

PILOTWINGSTM 64



NINTENDO 64



INSTRUCTION BOOKLET

EmuMovies

Nintendo

NINTENDO AUSTRALIA PTY. LTD.
48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia
NEW ZEALAND AGENT MONACO CORPORATION LTD.
10 Rothwell Avenue, Albany, Auckland

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® SYSTEM, GAME PAK OR ACCESSORY.



This 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.

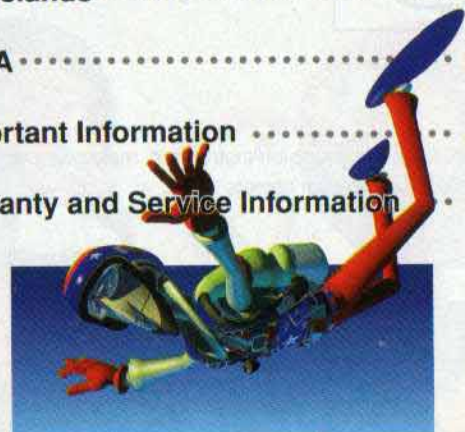
Thank you for selecting the PILOTWINGS 64™* Game Pak for the Nintendo® 64 System.

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.

CONTENTS



Using the Controller	2
Introduction	3
Starting the Game	4
Operating Each Vehicle	10
Meters, Etc.	19
Other Indicators	21
Options	23
Meet the Pilots	24
The Islands	26
Q & A	27
Important Information	28
Warranty and Service Information	29

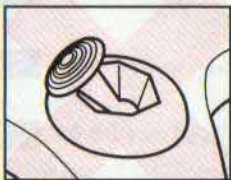


THE NINTENDO 64 CONTROLLER

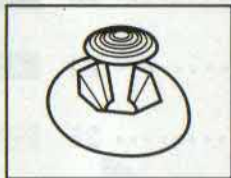
Control Stick Function

The Nintendo 64 Control Stick uses an analogue 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.

WELCOME TO THE WORLD OF PILOTWINGS 64!

In the world of Pilotwings 64, many young pilots fly the wild blue yonder with dreams of receiving their pilot's licenses and aviator's badges. To fulfill your dream, you must operate three vehicles (a Hang Glider, Rocket Belt and Gyrocopter) successfully and complete the flight tests for each class.



To make it more interesting, several other vehicles will be awaiting your challenge.

Use the skills of six different pilots, master the different vehicles and become an ace pilot!

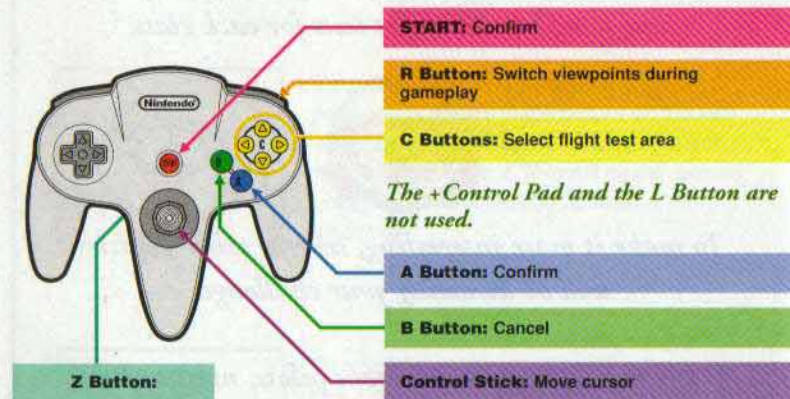


Holding the Controller

With Pilotwings 64, we recommend holding the controller as shown.



Using the Controller



Correctly insert the Pilotwings 64 Game Pak into your Nintendo 64 System and move the "POWER" switch to the "ON" position. When the Title screen appears, press START. Select "Game Start" with the Control Stick and press the A Button. The File Select screen will then appear.



Please make sure that the controller is plugged into socket one (otherwise you can't play the game).

File Select Screen

Game progress can be saved in one of two files. Select the desired file with the Control Stick and confirm by pressing the A Button. A new file will display the message "New." A saved file will display the message "Continue." On the bottom of the screen, the current game condition of the selected file will appear. Areas that are dark have not yet been cleared.



