

NUS-NEGE-USA

extreme-G™

INSTRUCTION BOOKLET

SOLD BY

Akkaim®



WARNINGS AND CONSUMER INFORMATION

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.

CAUTION: THE NINTENDO 64® 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 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.



THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONTENTS



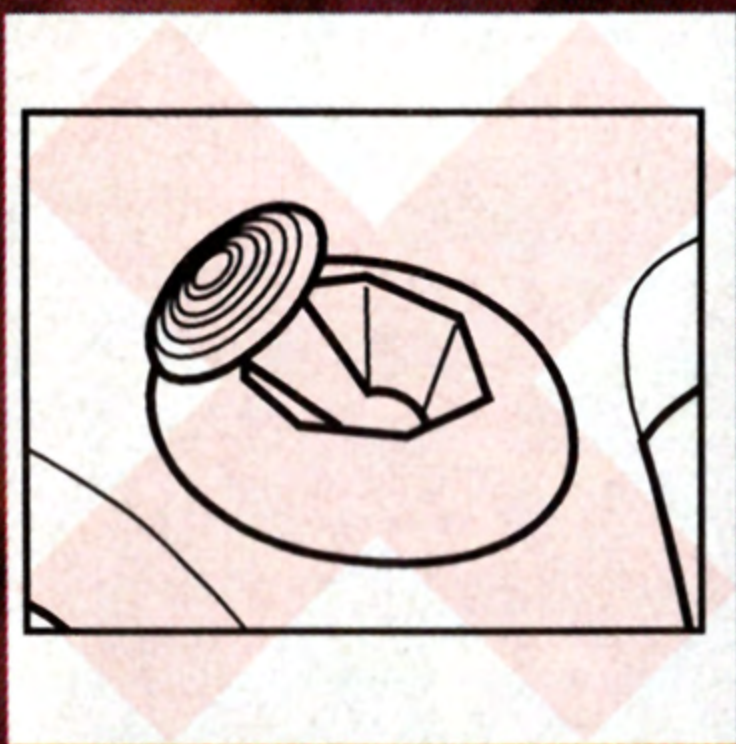
LOADING	3
INTRODUCTION.....	4
GAME SET-UP.....	5
Options	5
Loading/Saving Games	6
Passwords.....	7
GAME TYPES.....	8
TRACKS/LEVELS	11
BIKE SELECTION	13
DEFAULT CONTROLS	16
WEAPON SYSTEMS	17
PLAYING A GAME.....	23
BIKE GALLERY.....	25-32
HINTS.....	33



USING THE CONTROLLER

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 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.

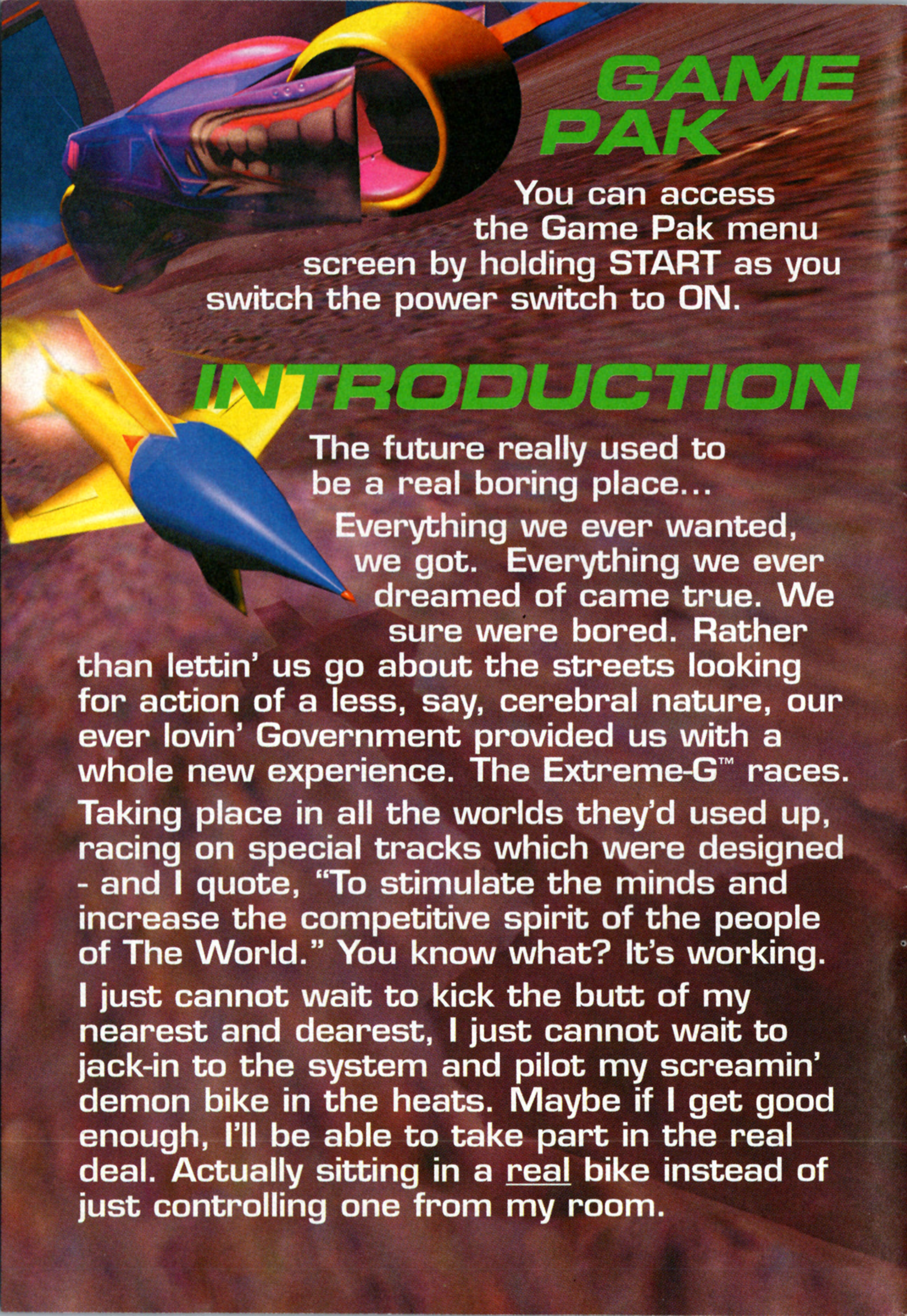
LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your EXTREME-G™ Nintendo® 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert up to 4 Controllers into Ports 1-4.
4. If you wish to save a game, insert a Nintendo Controller Pak memory card (sold separately).
5. Slide the power switch to ON.

(IMPORTANT: make sure not to touch the Control Stick when doing so.)

