

INSTRUCTION BOOKLET

MICKEY'S SPEEDWAY USA

NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?



Nintendo

AUTHORIZED REPAIR CENTERS™
1-800-255-3700

www.nintendo.com

EmuMovies

Nintendo

NINTENDO OF AMERICA INC.
P.O. BOX 957, REDMOND, WA 98073-0957 U.S.A.

PRINTED IN USA





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 sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.™



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 Mickey's Speedway USA Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.



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.



© Disney. Licensed to Nintendo. Game by Rare.
Rareware Logo is a trademark of Rare.
™, © and the "N" Logo are trademarks of Nintendo of America Inc.
© 2000 Nintendo of America Inc.

CONTENTS

ABOUT THE CONTROLLER	2
DOGNAP!	4
GETTING STARTED	6
THE RACERS	7
CONTROLS	8
GAME MODES	9
GAME SCREEN	11
RACING ESSENTIALS	12
WEAPONS	14
COURSES	16
WARRANTY & SERVICE INFORMATION	21



NEED HELP WITH A GAME?

For free, automated game play tips and news, call Nintendo's Power Line at:

1-425-885-7529

This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707 (U.S. \$1.50 per minute) 1-900-451-4400 (Canada \$2.00 per minute)

6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday
Callers under age 18 need to obtain parental permission to call (prices subject to change)

ABOUT THE CONTROLLER



THE NINTENDO® 64 CONTROLLER

The Nintendo 64 Control Stick uses an analog system to read the angles and directions 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 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 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 CenterSM.

HOLDING THE CONTROLLER



While playing Mickey's Speedway, we recommend you use the hand positions shown at 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 the A, B or C Buttons.

CONNECTING THE CONTROLLER

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.



If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers to play in the two-, three- or four-player game modes.

THE N64 RUMBLE PAK™

This game is compatible with the Rumble Pak[®] accessory. Before using it, be sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is turned OFF when inserting the Rumble Pak accessory.



Mickey strolled down the garden path with Pluto's breakfast in hand, whistling cheerfully in the morning sun.

"Hi-ya, Pluto!" he called as he approached Pluto's doghouse. "Look what I have for you..."

His voice trailed off as he noticed that the doghouse was empty. A piece of paper pinned to the front of the doghouse showed a picture of Pluto locked in the back of a van, surrounded by several grinning Weasels. Mickey gasped and quickly scanned the writing above the picture:



"Hey, mouse! We have your dog and his diamond collar! Just try and catch us! Ha, ha, ha!"

--The Weasels"

This was terrible! Did they dognap Pluto for his collar? There was no telling how long they'd been gone, and Mickey knew that he had to recruit some help as soon as possible. He called his friends right away.



"Hey, everybody! The Weasels took Pluto! Meet me at Ludwig's shop. We have to get race cars and go after them!"

"That's awful!" gasped Daisy.



"Wait for me," quacked Donald.

"Oh my" declared Minnie.



Big bad Pete was listening in, hoping there would be a big reward for finding Pluto. "Weasels. Ha, ha!" he snorted

"Don't worry, Mickey," Goofy reassured his worried friend. "We'll get Pluto back."



Minutes later, they all met down at Ludwig Von Drake's workshop, where the cars were ready and waiting. "Now remember, I'll be with you all to give you extra power for your cars," Ludwig promised as they hopped eagerly into their drivers' seats. "Good luck!"

GETTING STARTED



Properly insert your Game Pak into the Nintendo® 64 system, then turn the power ON. When the Title Screen appears, press START to go into Mickey's room, then press the A Button to move on to the Character Select Screen.

Press left and right on the Control Stick to scroll through the available characters, then press the A Button to select one. Press the A Button one more time to confirm your choice. On the following screen, press left and right on the Control Stick to select the mode you want to play, then press the A Button. Finally, choose a difficulty level (Amateur, Intermediate, or Professional), then press the A Button to get started!



Any time you want to cancel a choice and return to the previous menu, simply press the B Button.