Saved files record progress for all three vehicles and the extra games.

If a saved file is erased, file contents will be lost. Be careful when erasing saved data.

Types of Vehicles/Class

After selecting the desired file, the chart shown at the right will appear. Select the desired vehicle and class and press the A Button. You cannot select classes marked with an "x." If you receive the required points for the selected class, you will be able to advance to the next class. The "x" mark will be replaced by "Go!" Select the next class and press the A Button.



Once you've finished the Beginner Class, you can either try to clear each class one at a time, or you can stay with one vehicle and complete all of the flight tests for that vehicle.

To advance to Class A, you must finish all three tests for the Beginner Class.

BADGES

When a flight test has been cleared, you will receive one of three badges: Gold, Silver or Bronze. The badge you receive depends on your score (you can always retry a flight area and improve your score).

**EXTRA GAMES**

If you get a Silver Badge or better for each class (except Beginner), you can play the extra games: Cannonball, Sky Diving and Jumble Hopper.

**BIRDMAN**

If you get a Silver Badge or better for all three tests in the Beginner Class, you will be able to select the Birdman and fly to Holiday Island.

For three Classes (A, B and Pilot), if you get Silver Badges or better for the three main vehicles and three levels in the extra games, you'll be able to fly to other areas with Birdman.

Selecting a Pilot

After selecting the vehicle and desired class, select your pilot. No pilot has an advantage over the others. Each vehicle will handle a little differently depending on the pilot you use.

You cannot change pilots during a flight test.

**Selecting the Flight Test**

Once a pilot is selected, this screen will appear. Check the flight test number and required points to pass, then press the A Button. An explanation of the flight test will then appear. If there is more than one flight test, press the C◀ and C▶ Buttons to view the different tests.



Flight Test Number

Name of Flight Test

Top Score

Flight Test Explanation



Flight Menu

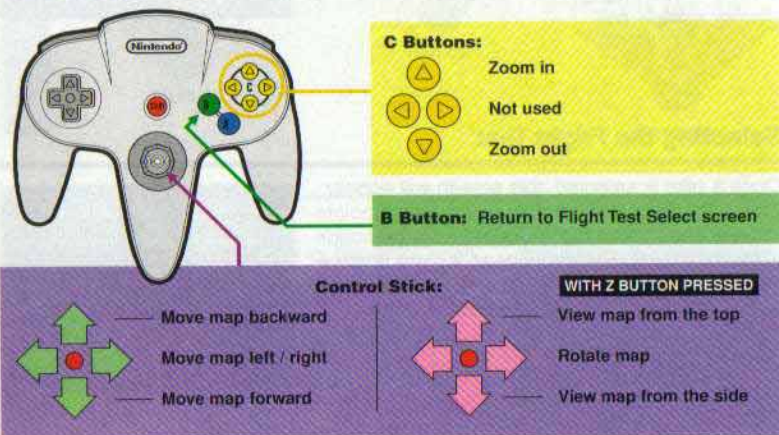
The Flight Menu

Start

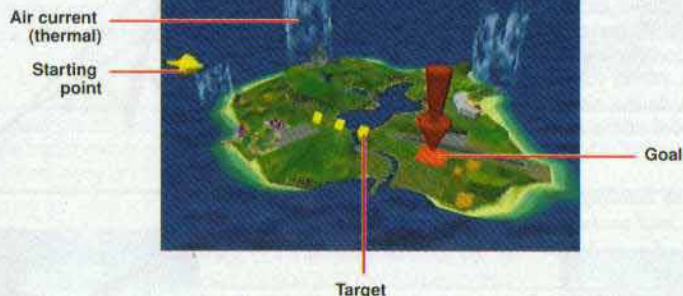
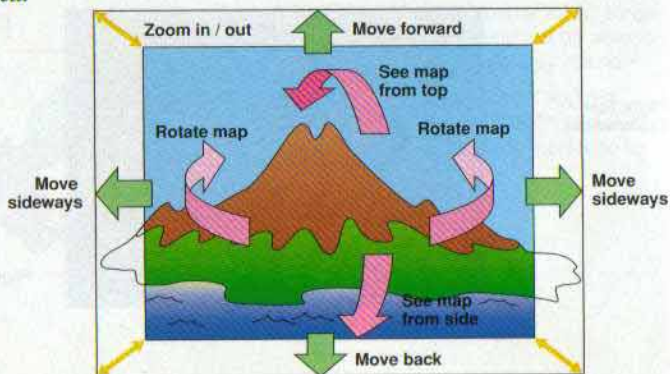
Start the Game

