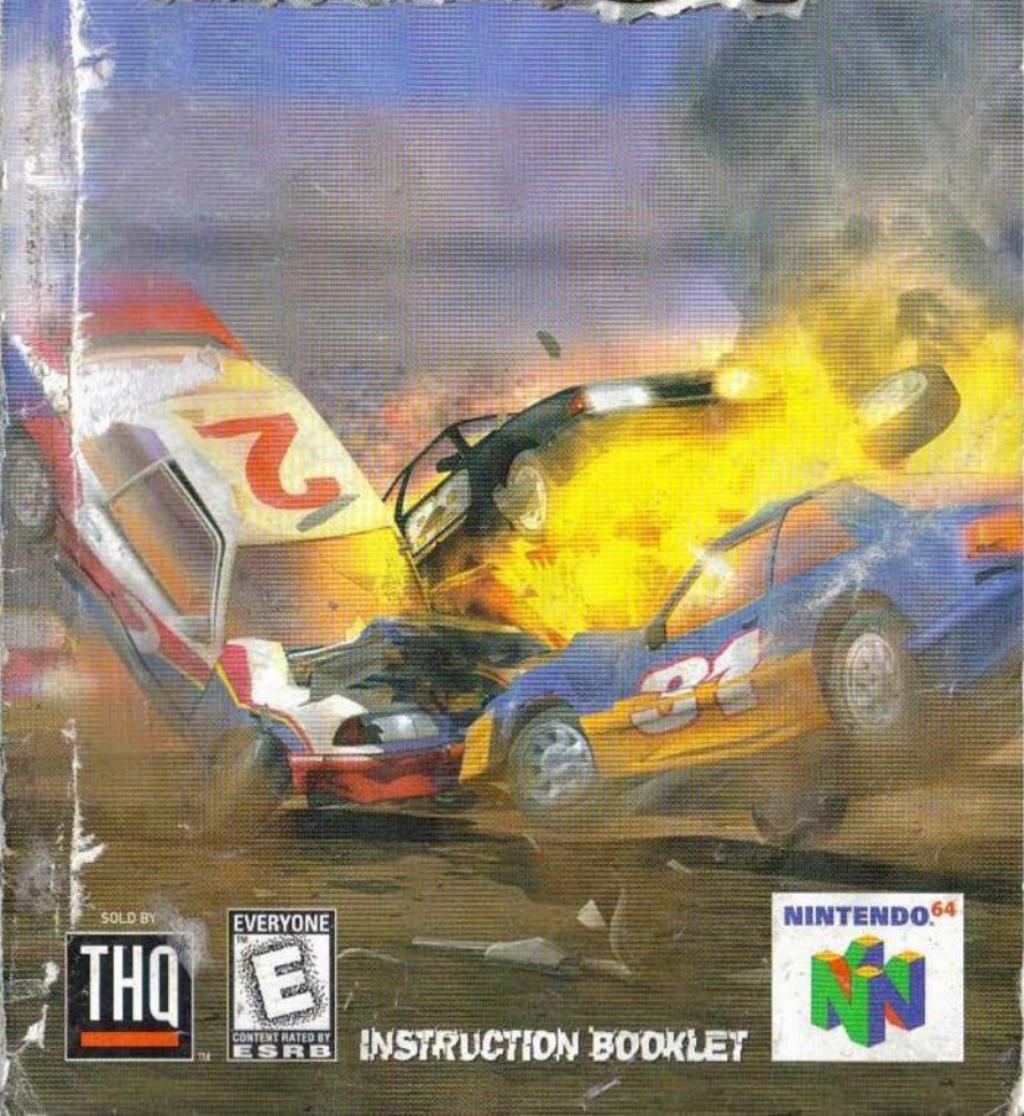


# DESTRUCTION DERBY 64



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ESRB

INSTRUCTION BOOKLET

NINTENDO<sup>64</sup>

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# DESTRUCTION DERBY 64

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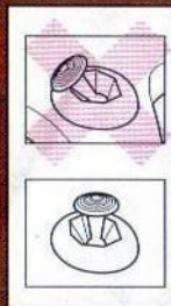
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# THE NINTENDO 64 CONTROLLER

## CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick that 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 top picture, 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 (see picture, 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.