NOTE: If you wish to use a Nintendo RUMBLE PAK™ (sold separately) to get the full impact of Extreme-G™, insert it prior to selecting your bike.





GAME PAK

You can access the Game Pak menu screen by holding START as you switch the power switch to ON.

INTRODUCTION

The future really used to be a real boring place...

Everything we ever wanted, we got. Everything we ever dreamed of came true. We sure were bored. Rather than lettin' us go about the streets looking for action of a less, say, cerebral nature, our ever lovin' Government provided us with a whole new experience. The Extreme-G™ races. Taking place in all the worlds they'd used up, racing on special tracks which were designed - and I quote, "To stimulate the minds and increase the competitive spirit of the people of The World." You know what? It's working. I just cannot wait to kick the butt of my nearest and dearest, I just cannot wait to jack-in to the system and pilot my screamin' demon bike in the heats. Maybe if I get good enough, I'll be able to take part in the real deal. Actually sitting in a real bike instead of just controlling one from my room.

Actually risking everything for a chance to live it up in the New World.

Anyway, I gotta race. So see ya on the track, and man – don't look back.

GAME SET-UP

Use any control pad to cycle through the available options. A or START to select. B or Z to back-up.

You will see the title screen with these choices:

EXTREME CONTEST (See Game Types)

SINGLE PLAYER Practice - Time Trials and Shoot'em-up. (See Game Types)

MULTI PLAYER Head to Head - Cup Challenge - Battle Arena - Flag Game

OPTIONS

WEAPONS Leave weapons On for a game at full fury or turn Off for pure racing.

DISPLAY Sets which information is displayed above the bikes from **BIKE NAMES**, **BIKE POSITIONS** or **DISPLAY NOTHING**.





ENTER PASSWORDS

Enter a password to access tracks you've reached (see Passwords on page 7).

FX VOLUME Use the slider to control the sound effects volume level.



**MUSIC
VOLUME** Use the slider to control the music volume level.

EXIT Return to the main menu.

LOADING/SAVING A GAME

CONTROLLER PAK Owners of CONTROLLER PAKs will be able to save their progress through the Extreme-G™ competition and any record lap times. **RUMBLE PAK** users are given the opportunity to swap PAKs between races to save their progress.

If a CONTROLLER PAK with an Extreme-G™ file is detected on boot-up, the file will automatically be restored.

PASSWORDS:

FOR USERS WITHOUT CONTROLLER PAKS

Each track and Extreme-G™ difficulty level is protected by password. If you make it to a track in the Extreme contest you will be issued the password for that track. You can then access the track in practice and other modes.

As you complete an Extreme contest on each difficulty level you will be given a password to allow you access to the next difficulty level.

To enter the password, simply select the competition or track you require and the game will prompt you for the password.

Password entry can also be accessed in the Options screen.





TO ENTER A PASSWORD:

Use either the Control Stick or the Control Pad to move the highlight to a desired character, and press the **A BUTTON** to enter that character. Press the **B BUTTON** to delete a character. When your password is complete, press the **START BUTTON**.

GAME TYPES

Most game types consist of 3 laps around a track, with the objective being the best time and least damage. The exception is Battle Arena (also available in the Cup Challenge), where there are no laps; the player who survives wins! In Extreme Challenge and Single Player modes, you can choose from Novice, Intermediate and Extreme skill levels.

- In a 1 player Extreme-G™ game you must achieve the minimum points required to proceed.
- In a 2 player Extreme-G™ game, either player must qualify.

EXTREME CONTEST

ONE OR TWO PLAYERS may compete in the Extreme-G™ tournament. There are three levels of tournament play: Atomic, Critical Mass and Meltdown. You must beat the Atomic level to qualify for the Critical Mass level, and beat the Critical Mass level to qualify for the Meltdown level. As you progress from Atomic to Meltdown, additional tracks become available.

SINGLE PLAYER

PRACTICE mode has 3 tracks available as you begin. Once a player has reached a track in the Extreme Contest, it becomes available in Practice mode.

TIME TRIALS are similar to Practice as far as track availability. Enemy bikes are absent, as you compete against the clock. Record times will be saved for posterity.

SHOOT 'EM UP Bang Bang, can you guess?





MULTI-PLAYER

HEAD TO HEAD (2 TO 4 PLAYERS) Race on any of the available tracks, minus the computer controlled opposition.



CUP CHALLENGE (2 TO 16 PLAYERS) Up to 16 players can compete in the Cup Challenge. Only Controller Ports 1 and 2 are active. Players must hand over controllers to allow more than 2 players to compete.

Player 1 competes against player 2, player 3 against player 4, etc. The menu in the middle of the Cup Challenge screen allows you to add, delete and rename players, and to select your track. Once you've done so, highlight Start Cup to advance to bike selection.



BATTLE ARENA (2 TO 4

PLAYERS) Up to 4 players battle for survival in arenas built to reward cunning and punish the weak. There are no laps and no time limit, only relentless pursuit. Players are ranked by wins, survival times and shield damage. In Battle Arena **ONLY** the B Button acts as a REVERSE instead of a break.

FLAG GAME (2 TO 4 PLAYERS)

Players collect flags by riding into them. Shoot enemies to make them drop their flags. The player with the most flags at the end wins.