View Map

You can view the entire map. This includes rings, targets, air currents, landmarks and landing point.



During the game, if you press START, the flight menu screen will appear and you will be able to view the 3D map. Your current position will be magnified and displayed.



Scoring

Target points are displayed. The target points will vary depending on the flight test.

Control

Controller functions will vary depending on the vehicle used.

Hint

The hints given can be very helpful. In the Beginner Class only, you can watch complete demo flights for each flight test.

Come on! If you're ready to go, select START and press the A Button. We're about to take off!



HANG GLIDER

Because it does not generate power, the hang glider cannot ascend by itself, so it glides. If you raise the nose, it will temporarily ascend, but your speed will drop. When your altitude is getting low, fly towards the air current (thermal). You will recover some altitude this way.

When landing, keep your speed at 50 km/h or less, and make sure to press the A Button to extend your legs.



START: Select flight menu by pressing **▲** and **▼** on the Control Stick.

R Button: Switch viewpoint (behind the glider or behind the pilot)

C Buttons:

- Hold to look down
- Hold to look left or right
- Hold to look up

A, B Button: Flare (Use for air brake or landing)



Z Button:
Snap photo

Control Stick:

- Point nose down (descend/speed up)
- Turn left or right
- Lift nose up (ascend temporarily/speed down)

Snap shot functions

Press and hold the Z Button, and the camera cross hairs will appear on the screen. Release the Z Button to take a picture. You can take a maximum of six pictures per flight.



For example, in the Class A flight test, the objective is to take a snap shot of the flame coming out of the chimney of the oil refinery. Confirm the location of the oil refinery on the map, and fly there.

You should see the chimney, but the flame will not yet be visible. Fly closer. As soon as you see the flame, press the Z Button and presto! If the "OK" message appears on screen, your objective is a success.



Once you've completed the flight test, select "Check Photo" and press the A Button. The photos you have taken will appear.



Select the desired photo with the Control Stick and confirm by pressing the A Button. A message will appear in the top left corner of the magnified photo. A satisfactory photo will display the message "OK" or "Best Shot." A bad photo will display the message "NG."



When you have several "OK" shots, the "Best Shot" will be given to the photo with the highest point total, and its score will be added to the points required for passing.

* Photos will be evaluated by how centered and how large the subject is (if you get too close to the subject, and if the subject is outside the photo frame, you'll receive a lower evaluation score).

If you want to keep the photo, select "Yes" and that photo will be saved in a photo album (see page 23 for more info). You can save up to six pictures per album (when the album is full, you cannot save new pictures).

Sometimes it's fun to forget about the objective and just take pictures. See what kind of photo album you can make!

ROCKET BELT

The Rocket Belt tends to be easily affected by inertia or wind. You might have trouble at first because you can't move as easily as you want. When starting out, don't tilt your angle too much, and only use your thrusters intermittently. If you hit something and lose control, don't panic. Use your brakes to recover your balance.

Although it's recommended to keep the viewpoint behind the pilot, it's a good idea to switch viewpoints when descending. This way, you can descend more evenly.



START: Select flight menu by pressing **A** and **Y** on the Control Stick.

R Button: Switch viewpoint (behind or above the pilot)

C Buttons:



Hold to look down



Hold to look left/right



Hold to look up

(Each time you press the C Buttons, your view changes by 22.5 degrees. You can look up to 90 degrees in each direction.)

