start off in Sport Class with five of their best 1999 stock sleds straight from the factory. Upgrade and adjust every attribute of your sled's performance with awarded wrenches. Sleds will have to be set up differently depending on which track and event you are racing.

GAME MODES

TOURNAMENT (continued)

Before each race, you will be able to choose your sled and custom "wrench" it according to your individual driving style. You must play Tournament mode to earn additional wrenches.

In Sport, Semi-Pro and Pro class divisions you must run a multi-race season. At the end of each individual race you are awarded points based on finishing position. At the end of the entire division season the points are tallied. Finish first in the point standings, and you unlock the next division. Ending a division in a tie will not get you the trophy. If you want to advance you'll have to beat your opponents outright.

Each time you unlock a new division you are awarded newer and better sled models to add to your arsenal. Eventually your sled selection will include all of the latest and hottest Polaris snowmobile models available. Win the Special Event race and who knows what the prize may be!

Some of the tracks in the Higher Class Divisions of Tournament mode display a locked Bar. Simply finish that track in first place and it becomes unlocked and available for you to play in Single Event mode. You may have to re-race a division a few times before you unlock them all.

Modify your sled's performance to create the perfect ride by adjusting any wrenches you've earned in Tournament mode.



SLED SELECTION GUIDE



THERE ARE FOUR PERFORMANCE CATEGORIES: TOP SPEED, ACCELERATION, HANDLING AND STABILITY.

Any of these categories can be tuned and modified by adding or removing awarded wrenches.

The green notches represent the factory stock attributes for each sled. The orange to yellow notches represents your wrench upgrades to the sled in each category.

The wrench icon multiplier in the sled window tells you how many unused wrenches you have available for that vehicle. Toggle up or down to select the category you want to modify. Toggle right to add a wrench and left to remove one. Add wrenches to any category to improve the sled's ability in that area. Remove wrenches and reallocate them to try improving a different performance attribute.

SLED SELECTION GUIDE

Engine sizes on sleds can vary between 440cc, 500cc, 600cc, 700cc and 800cc. 440 sleds may not be the fastest sleds out of the bunch, but they are the lightest and most maneuverable, and they have very good handling and stability for SnoCross tracks. The 800 sleds are generally heavier, but have greater top speeds for those open Cross Country events where there are not so many sharp turns to worry about. Mid-range sleds such as the 500's, 600's and 700's tend to have a well-balanced overall range of abilities.



WRENCHES



Need to upgrade your snowmobile? Earn wrenches awarded for finishing position during races (Tournament mode only). Finish 1st, 2nd, or 3rd in a race, and you are automatically given a few wrenches.

Need More? Perform tricks to score bonus wrenches and turn that bone-stock sled of yours into a highly modified, monster machine!

Modifying Top Speed, Acceleration, Handling and sled Stability are all at your command, by adding additional wrenches to any of the sled's performance attribute bars. Any wrenches earned in Tournament mode carry over to the same sleds in Single Event and can be readjusted there.

So wrench up, keep the throttle pinned, and grab the checkered!

TRICKS



Tricks are the best way to score an extra wrench or two and show off at the same time. Tricks are only for fun in Single Event, but in Tournament Mode, they can earn you extra wrenches.

A trick bar counter on the HUD keeps score. You get awarded trick bar lights for each trick you do. The more difficult the trick, the more lights you get. When you hit 10 lights, they get cashed in for a wrench! The tricks are split up into 3 levels of difficulty. Easy tricks get you 1 light, medium tricks get you 2 lights, and the most difficult tricks get you 3. Continue to add lights to your trick bar and you will rack up more wrenches, but watch out! If you can't hold your position and place last in a race all awarded wrenches will be withdrawn.

TRICK BUTTON MAPPING



Here are a few tricks mapped out for you, but there are lots more tricks, and some can even be reversed! So keep an ear to the ground, and try moving those fingers, because you could stumble onto a really cool move, and score a few trick lights to boot!

CONTROLLER BUTTON

TRICK

LEVEL

R + Up	No Hander	Easy
L or Z + Down	No Footer	Easy
R + Left, Left	Pointer	Easy
L or Z + Right, left	Cliffhanger	Med
R + Dwn, Dwn	Superman	Med
L or Z + Right, Dwn	Nac Nac	Med
R + L or Z + Dwn, Dwn, Dwn	Back Flip	Hard
R + L or Z + Dwn, Up, Up	Hand Plant	Hard

HEADS-UP DISPLAY



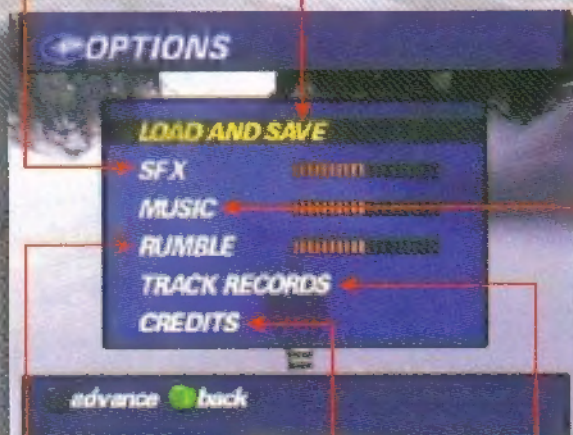
OPTIONS

MAIN OPTIONS

Load/Save - This allows you to load or save a game to a Controller Pak, or to enter a code for unlocking hidden features.

SFX - Adjusts the volume of all sound effects in the game.

Music - Adjust the volume of music in the game and menus.



Rumble Control - Allows you to set the severity of your Rumble Pak's vibration.

Track Records - View the current records for each track in the game.

Credits - View the names of the fine young people that brought you Polaris SnoCross.

OPTIONS

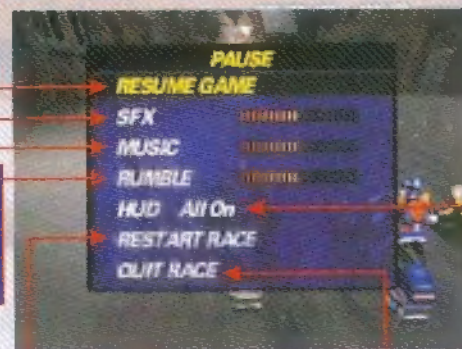
IN GAME PAUSE OPTIONS:

Music - Adjust the volume of music in the game and menus.

SFX - Adjusts the volume of all sound effects in the game.

Resume Game - Allows you to return to your paused game.

HUD - Or "Heads-Up Display". These are the superimposed graphics that display race information such as position, lap number, speed, timer and track map. In Tournament mode this also displays the trick bar and wrench counter. Use this feature to toggle these displays on and off.



Rumble Control - Allows you to set the severity of your Rumble Pak's vibration.

Restart Race - Allows you to start over again and race the same track with the same sled.

Quit Race - Exits your current game; and brings you to the main menu.

Restart Division - Available only in Tournament mode. Allows you to quit out of a current division and start over.



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PLAYER'S NOTES

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