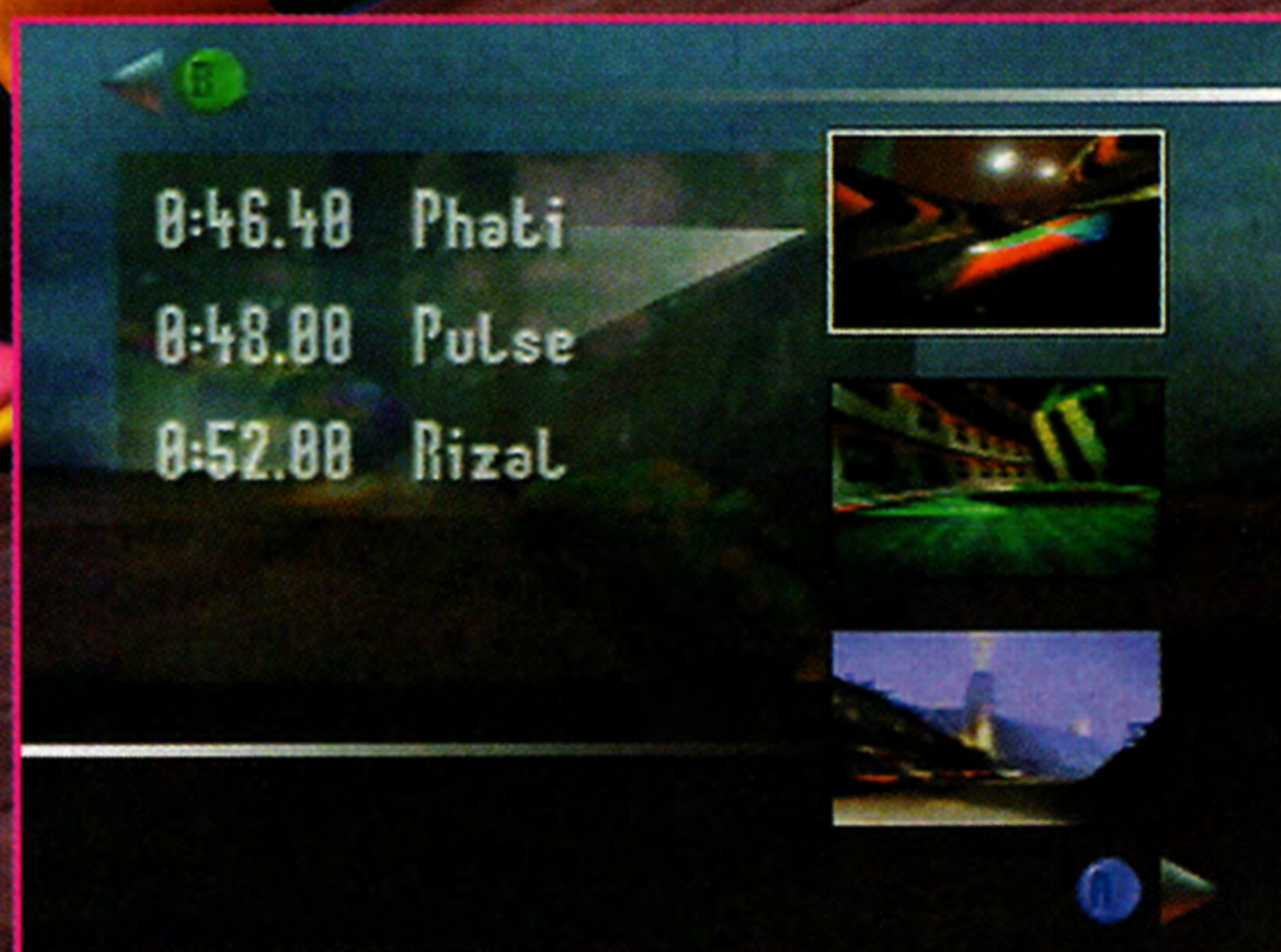


GAME FEATURES

TRACKS/ LEVELS

There are 4 basic Environments, each with multiple tracks and challenges. It takes bold biking and quick reflexes to master them all. Think you can handle it?





TRACK SELECTION

Once you've selected the type of game you wish to play (and set difficulty where applicable), it's time to select the track you wish to play on. There are a total of 12 race tracks to choose from. In an Extreme-G™ race you will tackle the tracks as they are presented to you. Once you have completed a track in an Extreme-G™ race you are entitled to select that track in PRACTICE mode.

- **ANALOG STICK** or control pad to toggle through environment and then tracks.
- **START** or **A BUTTON** to select.
- **B** or **Z BUTTON** to go back.

NOTE: IN A MULTIPLAYER GAME, PLAYER 1 SELECTS THE TRACK.

BIKE SELECT

You can choose from 8 bikes, each with different characteristics and attribute ratings. To select a bike, press **LEFT** or **RIGHT** to

highlight the one you want, then press the **START BUTTON** to confirm your choice. Enter your name on the

configuration screen to access any secret codes you gain."





RIGHT SHOULDER BUTTON

Control

Configuration and Name Input. Control

Configuration allows you to change controls to suit your style.