A Button: Strong jet

B Button: Weak jet

Control Stick:



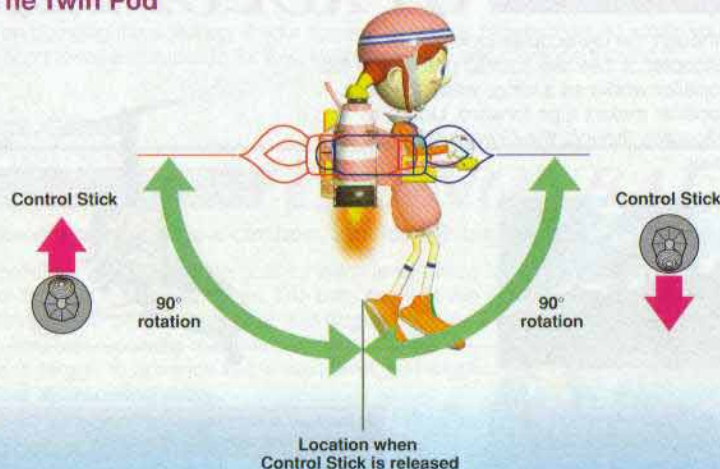
Point jets forward

Turn left / right

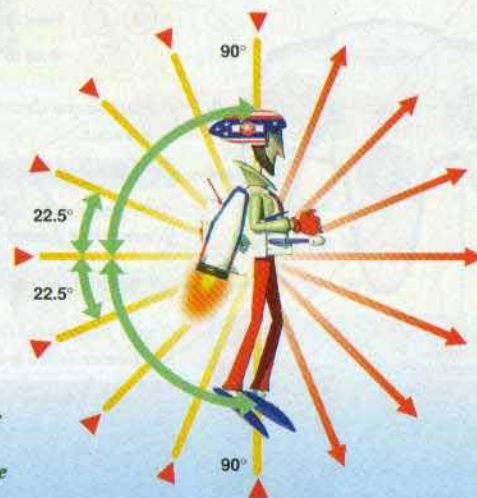
Point jets backward

Z Button:
Air brake
Hover

The Twin Pod



Viewpoints



Remember to press the **R Button** to switch viewpoints (behind the pilot or overhead).

GYROCOPTER

Although the Gyrocopter looks like a helicopter, it flies like a small plane. The top propeller works as a wing, while the back propeller makes it go forward. Unlike a helicopter, though, the Gyrocopter cannot hover.



START: Select the flight menu by pressing **A** and **V** on the Control Stick.

R Button: Switch viewpoint (behind the Gyro Copter or first person perspective)

C Buttons:

- Hold to look down
- Hold to look left/right
- Hold to look up

Adjust scope details when sighting scope is present.

A Button: Increase throttle setting

After take off, release the A Button to keep generating power at 50%.

B Button: Decrease throttle setting

Z Button: Fire missiles. Press and hold the Z Button to display the scope. Release the Z Button to fire a missile.



If you press and hold the A and B Buttons, the power level will stay the same.

Control Stick:

- Point nose down (descend)
- Turn left / right
- Point nose up (ascend)

You can have up to two missiles in flight at a time.

Flight Warning

When pointing the nose up, if your speed decreases to less than 20 km/h, you will start to lose altitude. To fix this, lower the nose and increase throttle.

Extra Games

CANNONBALL

Place a pilot inside a cannon, aim for the target, and fire!

There are four different targets for each level (three levels total). You will get three attempts per target. The best score of the three attempts will be your score for that target (but only if you hit it). You can receive a maximum of 25 points for each target. To advance to the next level, you must clear the required score.



R Button: Switch viewpoint (behind the pilot or third person perspective)

C Buttons:

- Hold to look down
- Hold to look left / right
- Hold to look up

A Button: Fire

Control Stick:

- Adjust firing angle
- Move cannon left / right
- Adjust firing angle

START: Select flight menu by pressing **A** and **V** on the Control Stick.



SKY DIVING

Dive from the sky and make formations with three other pilots! Three of the pilots will be in formation and waiting for you below. Move your pilot close to them and match their altitude, position and direction. Your score is based on the number of completed formations before you reach the cloud cover. Once you pass through the cloud cover, press the B Button anytime to open your parachute. When your chute is open, rotate with the Control Stick, press the A Button to flare and land at the designated landing point. To advance to the next level, you must clear the required score. There are three levels.