**Warning: Never insert or remove a Game Pak when the power is on!**

1. Make sure the power is OFF on your Nintendo® 64 system and that your controller is firmly locked in place at the front of the game system.
2. Insert the **DESTRUCTION DERBY™ 64** Game Pak into the Game Pak slot on your Nintendo 64.
3. Press down firmly to lock the Game Pak into place.
4. Turn the power switch ON.
5. At the Title Screen, press START when prompted to do so.



## SMASHING GOOD FUN

*In driving, nothing beats the pure rush of smashing into another car. Herein lies the premise behind DESTRUCTION DERBY™ 64. No weapons except the vehicle itself. No protection from the onslaught save lightning-fast reflexes and the chrome and rubber that comprise reinforced fenders and bumpers. Rooted in the classic demolition meets that are as much a part of Americana as daredevil barnstormers and circus sideshows, the modern-day jousting that is Destruction Derby takes place in arenas, backroads, and city streets that lie just around the corner in Everytown, U.S.A.*

*Now, from the comfort and safety offered by the technology of cartridges and controllers, take part in this, the most original of extreme sports.*

*Meet the challenge of DESTRUCTION DERBY™ 64.*

*Take no prisoners. Enjoy the ride.*

## LEGAL DISCLAIMER

*DESTRUCTION DERBY™ 64 is fun because it's not real. Please do try to remember that this video game is meant for entertainment purposes only. Do not imitate any of the actions depicted in the game in real life. If you do, you are an idiot and will suffer from a lifetime of chronic pain and high auto insurance deductibles. Arrest and the risk of injuring others also come as part of the deal.*

*We repeat: Do not try any of this at home with your own car or one belonging to someone else. It is extremely dangerous and illegal.*

# CONTROLLING YOUR CAR

## L Button

- Toggle display on/off  
[Damage Meter, Timer,  
Map Radar, MPH, Race  
Clock, etc.]



## R Button

- Emergency Brake

## C Button

- Change views (1<sup>st</sup> per-  
son, 3<sup>rd</sup> person, 3<sup>rd</sup>  
person close)

## A Button

- Accelerate

## B Button

- Brake
- Reverse [hold down]

## Z Button

- Rear View

## Control Stick

- Steer car

# GETTING STARTED

## CONTROLLER PAK/RUMBLE PAK INFORMATION

*DESTRUCTION DERBY™ 64* is compatible with the Rumble Pak and Controller Pak accessories. Before using either accessory, be sure to carefully read the Rumble Pak and Controller Pak accessory instruction booklets. Follow the onscreen instructions to determine when you should add or remove the Rumble Pak or Controller Pak.

## LOADING GAMES

After you insert a Controller Pak into Controller 1, *DESTRUCTION DERBY™ 64* automatically loads saved data of records and championship progress, or creates a new file on the Controller Pak. Saving takes place automatically after certain stages of gameplay, when championship modes are won and records are set.

**NOTE:** Information can only be saved on Controller 1. Controller Paks inserted into other controllers will not save information.

## SAVING GAMES

If you do not have a Controller Pak inserted into Controller 1, you will be asked if you wish to continue *DESTRUCTION DERBY™ 64* without being able to save games in progress. If you answer YES, you will not be able to save records, Championship wins, or anything else requiring saved information. If you answer NO, you will be prompted to insert a Controller Pak into Controller 1.



# TITLE SCREEN

At the **DESTRUCTION DERBY™** Title Screen, press **START** on your controller to begin gameplay.



## GAME MODES

Move the Control Stick to highlight the different game modes. Press the A BUTTON to select, or the B BUTTON to cancel.



### WORLD CHAMPIONSHIP

Begin the journey towards crash n' burn glory. Take on the world's most dangerous driving competition in arenas, through the backroads and city streets of Anywhere, U.S.A. (See *PLAYING THE GAME*, p. 10.)

### ARCADE

No stakes. Big fun. Hone your driving and crashin' skills in a single exhibition-style race.

### TIME TRIALS

For arcade racing purists. Set pure speed records by taking a spin around *DESTRUCTION DERBY™ 64*'s scenic tracks in this classic race against the clock.

### MULTIPLAYER

The best in two, three, or four player mayhem! Take part in Deathmatch, Destruction Race, Bomb Tag, or Capture the Flag modes. (See *MULTIPLAYER MODES*, p. 14.)

## OPTIONS

Press Z to view records and set music, commentary, and sound levels for *DESTRUCTION DERBY™ 64*.

