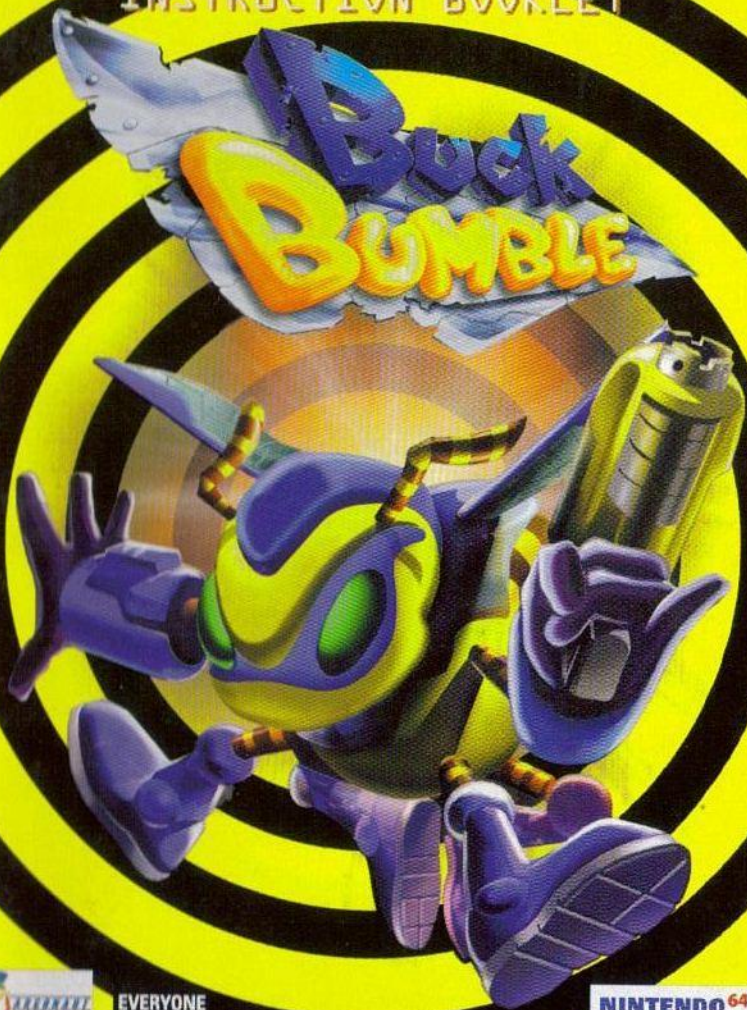


INSTRUCTION BOOKLET



SOFT BY

Ubi Soft
COLLECTOR

EVERYONE

CONTENT RATED BY
ESRB

NINTENDO 64



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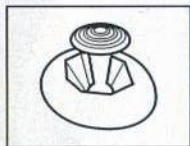
CONTROL STICK FUNCTION

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.



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THE STORY

The Invasion

It is the year 2010, and things seem to be normal on most of the planet Earth. A not-so-ordinary situation, however, has developed within the insect kingdom.



A poisonous chemical spill that took place many years ago has affected the insect population of an abandoned chemical plant and its surroundings. Only now is this disaster starting to take its toll...

The contaminated insects have evolved dangerously, genetically mutating into deadly aggressors with destructive tendencies. To empower themselves, they have developed offensive weaponry and fortress-like defenses. While other insect communities suffer, the human population remains unaware of the danger posed by this newly created mutant race. The insect world is threatened with total annihilation by this terrifying and violent mutant race known as The Herd.



Led by an unknown intelligence source, The Herd has mobilized its great army and captured entire fields with military precision. Its aim, it seems, is to overrun fields and towns, exterminate all other insects and destroy the natural environment...

The BUCK Project

As The Herd moves in, millions of innocent insects are slaughtered. The loss of life continues to go unnoticed by humans as Herd insects replace the victims. Survivors of the carnage have fled far and wide, but even their best forms of defense are powerless against the onslaught. In blind panic, the insects have desperately searched for new strategies to save themselves, but they now realize that only one plan has any real chance of working. And even this scheme gives them



only the smallest chance for survival.



Project BUCK is a Top Secret Insect Military Project conceived by one of the most powerful insect brains in the land. The plan is for a high-ranking volunteer veteran bee to be genetically enhanced and issued with the latest military equipment, some of which would be surgically implanted. This cyborg's unnaturally superpowered capacities would make him strong enough to blast away millions of mutant insectoids.

The volunteer selected for the job is Buck Bumble. It is he who now has the formidable task of protecting the entire insect race!

"With the assistance of certain local militia forces, it is hoped that the BUCK unit will reclaim our lost lands and rid the fields of filthy Herd scum!! We want back what they have taken from us..."

-- Commander B. Bubbins (8th Infantry) at a public nest conference on September 4, 2010.



STARTING THE GAME

Correctly insert the Game Pak™ into the Control Deck and slide the Power Switch to the ON position. Make sure the Analog Control Stick is in the neutral position at this time.



GAME SCREEN

Move the Control Stick Up and Down to highlight the onscreen options and select by pressing the A Button.