START: Select flight menu by pressing **▲** and **▼** on the Control Stick.

R Button: Switch viewpoint (after chute is opened)

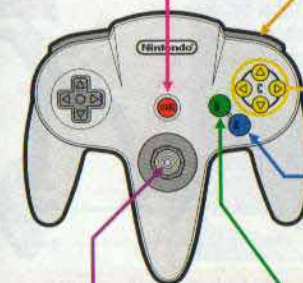
C Buttons (after chute is opened):

- △** Hold to look down
- ◀ ▶** Hold to look left / right
- ▽** Hold to look up

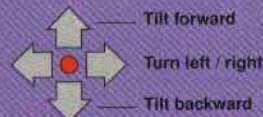
A Button: Flare (air brake)

If you flare too much when your chute is open, your rate of descent will increase.

B Button: Open chute (once cloud cover has been passed)

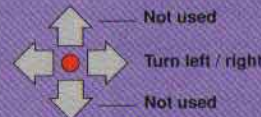


BEFORE CHUTE OPENS



Control Stick

AFTER CHUTE OPENS



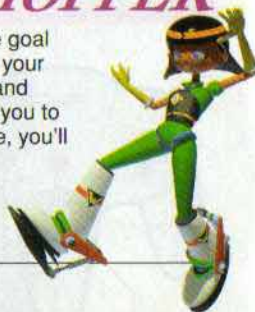
About Formation

To assemble formations, first find the flashing yellow silhouette. Next, align your pilot with the flashing silhouette. Once you're aligned with the silhouette, you must hold your formation for three counts. When the formation is acknowledged, the pilots will assemble the next formation and the process will begin again. Remember, time is important. Try as many formations as you can before you reach the cloud cover.



JUMBLE HOPPER

In Jumble Hopper, the objective is to hop your way to the goal as fast as you can. When you hop, make sure to land on your feet. If you don't, you'll lose time. Try to stay on flat land and avoid mountains and valleys, if possible; they can cause you to lose time. If you reach the goal in under the required time, you'll have access to the next level (three levels total).



R Button: Switch viewpoint (behind the pilot or first-person perspective)

C Buttons:

- Hold to look down
- Hold to look left / right
- Hold to look up

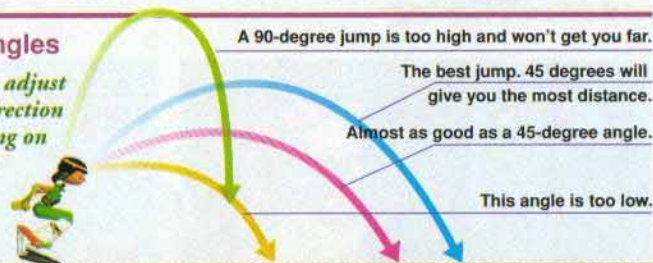
A Button: Change the altitude of jump.

Control Stick

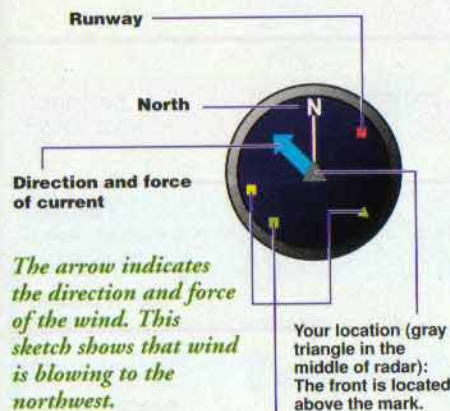
- Adjust angles for jumping forward.
- Adjust left and right directions.
- Adjust angles for jumping backward.

About Angles

You can only adjust angle and direction while standing on the ground.



Radar

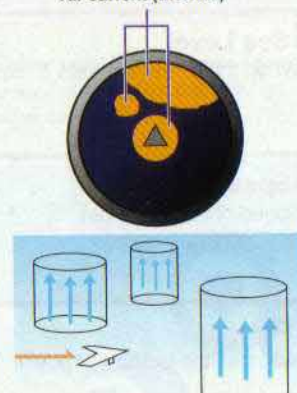


Ring or target

- Ring / target is below you.
- Ring / target is above you.
- Ring / target distance is greater than 600 meters.

