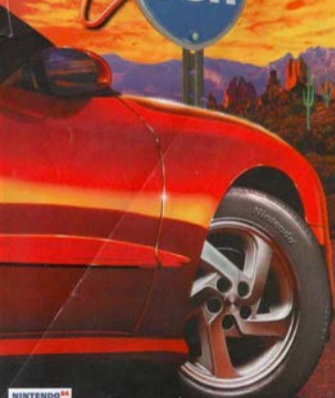


NUS-NOUS-USA



NINTENDO<sup>64</sup>



GameForce

INSTRUCTION BOOKLET

1-800-888-8888

## **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.

*Thank you for selecting the Cruis'n USA™ Game Pak for your Nintendo 64® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.*

## **CAUTION**

THE NINTENDO 64 SYSTEM GENERATES REALISTIC IMAGES AND 3-D SIMULATIONS. WHILE PLAYING OR WATCHING CERTAIN VIDEO IMAGES, SOME PEOPLE MAY EXPERIENCE DIZZINESS, MOTION SICKNESS OR NAUSEA. IF YOU OR YOUR CHILD EXPERIENCE ANY OF THESE SYMPTOMS, DISCONTINUE USE AND PLAY AGAIN LATER.

*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*

All Nintendo products are licensed by use for use only with other authorized products bearing the Official Nintendo Seal of Quality.™



© 1994, 1995 Nintendo.  
™ & ® are trademarks of Nintendo of America Inc.  
© 1995 Nintendo of America Inc.

*Visions & Laughter*

## USING THE CONTROLLER

### CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision 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 center position (as shown in the picture on the left) then press **START** while holding down 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. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center™.

## CONTROLLER FUNCTIONS

Change the controller configuration by selecting **CONTROLLER SETUP** from the **Game Options** screen.

The + Control Pad or the Control Stick can be used for steering.



# STARTING THE GAME

## ONE OR TWO PLAYER GAME

If you want to play a two-player game, insert a second controller and turn the Control Deck on. If you want to play a one-player game, you only need one controller plugged in.

## SELECTING A RACE

Use the Control Stick to highlight the desired race. Press START to confirm your selection.

## SELECTING YOUR TRANSMISSION

Use the Control Stick to highlight the desired transmission. Press START to confirm your selection.

Automatic Cruise-O-Matic changes gears automatically. This is easier because you don't have to think about what gear you should be in.

If you choose Manual XL Power, you'll have to shift gears yourself. This is more challenging than Automatic, but gives you more control over your vehicle's speed. Rather than using your brakes, you can shift to a lower gear to reduce your speed. Shift to a higher gear to accelerate.



## SELECTING YOUR CAR

Use the Control Stick to highlight the desired car. Press START to confirm your selection. If you are going to cruise the USA, you'll use the same car for the entire race.



# GAME OPTIONS

Press the B Button from most game menus to access the Game Options screen. Once you're there, set up the game so it's ergonomically correct. Once the cruise starts, you can't change many of these options.

## MUSIC VOLUME

Change the volume of the background music

## SOUND FX VOLUME

Change the volume of the sound effects

## 2-PLAYER SOUND

**SPLIT L/R:** will split the sound effects for both players. Sound effects for player one will be sent to the left speaker while sound effects for player two will be sent to the right speaker.

**COMBINED:** will send both players' sound effects to both speakers.

## DIFFICULTY

Make the race easier or more difficult

## RACERS

Race by yourself when this is Off

## TRAFFIC

No traffic when this is Off

## METRIC

Change the speedometer to KPH or MPH

## CENTER SCREEN

Adjust the screen to your television

## GAME PAD SETUP

Change the button configurations

## PAK COPY

Use this option to copy information from a game pak to a N64 Controller Pak, or vice versa.

# CARS

## '63 MUSCLE CAR

Although the '63 Muscle Car isn't the best in a single performance category, its overall handling is quite good. It's a great vehicle to use if you're interested in balanced handling. It's second in top speed and third in 0-60, skid pad and aero coefficient (drag).