Start 1P Game: This drops Buck into the heat of battle in the first mission and sends him on his way to defeat the Evil Herd.

Start 2P Game: You can select this menu item if there is an Nintendo® 64 Controller in Controller Socket 2 of the Control Deck. In this mode, you can fight against another player in Cyborg Combat Training.



Load Game: This menu item can be selected if there is a N64 Controller Pak™ that contains a saved Buck Bumble game inserted into the Nintendo® 64 Controller.

Training: Select this menu item to send Buck to Cyborg Basic Training.

Options: Select this menu item to access the options menu where you can change in-game choices:

- **High Score:** Lists all the high scores for the current session.
- **Audio Options:** Adjusts the volume of both the sound effects and music in the game. Move the Control Stick up and down to select the sound type, then left to reduce the volume or right to increase the volume.
- **Controller Options:** Toggle the targeting sight on or off and change the orientation of the Control Stick.

IN-GAME SCREEN

Score: Shows Buck's total points for his campaign so far. Buck will get an extra life for every 10,000 points he earns.

Health: This shows Buck's health. Don't let it get too low or you'll be out of action, soldier!

Lives: Shows the total number of lives for the game.

Radar: This allows Buck to pinpoint the position of the enemy around him. Each enemy on the radar has a location ring. The redder the ring, the closer the enemy, so watch out!

Selected Weapon: This shows Buck's current selected weapon. The ammo count for that weapon is shown above. Buck's wrist laser is powered by the flapping of his wings, so it never runs out -- pretty useful in the heat of battle!

Time Bonus: Complete a mission quickly and Buck could be in for some extra points!



CONTROLS

START button: Press the START button to start and pause the game.

Control Stick: Move Up, Down, Left and Right to steer Buck while flying in the air.

While walking around: Move Up to walk Buck forward.
Move Down to walk Buck backwards.
Move Left and Right to turn Buck.

A Button: Press the A Button to make Buck fly.

B Button: Press the B Button to make Buck break
(continuously pressing the B Button will make Buck hover -- very useful!)

Z Button: This is the all important Fire Button and will fire Buck's current weapon

C Buttons: ↑ Toggle Camera
→ ↓ Cycles through weapons
→ Will make Buck do a loop-de-loop (→→ to do a quick flip)

RUMBLE PAK™

Buck Bumble is designed to support use of the Rumble Pak™ accessory. The Rumble Pak™ is triggered when Buck hits an obstacle or is hit by the Evil Herd's weapons. Also, some of Buck's larger weapons can cause the Rumble Pak™ to trigger -- they're just that BIG!!!

To swap an N64 Controller Pak™ and Rumble Pak™, follow the on-screen instructions. Swapping the N64 Controller Pak™ and Rumble Pak™ without being prompted to do so may cause a game malfunction or loss of saved game data.

PAUSE MENU

You can pause the game by pressing the START Button. This will also give you access to the pause menu:

Continue: Resumes the game

Review Briefing: Select this menu item to display your current mission objective

Audio Options: These are the audio volume settings that can also be found in the Game Screen

Controller Options: These are the same controller settings that can be found in the Game Screen

Restart Mission: Select this menu item to end the current mission and restart the mission from the beginning

Quit Game: This ends the current mission and returns to the Game Screen



CLASSIFIED NOTES

Buck Bumble is an ex-Bumble Ace Fighter who has volunteered for the BUCK Project to eliminate The Herd. With the native insect scientists' highly advanced equipment at his disposal, as well as various military cybernetic implants, he just may stand a chance...

BUCK PROTOTYPE EQUIPMENT DESCRIPTION

Height: 0.85 inches

Weight: 0.08 ounces

Armor: Blue KV response armor

Weaponry: Multifunctional

Air Speed: Up to 8 miles per hour

Optics: BLR dat.tex Color Amplifying Goggles and on-board BH1T targeting and radar systems

Skills and On-board Software:

- Rapid learning software implant enables the BUCK to learn weapon control systems and tactics quickly and effectively
- ZIP ammo compression allows the unit to carry much more equipment than any ordinary bee
- Skin armor implants



THE HERD (INSECTAPIDEA)

"Buck, our Bumble Intelligence Unit has collated all known information on the Evil Herd and placed it in the Incetapidea File. Take care of this data, Buck. It's TOP SECRET."



Ant

Ants are easy targets on their own. The problem is that they always move in numbers, so you must still use caution. Ants are quick, agile and spit acid with deadly accuracy. Watch out when you confront these, because when it comes to the Herd, size isn't everything !!



Giz Beetle

Giz Beetles aren't the fastest of the Herd's ground units. But heavy armor and rapid firing acid cannons lobbing vicious volleys at you will make it tough to bring them down. Like the ants, they move in numbers that make them even more dangerous.



Transporter

Used to move supplies around, these Transporters should not pose a problem for you. They are slow, have little in the way of defenses and aren't very bright. But watch out when you destroy them -- they're full of some sort of acid mucus that can give you a nasty burn.



Crane fly

The Crane fly is the Herd's basic reconnaissance unit and taking them out shouldn't pose too much of a problem for you to take out. They are quite slow in the air and have no defensive capabilities, but they carry an explosive device which, when dropped, destroys ground targets.