The marker will change from ▼ to ■ as you approach it.

Air current (thermal)



Time

Elapsed time.

Altimeter

Distance between vehicle and sea level. It will only appear when your vehicle is below 99m.



When altitude is below 50m, the altimeter will be magnified.

Sea Level

When the altimeter reads 0 meters, you are at sea level.

Speed

Speed of vehicle in use.

Power

Indicates the amount of power (Gyrocopter only).

Fuel

Remaining fuel will be displayed (Gyrocopter and Rocket Belt only).

RINGS

You'll find these rings all over the place. There are two kinds of rings: rings that must be completed in a specific order, and rings that do not need to be completed in order.

Rings that must be completed in order.**Blue ring**

Normal point

**White ring**

Bonus point

**Rings that do not need to be completed in order.****Yellow ring**

Normal point

**Red ring**

Bonus point

**Time ring**

Bonus point



The time ring is only around for a limited time. After a while, it changes to a yellow ring.

TARGET

There are several different targets. The types vary depending on the vehicle used.

Missile target

Hit this target with a Gyrocopter missile.

**Target balloon**

Destroy the target balloon with a Gyrocopter missile, or by crashing into it.

**Cannon target**

These are found in the cannonball stage only.



BALLOONS

There are several different balloons that will vary depending on your flight test.

Orange balloon

Pop the balloon by crashing into it with the Rocket Belt.

**Blue balloon**

If you crash into the blue balloon with the Rocket Belt, it'll divide into five small balloons. You'll need some force to pop it.

**Green ball**

Push this ball to the goal area with the Rocket Belt.

**GOAL AREA**

There are two different goal areas. The blue and green area is for the green ball. The red and white area is for Jumble Hopper.

**LANDING POINT**

Landing area for Hang Glider, Rocket Belt and Sky Diving. The closer you are to the center, the higher the score you'll receive.

**RUNWAY**

Land on the runway with the Gyrocopter.

**FLOATING PAD**

They float in the air and appear when using Rocket Belt. Floating pads partially replenish your fuel if you land on them. Once you leave the Floating pad, it will disappear.

**MECA HAWK**

A giant robot created by a mysterious scientist. Defeat him with Gyrocopter missiles.



There are Photo Album and Sound options.

The Photo Album

You can view the saved photos that you've taken. Six photos can be saved. To access the photos, select the desired photo with the Control Stick and press the A Button. That photo will then be displayed.

To erase a photo, select "Erase This Photo" and press the A Button. The photo will be removed from the album.

Erased photos cannot be recovered, so be careful.

**Sound****Stereo / Mono**

You can switch between mono and stereo.

BGM

Change the background music by pressing ◀ and ▶ on the Control Stick.

Volume

Adjust the volume with the Control Stick.

Return

Go back to the previous screen.



MEET THE PILOTS

PILOTWINGS 64

LARK

He's small, but very courageous. He moves fast, but is affected by wind because of his small size.



LARK

KIWI

Kiwi's not afraid to get her hands dirty. However, she's small, like Lark, and easily affected by wind.



KIWI

GOOSE

Goose is one cool pilot. A self-proclaimed expert, there's not a vehicle he says he can't handle.



GOOSE

IBIS

Small and calm, Ibis sometimes makes mistakes because she gets too confident.



IBIS

HAWK

Hawk looks tough, but he's a pussycat. He's not very fast, because of his size, but he's not affected by wind, either.



HAWK

ROBIN

One of the prettiest pilots around, nothing bothers Robin. Like Hawk, wind does not affect her.