TOP SPEED:	145 MPH / 233 KPH
SKID PAD:	0.89G
AEROCOEFF:	0.39
0-60:	2.98 SEC
POWER:	462HP 454 CID V8

## LA BOMBA

It has the best 0-60 rating, but the La Bomba lags the other cars in top speed performance. It handles the corners almost as good as the Italia P69! This is a good car to use if you're a beginner.

TOP SPEED:	142MPH / 228KPH
SKID PAD:	0.98G
AEROCOEFF:	0.45
0-60:	2.51 SEC
POWER:	580HP SUPERCHARGED V12

## DEVASTATOR V1

This vehicle has the best top speed, but the lowest 0-60 rating. It doesn't handle the corners as good as the other vehicles, so use this car when you've mastered the art of taking corners.

TOP SPEED:	147MPH / 236KPH
SKID PAD:	0.85G
AEROCOEFF:	0.25
0-60:	3.15 SEC
POWER:	395HP TWIN TURBO V6



## ITALIA P69

Probably the best overall machine! The Italia P69 handles like a dream on the corners. It ranks third in top speed, but not far behind the fastest at 147MPH / 236KPH. This is a great car for anyone.

TOP SPEED:	144MPH / 231KPH
SKID PAD:	1.01G
AEROCEFF:	0.28
0-60:	2.88 SEC
POWER:	472HP V12 DOHC 48V



# MODES

## CRUISE THE USA (One or Two Players)

Your goal is to race across America, finishing first in every race. By finishing first, you'll continue on to the next race. Start in San Francisco and work your way to Washington DC.



## SINGLE RACE (ONE OR TWO PLAYERS)

Select one of the EASY, MEDIUM or EXPERT races to practice your skills. Selecting the ? ? ? ? ? will let the computer randomly select a race for you.

EASY	LA FREEWAY
EASY	US 101
EASY	ARIZONA

MEDIUM	DEATH VALLEY
MEDIUM	JOWA
MEDIUM	BEVERLY HILLS
MEDIUM	APPALACHIA

EXPERT	REDWOOD FOREST
EXPERT	GRAND CANYON
EXPERT	CHICAGO

## LA FREEWAY

The LA Freeway has wide lanes and easy corners. There are barrels, road barriers and light posts on the sides of the road that can slow you down. Steer clear of 'em!

## US 101

This easy course has wide lanes and long corners. Stay off the shoulder of the road as the sand will slow you down. Oh yeah, there are a couple of sections where the roadway is broken. Keep your speed up to jump the gaps!



## **ARIZONA**

Wide lanes are inviting, but watch out for some quick S curves and no shoulder on some of the turns. If you do swerve off the track, be careful of the telephone poles and cacti.

## **DEATH VALLEY**

This two lane freeway makes it difficult to pass due to traffic congestion. The road is fairly flat and has few turns. Take advantage of the straight-aways.

## **IOWA**

A two-lane freeway with corn fields and telephone poles. Keep your speed up and just try to stay on the road. Don't worry about paying the fee at the toll bridges!

## **BEVERLY HILLS**

This estate-lined roadway is adorned with rows of palm trees. Its winding features make it fun to drive. The end of this strip is tunneled. Don't try to hold your breath or you'll pass out before you reach the finish line!

## **APPALACHIA**

There are four lanes and a lot of hills. Watch out for the unforgiving rock walls. There's a great straight-away near the end. Put the pedal to the metal and cruise to victory!

## **CHICAGO**

This roadway starts off simple, but you quickly encounter trouble when you hit the viaduct. Stay on one side of the road and try not to hit anything. Good luck!

## **GRAND CANYON**

Beautiful sand and rock formations fill this incredible roadway. There are plenty of hills and turns, so you need to give the wheel your full attention.

## **REDWOOD FOREST**

This is one of the most difficult roadways in the game. There is little room for mistakes. Narrow lanes cause major traffic congestion. Try to get to the front of the pack early. Stick to the road and beware of the forest. Bad things will happen if you drift from the path.