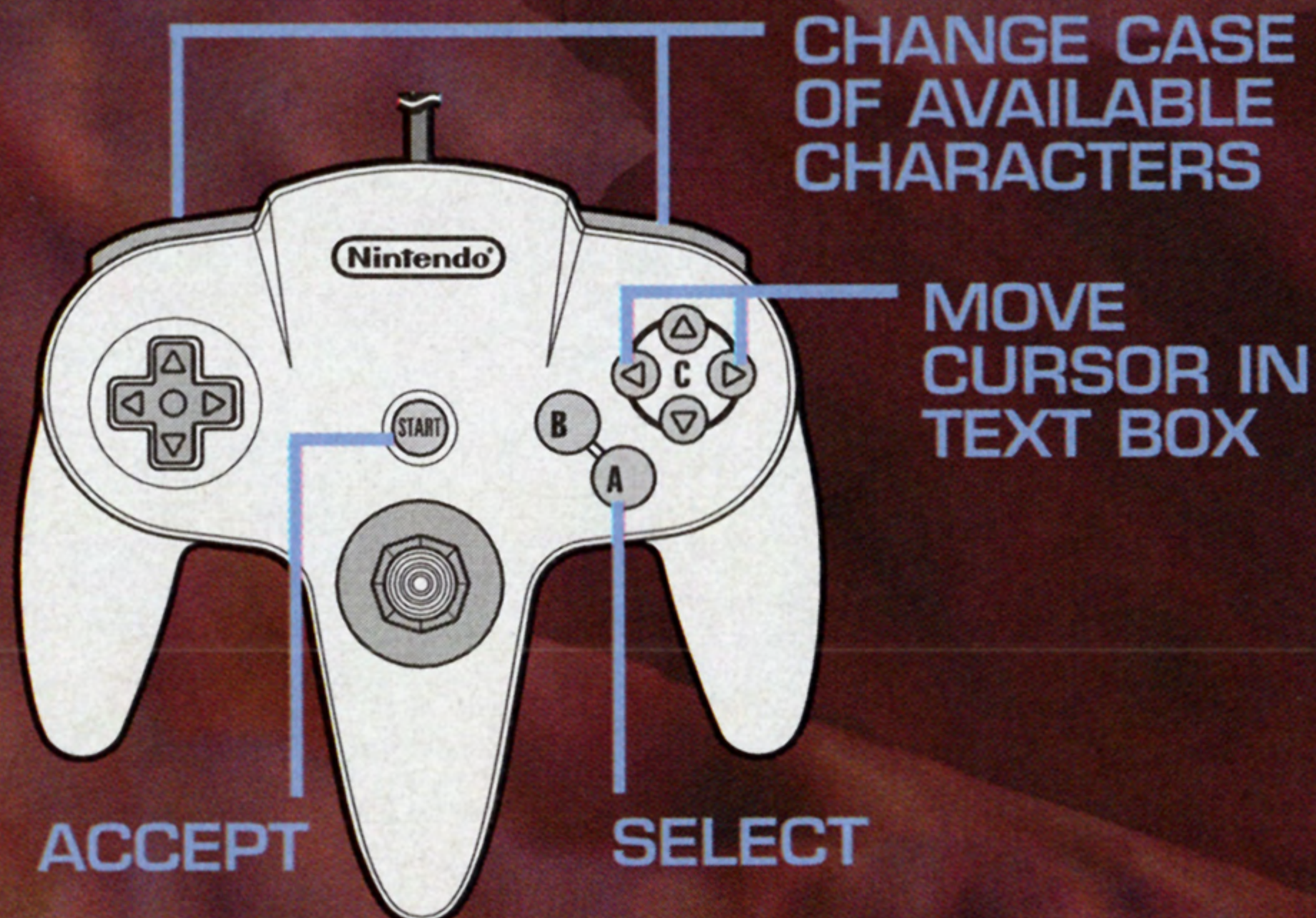
LEFT SHOULDER BUTTON

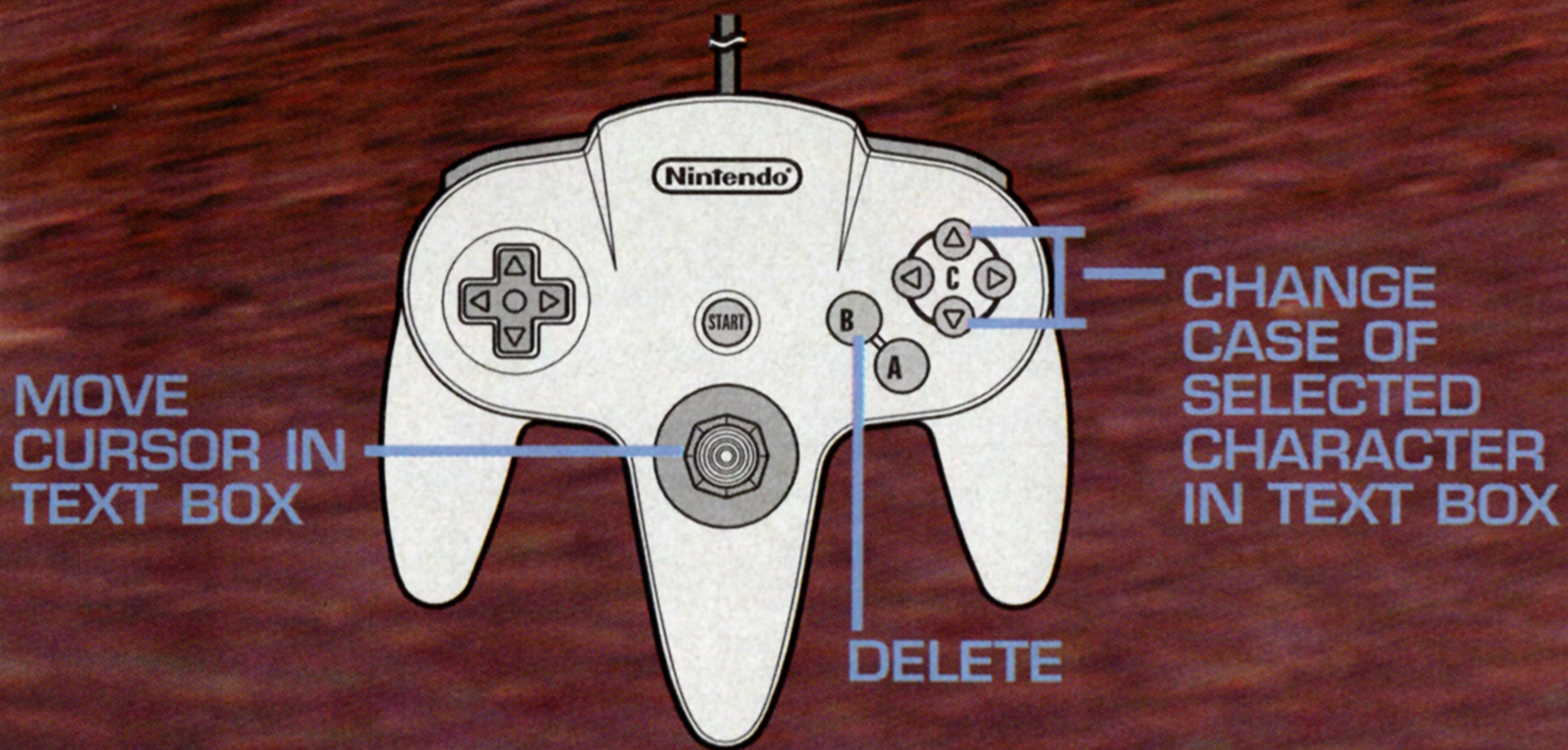
Toggle window configuration, in multi-player modes.

NAME INPUT

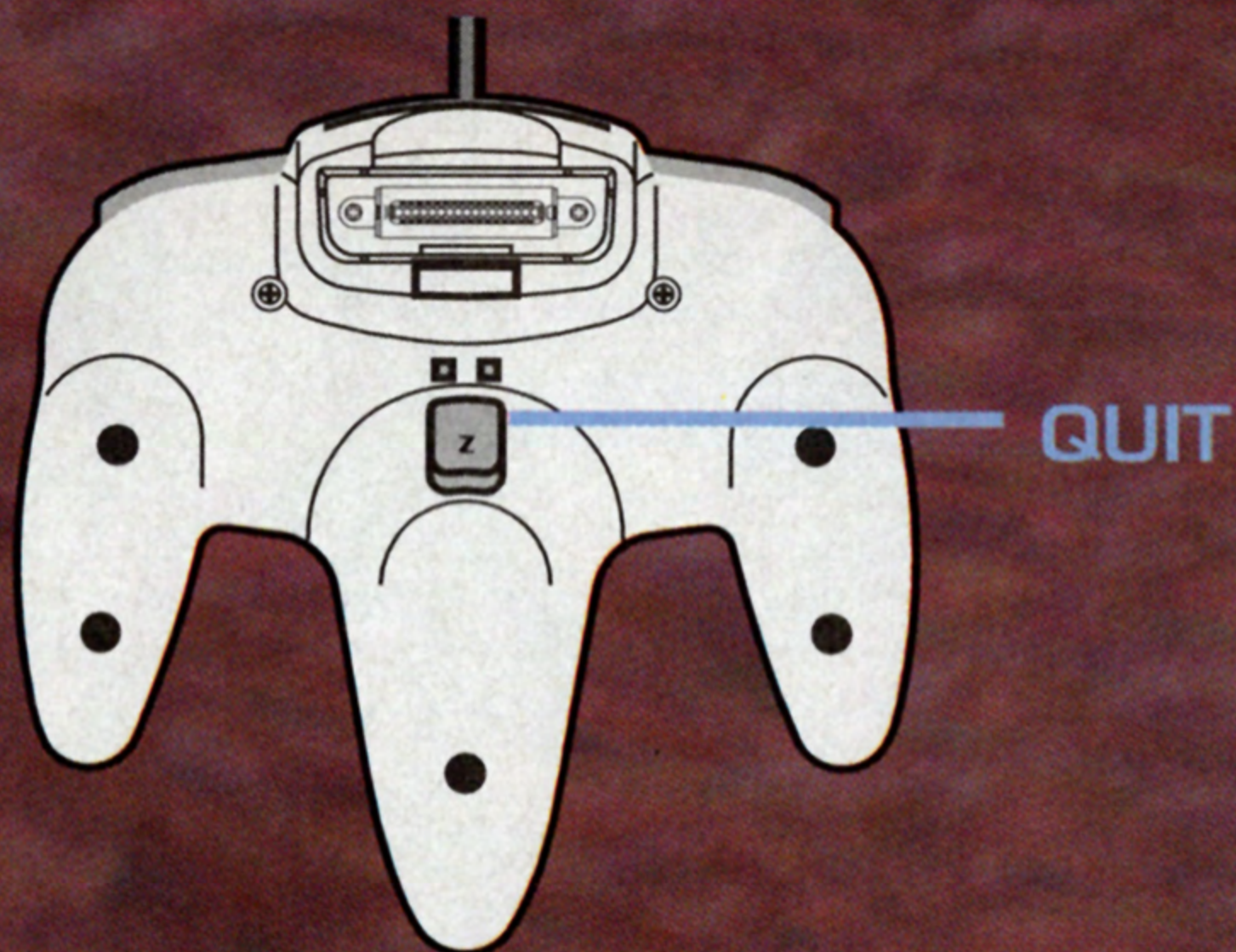
Once you've selected a bike, you can press the **RIGHT SHOULDER BUTTON** to input your name to track your record.