Scroll through the following Game Options by moving the Control Stick ↑/↓:



**MUSIC** Move the Control

Stick ←/→ to adjust the volume on *DESTRUCTION DERBY™ 64*'s killer soundtrack.

**VOICE** Move the Control Stick ←/→ to adjust the volume on *DESTRUCTION DERBY™ 64*'s scintillating play-by-play.

**SFX** Move the Control Stick ←/→ to adjust the level of *DESTRUCTION DERBY™ 64*'s bone-jarring sound effects.

**PLAYSONG** Move the Control Stick ←/→ to choose your favorite song from *DESTRUCTION DERBY™ 64*'s original score.

**STEREO** Move the Control Stick ←/→ to switch between stereo and mono sound.

## CAR SELECT

After choosing a *GAME MODE*, pick a *DESTRUCTION DERBY™ 64* stock car that best suits your personality. All vehicles are painted with care by auto artists of varying disposition. (The stock cars available at the novice level are close to identical, but do demonstrate subtle differences in handling and top speed.) Pressing the Z BUTTON on the Car Select screen will give a summary of the strengths and weaknesses of the vehicle shown on screen. Knowing your vehicle could be the difference between blazing a trail to victory or burning in defeat.



## PAUSE MENU

During gameplay, press **START** on your controller to access the **PAUSE MENU**. Scroll through the following options by moving the **Control Stick**:

### RETURN TO GAME

*Highly recommended if you're not losing. Press the **A BUTTON** or **START** to return to the game in progress.*

### OPTIONS

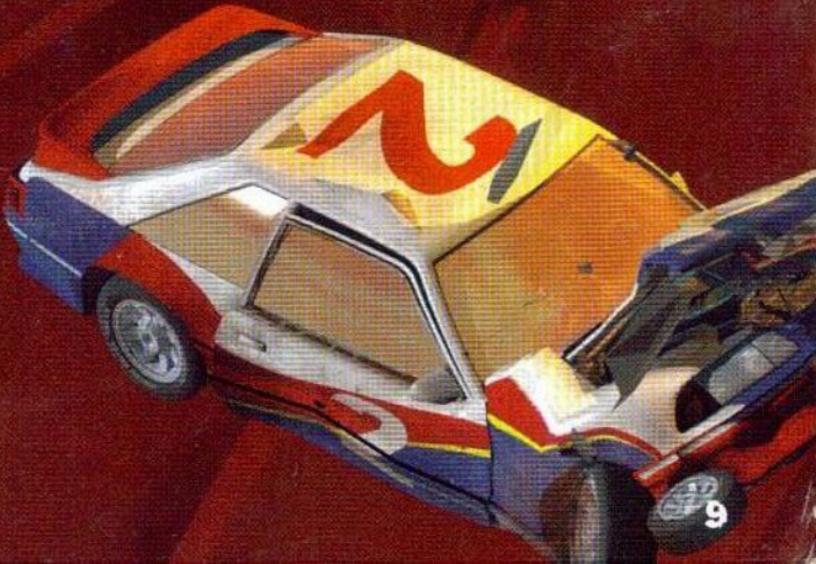
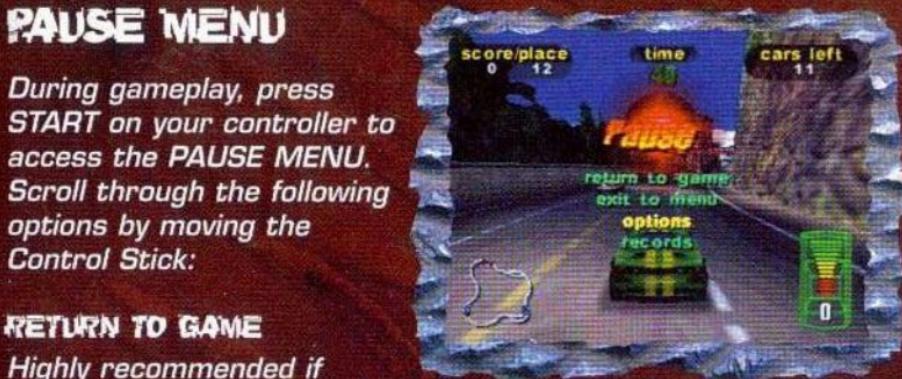
*Press the **A BUTTON** to access the **DESTRUCTION DERBY™ 64 Options** screens. (See **OPTIONS**, p.8)*

### EXIT TO MENU

*For cowards and the impatient. Press the **A BUTTON** or **START** to quit and return to the **GAME MODES** screen.*