# **USING THE N64 CONTROLLER PAK™**

**PLEASE CAREFULLY READ AND FOLLOW THE INFORMATION IN THE N64 CONTROLLER PAK INSTRUCTION BOOKLET.**

The N64 Controller Pak is a portable memory cartridge for saving game data, controller button configurations, built up character attributes and more. After saving the game information in a N64 Controller Pak, you can download the information again later or bring your N64 Controller Pak with you and load your saved game information on any Nintendo 64 system.

## **SAVING INFORMATION**

When you use a new N64 Controller Pak with Cruis'n USA, the game will ask you if you want to create a new game file. Creating a new file is necessary as it configures your N64 Controller Pak for saving Cruis'n USA information. You should definitely create a new file!

There are 6 game slots where you can save information. Highlight a game slot where you want to save information and press START. After you've confirmed your selection, start playing. Your controller button configuration, cars and options will be saved in the slot you've chosen. All 6 game slots will use the same high scores and the same track split times. If you want to save information in a different slot, simply press RESET on the Control Deck, then select a different game slot.

## **LOADING INFORMATION**

Insert the N64 Controller Pak with the saved Cruis'n USA information on it (please see the N64 Controller Pak instruction booklet for operation instructions). There are 6 game slots that can have information saved in them. Highlight a game slot that you want to load and press START. After you've confirmed your selection, start playing. To load a different slot, press RESET on the Control Deck, then select a different game slot.



### USING THE "PAK COPY" OPTION

You can copy saved game pak information to an N64 Controller Pak. You can also copy saved N64 Controller Pak information to a game pak. When you copy information to a game pak or N64 Controller Pak, any previously saved information on the destination pak will be erased. Go to the Game Options screen, select "PAK COPY", and follow the on screen instructions to copy information. Note that the Cruis'n USA game pak will not save Hot Times information or track split times. This information, however, can be saved using the N64 Controller Pak.

### DELETING INFORMATION

Highlight the game slot that you want to delete. Press and hold the C ◀ or ▶ Button to delete it.

### MEMORY MANAGEMENT SCREEN

You can access the Memory Management screen by pressing and holding START, then turn on your Nintendo 64 system. Continue to hold START until the Memory Management screen appears. This screen allows you to manage the information on your game pak, or on your N64 Controller Pak. You may delete the entire game file to create additional space on your N64 Controller Pak or game pak. Deleting the game pak information will reset all options and car information.

**NOTE:** Cruis'n USA uses 9 pages of information on your Controller Pak, leaving you with 114 pages for other games.

## IMPORTANT INFORMATION:

**WARNING:** Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

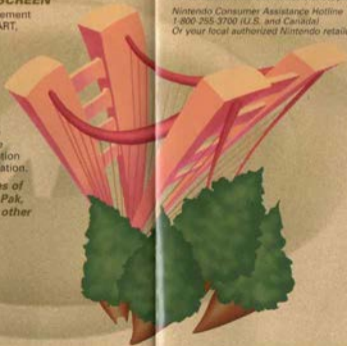
The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensee is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline  
1-800-255-3700 (U.S. and Canada)  
Or your local authorized Nintendo retailer.





## WARRANTY AND SERVICE INFORMATION

### 3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

Nintendo of America, Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will either replace the defective product or component part, at its option, free of charge.

### ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

### WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product.

Call the Consumer Assistance Hotline at 1-800-255-8700 rather than going to your retailer. Hours of operation are 9 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 9 a.m. to 7 p.m., Pacific Time, on Sundays (lines subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

### WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THE PRODUCT (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES INCLUDING RENTAL; OR (c) MODIFIED OR TAMPERED WITH (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of the manual.

This warranty is valid only in the United States.



NEED HELP WITH INSTALLATION,  
MAINTENANCE OR SERVICE?



**Nintendo**

**AUTHORIZED REPAIR CENTERS**  
**1-800-255-3700**

**Nintendo**

Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.  
PRINTED IN JAPAN

Volume 1 & 2