Controls for Name Input screen are as follows.





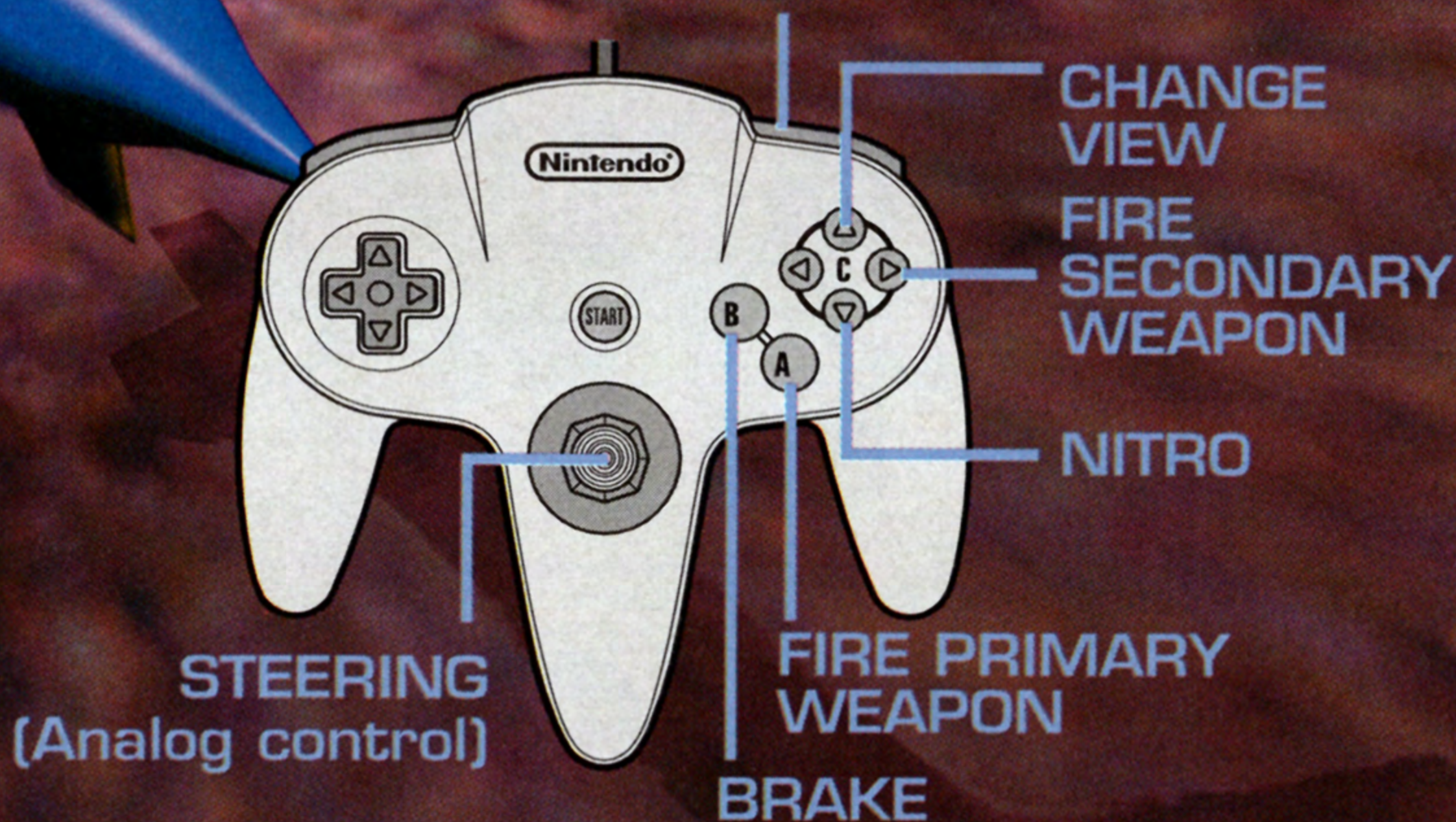
Trigger Button (Z): (back)