Wasp MK1 Unit

This is the Herd's basic air unit for attacking air targets and defense. You have to be careful around these guys, Buck, because when the Herd sends them out in squadrons, they can be lethal. The Wasp has little or no ground capabilities. Bumble Intelligence believes the Herd may be developing an upgrade to the Wasp to make it even more dangerous.



Dragonfly

This enemy might be a bit of a handful, but we're sure you're up to the task, Buck. Heavily armored and carrying a Pulse Laser, Dragonflies are a serious threat, so take care when engaging this enemy.



Killapilla

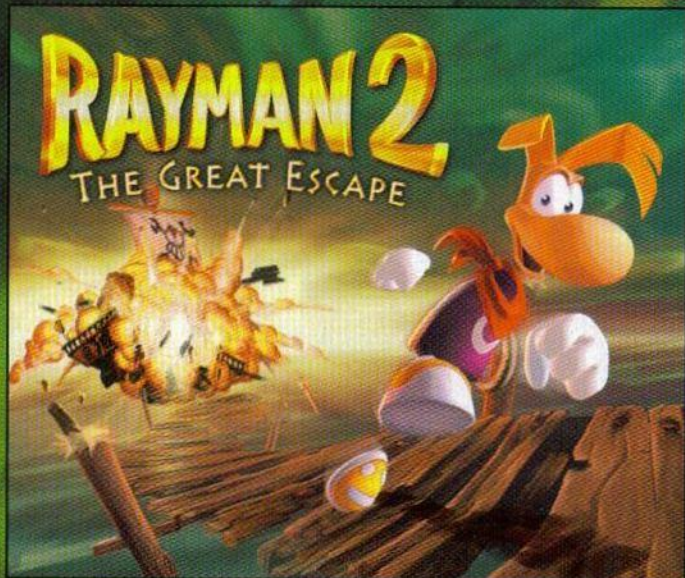
The Herd Killapillas are excellent sentry guards and are found around water. Armed with twin mounted plasma cannons and effective targeting, they are not an easy enemy to avoid. If you do have to take one down, aim for their weakest point: the head. But with those cannons you'd better be quick...

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RAYMAN IS BACK AND BETTER THAN EVER!



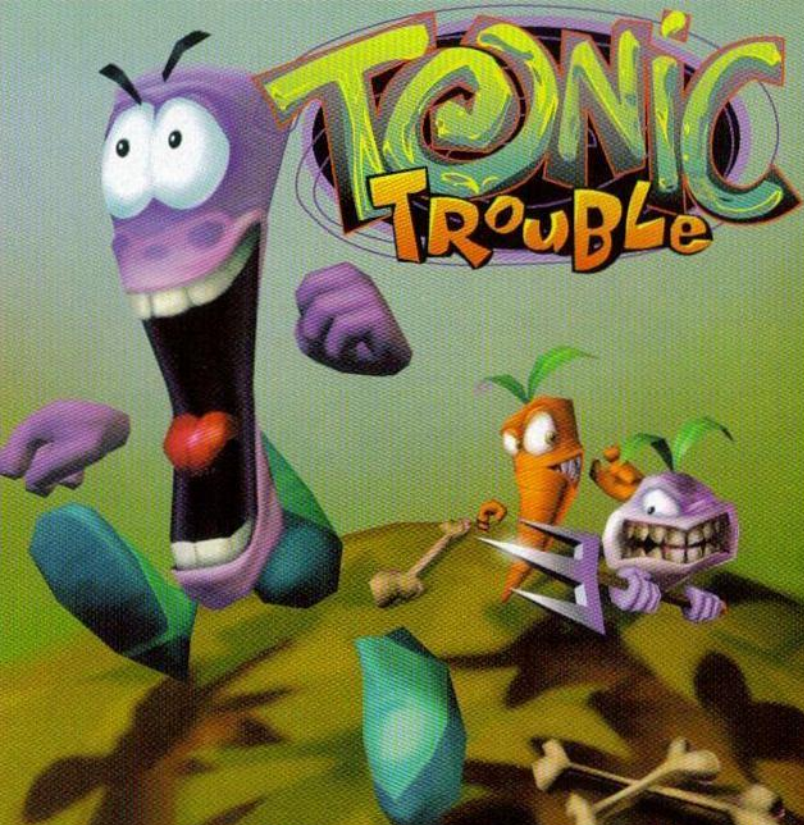
You can't keep a good Rayman down! In his first appearance on Nintendo® 64, Rayman must escape an intergalactic zoo by using the powers of his

still-imprisoned friends.

Sensational graphics, fast-paced action and zany humor will make Rayman 2 an action-adventure classic!



COMING IN 1999



COMING SOON!

Join Ed, the space shakin' alien who imperils Earth, in this 3D action adventure that'll have you dodging psychotic vegetables, hot flying toast, magical sangria glaciers and other bizarre hazards.

- 40+ hours of addictive gameplay
- 10 cartoon-like worlds
- Amazing Dolby Surround sound
- Mind-boggling puzzles and twists!

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PRINTED IN U.S.A.