ROBIN

PILOTWINGS 64

		 Lark / Kiwi	 Goose / Ibis	 Hawk / Robin
 Hang Glider		↑ Good reaction to Control Stick	• Average	↓ Poor reaction to Control Stick
 Rocket Belt		↑ Not easily affected by inertia ↓ Small size makes them susceptible to wind ↓ Small injection power	↑ Not affected by wind ↑ Large injection power ↓ Easily affected by inertia	• Average
 Gyrocopter		• Average	↑ Easy movement ↓ Slow power up/down	↑ Quick power up/down ↓ Difficult movement
 Cannonball		↓ Weak injection power ↓ Slow speed ↓ Easily affected by wind	• Average	↑ Strong injection power ↑ Fast speed ↑ Not easily affected by wind
 Sky Diving	Before chute opens	• Average	↑ Quick turning ability	↓ Slow turning ability
	After chute opens	• Average	↑ Quick turning ability ↑ Slow rate of descent ↑ Quick forward	↓ Slow turning ability ↓ Quick rate of descent ↓ Slow forward
 Jumble Hopper		↑ Jump high and slow ↓ Easily affected by wind	↑ Not easily affected by wind ↓ Jump low and quick	• Average

* Remember, although each pilot may handle differently, no pilot has an advantage over another.

Holiday Island

This is an amusement island with hotels, amusement parks and golf courses. The Beginner Class takes place here.

**Ever-Frost Island**

This winter wonderland of ice and snow is located near the Arctic Circle. Here, you will find an oil refinery.

**Crescent Island**

This C-shaped island can be found in the south seas. There is a hotel resort near the beach and some towns near the open sea.

**Little States**

This island is a miniature version of the United States. You've seen some areas before, but the best attraction is Mario Rock on Mt. Rushmore.



Q *With the Hang Glider, I stall right away. What am I doing wrong?*

A You may be raising the nose too high by tilting the Control Stick too much. If you are, your speed will decrease too rapidly, and you'll stall. Practice using the Control Stick, and you'll become a hang gliding master.



Q *I'm having trouble landing with the Hang Glider.*

A When you're landing, make sure you press the A Button. When the A Button is pressed, your legs will extend. Make sure to keep your speed under 50 km. If you go too fast, even with your legs extended, you'll crash!



Q *In the Rocket Belt, I'm having trouble pinpointing my position.*

A If you're having trouble pinpointing your position, press START and pull up the map to confirm your position, or use the C Buttons to look around.



Q *Why can't I control myself better with the Rocket Belt?*

A The Rocket Belt is influenced easily by inertia. For example, if you try to turn right while going forward, you won't make a sharp right turn because you still have the forward force. You'll go diagonally. To adjust your form use the air brake. Watch out, though; the air brake consumes large amounts of fuel.



Q *I passed the Beginner Class of Rocket Belt, but I can't go to Class A. Why?*

A You must pass all three Beginner Classes (Rocket Belt, Hang Glider and Gyrocopter) before you can go to Class A.



Q *Are there any hidden or special areas?*

A Hmm...That's a very good question.



IMPORTANT**CAUTION**

This Nintendo game is not designed for use with any attachment, "back-up" or game altering 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 or attachment carefully to avoid bending, breaking or damaging the connectors 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 distributor.

- **NINTENDO HELPLINE** **190 224 1001**

(LEGION CALL RATE AT 75 CENTS PER MINUTE)

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

WARNING

Copying of any Nintendo game is illegal and is strictly prohibited by national, local and international copyright laws (including section of the Copyright, Designs and Patents Act 1988 and the 1991 EC Directive on the Legal Protection of Computer Programs). Back-up copies are not authorized and are not required to protect your software. Violators will be prosecuted.

WARRANTY FOR THE NINTENDO 64 (GAME PAK) BY NINTENDO AUSTRALIA PTY. LTD.

The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Nintendo Australia Pty. Ltd. (Nintendo) warrants to the original consumer/purchaser that this NINTENDO 64 ("GAME PAK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Nintendo will repair or replace the (GAME PAK) at its option, free of charge.

To receive this warranty service, contact Nintendo's Head Office.

The undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

NINTENDO AUSTRALIA HEAD OFFICE ADDRESS:

48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia

Phone : (03) 9265-9900

• **NINTENDO HELPLINE** **190 224 1001**

(LEGION CALL RATE AT 75 CENTS PER MINUTE

Calls from mobiles and public phones attract a higher rate.)