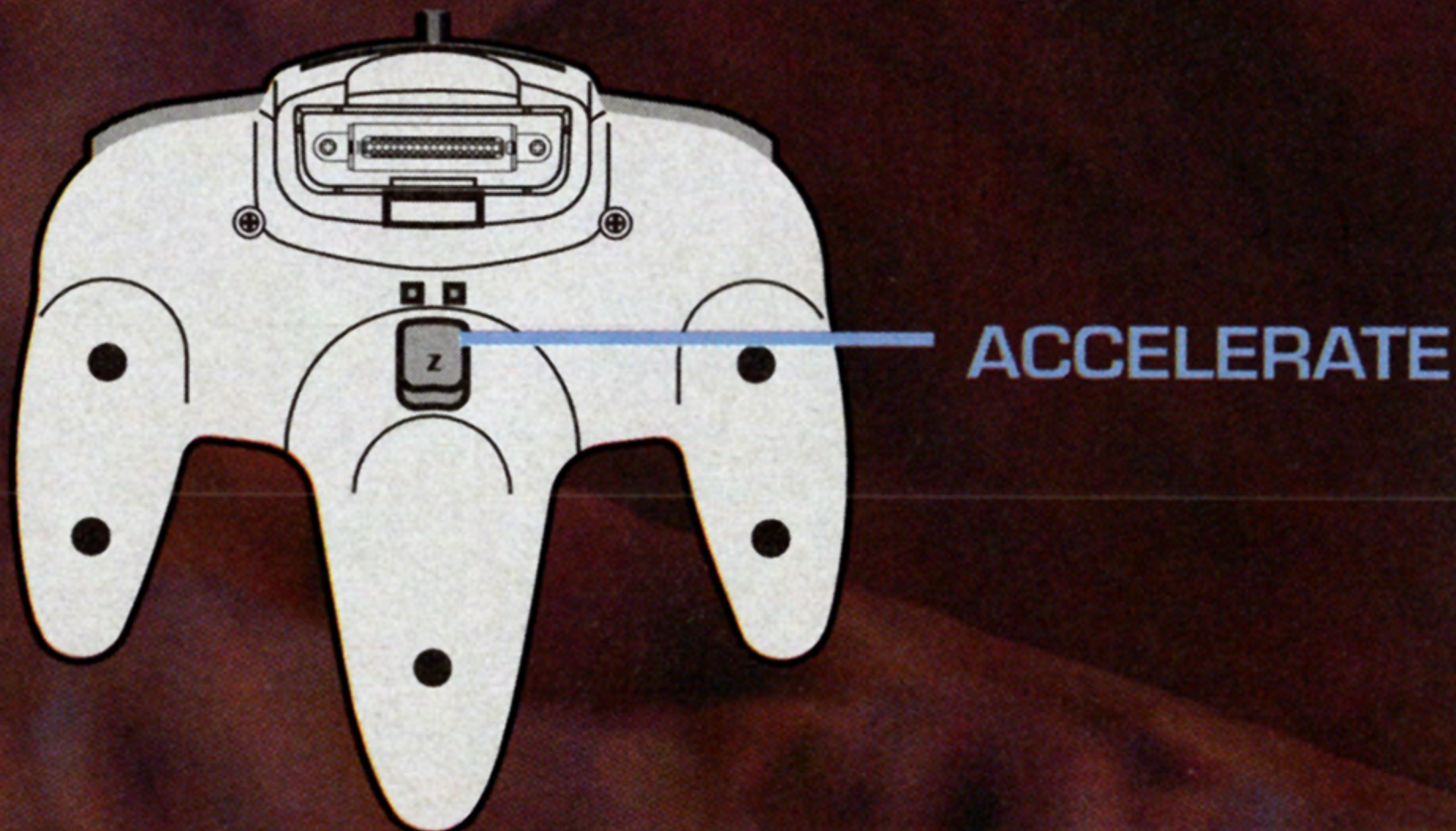
DEFAULT CONTROLS

These are default controls. You can switch controls during bike selection by pressing the **RIGHT SHOULDER BUTTON**, then scrolling to an action and pressing the control you wish to perform that action.

HOLD FOR POWER SLIDE



Trigger Button (Z): (back)



TO AIM A WEAPON, position your bike to line up with the intended target.

WEAPON SYSTEMS

Players begin the game with one of three Fixed Weapons (cannons), depending on the bike they select. Additional weapons can be collected in the form of pick-ups (see below).

LASER CANNON The laser cannon fires continuously and is great for slowing people down, but does not do a lot to reduce an opponent's shield.

PULSE CANNON The slowest weapon, with nominal damage.

EXCEL CANNON This is the best weapon, firing alternate ring bullet bursts at a rate of 4 per second. Does BIG damage.





WEAPONS ENERGY

Fixed weapons require a predetermined amount of energy. The current status of your weapons energy is displayed in a meter at the bottom left of the screen. Once weapons energy is exhausted, you will not be able to fire your fixed weapons until you complete a lap. Pick-up weapons, however, can be fired at any time.

SHIELD ENERGY

Each bike is equipped with a transparent shield around it which protects the bike from enemy damage. As the shield takes hits, the energy shield meter at the bottom left of your screen depletes. If hit directly while shields are empty, your bike will stop on the track, causing you to lose your position.

- To recharge shield energy, drive over an energy pick-up or a recharge pad.

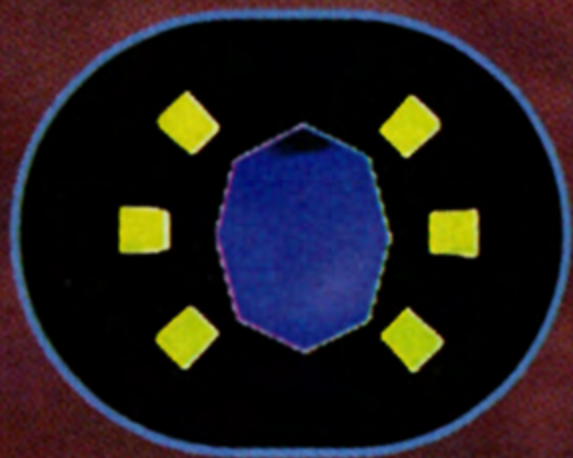
WEAPON PICK-UPS

Extreme-G™ is packed with firepower, but you've got to earn it. Collect pick-ups by driving over them. As you progress, different pick-ups become available. Players can collect one pick-up at a time, with the exception of shield recharge pick-ups which can be collected at any time. Power shields and other special effects are temporary.



ION SIDE BLAST

Fire these side-mounted beauties to prevent bikes from passing.



POWER SHIELD

This repellent shield pushes away any players it comes into contact with.



INVULNERABILITY SHIELD

Shoot to kill while your opponent's weapons explode harmlessly about you!





INVISIBILITY

Let's you sneak up and lay a hurt on the unsuspecting competition!



PHOSPHOR FLARE

Show your competition the light—it's blinding!



STANDARD MISSILES

A front-mounted missile that yields moderate mayhem.



HOMING MISSILES

The homing device in this missile locks on to the nearest bike and— KABLAM!



MULTIPLE NEEDLE MISSILES

Like a high-tech porcupine, this item fires a salvo of small, but troublesome missiles. Aiyeee!



MORTAR ROCKET

Incoming indeed! Fire this to rain bombs on the trackahead of you.



STATIC PULSE

Fire this straight ahead to disrupt your target's control display, render their weapons useless and temporarily reverse their steering.



TRACTOR BEAM

Fired from the top of your bike, this locks on to the nearest bike and slowly begins to pull it backwards while you slingshot past. It's turtle time!



PROXIMITY MINES

Press the Fire button and drop these behind you to leave a lasting impression on your devoted followers.



LASER LIMPET-MINES

When you drop these behind your bike, they attach to the edges of the track and a trip beam is created. Any bike passing through the beam triggers the mines and gets a big taste of TNT.