### RECORDS

*Press the **A BUTTON**, then press **←/→** to scroll through the names of those who set the pace for **Destruction Derby** madness.*



# PLAYING THE GAME

## DISPLAY SCREEN

TOTAL SCORE/PLACE

TIME REMAINING

NUMBER OF CARS  
REMAINING

COLLISION  
POINTS

score/place  
15 4

time

cars left  
11

DAMAGE  
INDICATOR

RADAR/MAP

YOUR VEHICLE

CURRENT SPEED (MPH)

# CHAMPIONSHIP STRATEGY - ADVICE FOR HIGH POINT COLLISIONS

Before each race or arena match, **DESTRUCTION DERBY™ 64** will provide a *Race Rules* screen reminding you how scoring is kept. For races, points are allotted for both the number of checkpoints reached and the number of cars smashed. Gain extra time by scoring points and reaching checkpoints in a timely manner. Earn 10 seconds for every 30 collision points scored. The time bonus gained for reaching each checkpoint will vary.

**At the bottom of the Race Rules screen, the number of overall circuit points needed – and how high you must place to get them – will be listed.**



# END RACE SCREENS

After races, check the detailed score on the following screens:

## RACE RESULTS

Tracks and tallies checkpoint bonuses and collision points for races.

## CIRCUIT STANDINGS

Lists the overall and most recent number of points awarded for the current **DESTRUCTION DERBY™ 64** Championship. Points are awarded as follows:

### Race Results

	checkpoint bonus	collision points	total score
1. CAR #3	60	178	238
2. CAR #222	100	118	218
3. CAR #31	80	134	214
4. CAR #50	90	103	183
5. CAR #1	40	108	148
6. CAR #8	40	104	144

### Circuit Standings

	placement	total
1. CAR #3	15	15
2. CAR #222	12	12
3. CAR #31	10	10
4. CAR #50	7	7
5. CAR #1	5	5
6. CAR #8	3	3

## PLACE/POINTS AWARDED

1st	15
2nd	12
3rd	10
4th	7
5th	5
6th	3
7th	2
8th	1
9th-12th	0

# SCORING BREAKDOWN

**ARENAS**

- Up to 100 points for each collision
- 20 points for each kill (finishing off an opponent)

**RACES**

- 1 to 100 points for each collision
- 20 points for each checkpoint reached
- 10 bonus seconds for every 30 collision points scored

## HINTS

- 1) Line up head on for big points
- 2) Keep an eye on the Damage Meter
- 3) In Destruction Races, drive for checkpoints when your Damage Meter runs low to maximize point totals.



# MULTIPLAYER MODES

## DEATHMATCH

*The granddaddy of multiplayer action! You and your opponents select vehicles, then proceed to play the ultimate game of head-to-head smash 'em up in arena gameplay.*



## BOMB TAG

*Hot potato for the insane! Score points by holding onto a ticking time bomb. Gain 3 points for every second you possess this explosive baggage. Don't get caught with the bomb when time runs out. Pass off the bomb to an opponent by crashing into the opposition's car. Get 50 points for surviving each round. There are 3 rounds in each Bomb Tag game.*

## CAPTURE THE FLAG

*Got a friend? How lucky! Got three friends? All the better! Exclusively for two or four players, Capture the Flag mode splits drivers into teams in a race against time and their opponents. Partners score points by grabbing the opposition's flag and bringing it back to their own base. Counterattack points can also be scored by blocking an opponent's run for home and returning the captured flag back to its starting point. Earn 10 points for each flag successfully captured. Score 5 points for each block.*

## DESTRUCTION RACE

*A deathrace built for two! Choose a track, then hit the road in this head-to-head fight to the finish.*

## CREDITS

*For Psygnosis:*  
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*Executive Producer*  
*Richard Biltcliffe*

*Producer*  
*Kim Rogers*

*Assistant Producer*  
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*Business Development*  
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*THQ Lead Tester*

*Tom Harrison*

*Special Thanks:*

*Dawn Paine, Rachel Silverstein, David Pava*

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THQ Inc. Consumer Service Department,  
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

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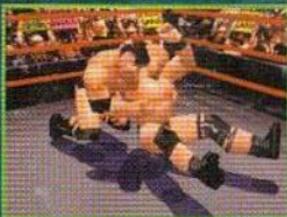
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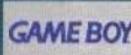
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