THE RACERS

The first time you play, you will be able to choose from six different Disney characters. Plus, as you play through the game, you might uncover additional, hidden characters! Minnie and Daisy are great for beginners, while Goofy and Pete provide a challenge for more experienced players. Mickey and Donald are good all-around performers.

MINNIE / DAISY



Weight:	■ ■
Handling:	■ ■ ■ ■
Acceleration:	■ ■ ■ ■
Top Speed:	■ ■



MICKEY / DONALD



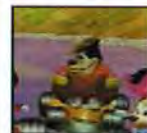
Weight:	■ ■ ■
Handling:	■ ■ ■
Acceleration:	■ ■ ■
Top Speed:	■ ■ ■



GOOFY / PETE



Weight:	■ ■ ■ ■
Handling:	■ ■ ■
Acceleration:	■ ■ ■
Top Speed:	■ ■ ■ ■



CONTROLS



R-BUTTON

Powerslide

C-BUTTONS

- C+ - Change Camera
- C+ - Look Behind
- C+ - Toggle Course Map and Speedometer

START

Pause

Z-BUTTON

Use Weapon / Horn

CONTROL STICK

Steer

A-BUTTON

Accelerate

B-BUTTON

Brake / Reverse

GAME MODES

RACE SERIES

Three different series of races will be available the first time you play—Traffic Troubles, Motorway Mania, and Freewayphobia. In these series, you will race against computer-controlled characters and score points based on your ranking at the end of each race. Your points for each race will then be added together to decide your overall ranking. If you win the gold medal on the Professional difficulty level, you'll open up a fourth series, Victory Vehicles.

You can also unlock a fifth level, Frantic Finale, by retrieving the four car parts that have been stolen and hidden by the Weasels. Be sure to check your map to see where you should search for the hidden car parts!



TIME TRIAL

In Time Trial, you can race against the clock to try to set a new course record. Each time you race, your data will be stored temporarily—if you choose Retry at the end of your race, you can then race against a "ghost" image of your previous best time.

If you turn on Staff Ghosts on the Options menu, you can compete against the best times scored by the developers of the game!



PRACTICE MODE

Practice Mode lets you get used to the various characters and vehicles without the distractions of other cars and weapons. Watch out for the chickens!

CONTEST MODE

The goal in Contest Mode isn't to be the first around a track—it's to stay on the track longer than any of your opponents. Each racer will have three balloons, and one of his or her balloons will be lost each time he or she is hit with a weapon. When all of your balloons are gone, you're out of the race! Up to four human or computer-controlled racers can play in this mode.



OPTIONS

Options Mode lets you adjust various in-game settings, such as music and sound effects volume, widescreen settings, and ghost settings. Use the Control Stick to scroll through the different options, press the A Button to make a selection, and press the B Button to go back. Use the Control Stick to adjust each individual option.

GAME SCREEN



SINGLE-PLAYER GAME

The single-player screen displays your current ranking, number of Oomph Tokens, available weapon (appears only when you pick up an item), total race time, individual lap times, and course radar. You can also press the C + Button to change the course radar to a speedometer. When one of your opponents crosses the start/finish line, his or her picture will be displayed, along with his or her ranking.



MULTIPLAYER

The multiplayer screen shows each player's ranking, number of Oomph Tokens, available weapon (appears only when an item is picked up), lap number, and course radar. Press the C + Button to toggle the course radar on and off. Press the C + Button to change the Oomph Tokens and lap number displays to a race timer display.



RACING ESSENTIALS



- Each race consists of three laps.
- Traffic Troubles is the easiest set of races. The series will gradually become more difficult as you progress through the game.
- At the start of a race, press the A Button just before the green lights appear on the starting grid to get a Turbo Start.
- Each of the first ten Oomph Tokens you collect will slightly boost your vehicle's top speed.
- Press the R Button to Powerslide through a turn without losing speed. Press the B Button during a Powerslide to turn more sharply.
- High-tech projections of Huey, Dewey, and Louie will be on standby to lift you back onto the track after a fall, announce the number of remaining laps, and issue a warning if you're going the wrong way on the track.