REAR FIRING MISSILE

The perfect thing to get them off your back.



WALLY WARP

Where's Wally? Used correctly and he could be miles behind you. First drop the exit warp and then drop the entrance.



RECHARGE

This handy item first recharges your shield energy. When shields are full, it will recharge your primary weapon. Amount of recharge is variable.



MORNING STAR

A mine on a stick, complete with its own spinning detonator.



FLAME EXHAUST

Put the heat on your competitors and give yourself a little speed boost while you're at it.

PLAYING A GAME:

The object of the game is to win. There are three track difficulty levels and three levels of opposition difficulty. Once you have completed each section with each level of opponent, consider yourself a winner!

THE GAME SCREEN





- In a multiplayer environment game, only 1 player needs to qualify, the other players will be “pulled through” to the next stage.

- In a multiplayer Extreme-G™ game, all players must qualify.

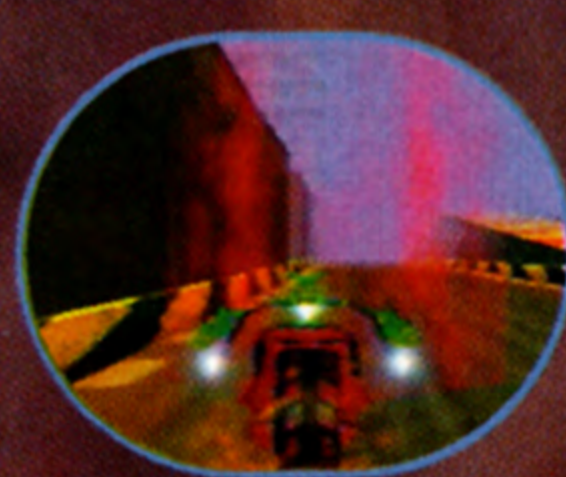


PROXIMITY to enemy bikes is displayed by triangles, which change colors depending on the distance of the enemy

bike(s). Green indicates that the enemy is approaching, yellow that it is gaining, and red that it's right on your tail!



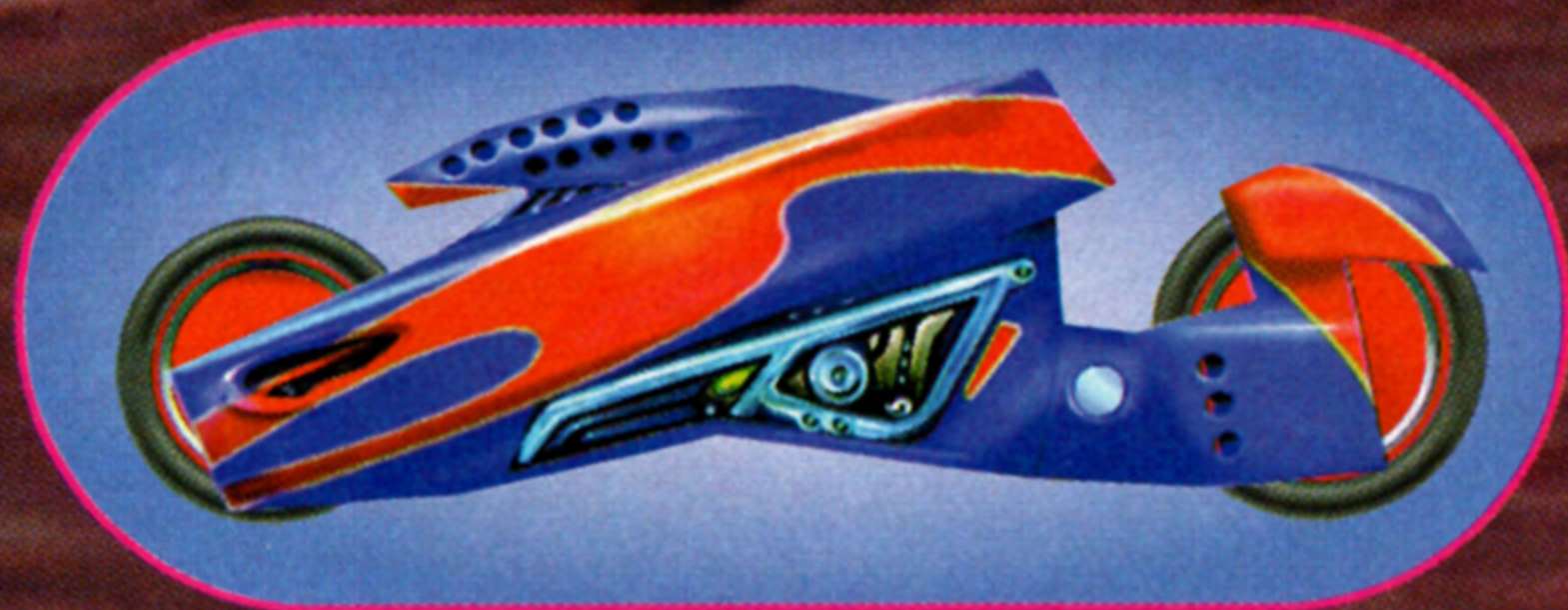
TURN INDICATOR ARROWS will appear when a curve is coming up.



NITRO is the funny fuel that gives you an extra speed boost. Each bike comes with 3 nitro boosts, which are fired by pressing the **C DOWN BUTTON**. You can also get temporary nitro boosts by passing through the red Nitro Haze that hangs like a curtain at various points on some tracks.

BIKE GALLERY

RAZE



FIXED WEAPON

Laser Cannon

THIS BIKE SACRIFICES WEAPONS FOR SPEED. ITS TOP SPEED IS EXCELLENT, BUT SINCE IT'S A LIGHTER BIKE, HANDLING DOES SUFFER.

RANA



FIXED WEAPONS

Pulse Cannon

RANA HITS SEARINGLY FAST CRUISING SPEEDS BUT TAKES SOME TIME TO REACH THEM.

BECAUSE IT HAS LIMITED WEAPON POTENTIAL AND HANDLES POORLY, IT'S A GOOD BIKE FOR A SKILLED PLAYER WHO CAN OUT-PLAY THE COMPETITION WITHOUT RESORTING TO DIRTY TRICKS.