- If you finish in fourth place or better, you will receive a certain number of points and will advance to the next course. Your points for all the races in the series will be combined to determine your overall ranking.
- If you finish fifth or sixth in a race, you will fail to qualify for the next race, and you will be given the option to retry that course. On the second, third, and fourth races in a series, you will have three chances to qualify before you have to start over from the beginning of the series.
- Gold, Silver, and Bronze trophies will be awarded to the drivers who place first, second, and third overall in a series of races. If you finish first in every race in the series, you'll receive a special Platinum Cup!
- Up to four human players can compete in any of the race series. Or use the VS Option to let up to four players race on an individual track.



WEAPONS



To add an extra edge to the competition, Ludwig Von Drake has designed a series of weapons to help—and hinder—the drivers in their quest to rescue Pluto. Drive through one of the question-mark barrels on the track to pick up a weapon. Press the Z Button to activate your weapon, but watch out for attacks from your fellow racers!



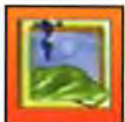
UNIFIED TOKEN DELIVERY SYSTEM

Gives you three Oomph Tokens.



CARBO-BEVERAGE SPRITZER

Gives you a temporary speed burst.



UN-EXPRESSWAY PAINT SPLOTCHER

Causes any racer who hits it to skid. Normally released behind your car but may be thrown forward by pressing up on the Control Stick while firing.



INCREDI-FLATED BASEBALL CHUCKER

Explodes when any car hits it. Normally fired in front of your car but may be dropped behind you by pressing down on the Control Stick while firing.



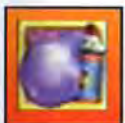
MICRO-WHEELED TRACECHASER

Homes in on a vehicle in front of you.



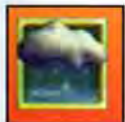
ANTIGRAV-O-KIT MAGNO FLYER

Follows the contours of the track to hit an opponent ahead of you.



SHELLAC-O-MATIC SHIELD SHELL

Renders you temporarily invulnerable and able to travel across slow surfaces at top speed.



STORMY WEATHER WHENEVER ENGAGER

Slows down all of the characters ahead of you.

COURSES



Race across the USA to track down those dirty Weasels and get Pluto back!

INDIANAPOLIS - A classic raceway where Von Drake tests his cars.

SAN FRANCISCO - A course through the steep city streets.



NEW MEXICO - A wide course with gentle turns.

GRAND CANYON - The longest track you'll find in the game.

LOS ANGELES - A great place to test your Powersliding technique.

ALASKA - An icy course with a dangerous intersection.

LAS VEGAS - A course full of bright lights and shortcuts.

PHILADELPHIA - A hazardous course riddled with falling crates.

DAKOTA - A short, but challenging, track.

SEATTLE - A late-night race through city streets and storm drains.



NEW YORK - A course with many different routes.

CHICAGO - A race through the city's sewers.

YELLOWSTONE - A tight track with sharp turns and tricky obstacles.

WASHINGTON, D.C. - A course through the gardens and narrow corridors of the White House.

EVERGLADES - A track through a swamp where the trick is to stay out of the mud.

MALIBU - A course with sweeping turns and a tricky boardwalk section.

HAWAII - A varied course that's a true test of driving ability.

OREGON - A chance to master the tightest of turns.

TEXAS - An unforgiving course that demands total concentration.

COLORADO - A test of both nerve and skill.



CONTEST ARENAS

DOCKYARD - Grab some weapons, then duck for cover.

WHITEHOUSE - Use the maze of low hedges to deceive opponents.

ARENA - Keep moving in this open area.

STEAMBOAT - Check the course radar to find your opponents.



IMPORTANT:

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 licensees 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 & SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (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 or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. 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. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS 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 (12 MONTHS OR 3 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 this booklet.

This warranty is only valid in the United States.