KHAN

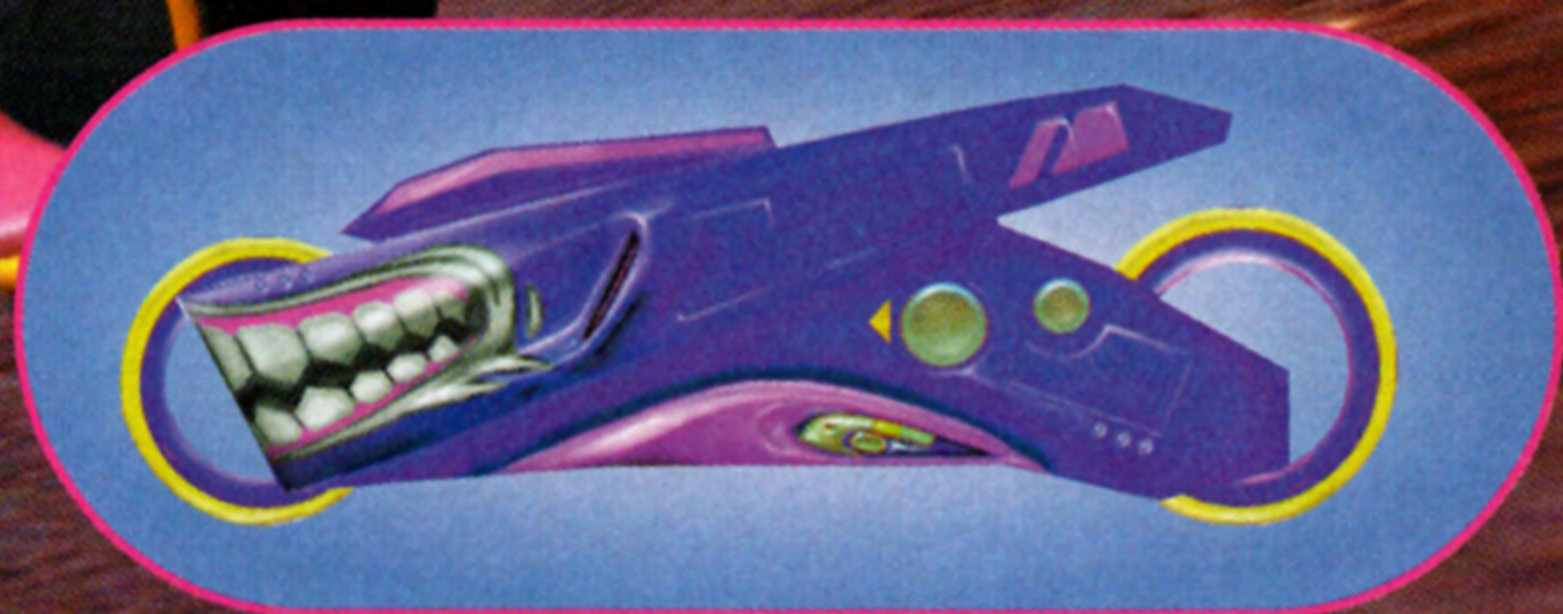


FIXED WEAPON

Excel Cannon

AN ALL AROUND BIKE,
THIS ONE IS PERFECT
FOR BEGINNERS.

GRIMACE



FIXED WEAPON

Laser Cannon

THIS BIKE SACRIFICES WEAPONS SYSTEMS FOR ACCELERATION. IT HAS AVERAGE HANDLING AND TOP SPEED. GRIMACE IS VERY USEFUL ON WINDING TRACKS, ALLOWING YOU TO ACCELERATE OUT OF TURNS QUICKLY.

MOOGA

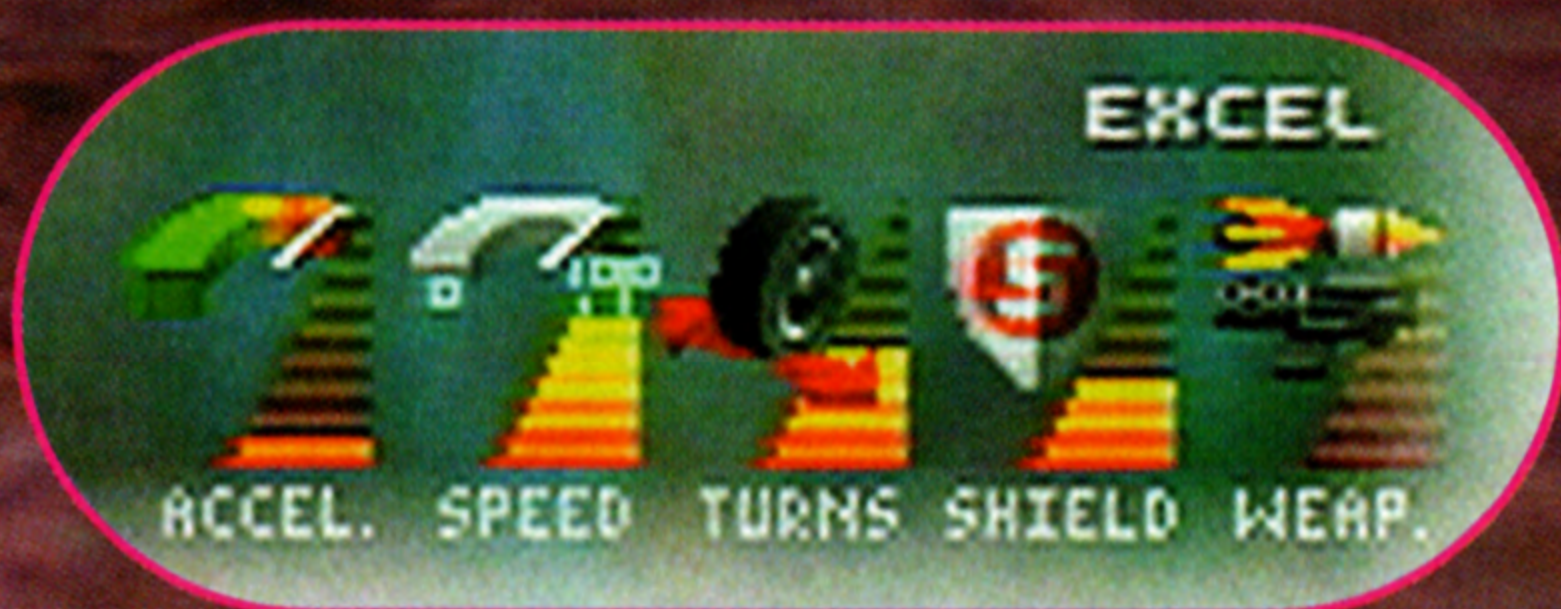


FIXED WEAPONS

Pulse Cannon

A HEAVY BIKE DESIGNED FOR DEFENSE. HANDLING IS EXCELLENT, BUT ACCELERATION SUFFERS. TOP SPEEDS ARE RESPECTABLE ON LONG STRAIGHTAWAYS.

JOLT



FIXED WEAPONS

Excel Cannon

AVERAGE HANDLING AND SHIELD COUPLED WITH A HIGH TOP SPEED MAKE THIS A GREAT BIKE FOR PEOPLE WHO LIKE TO MIX IT UP. HOWEVER, LOW PRIMARY WEAPON ENERGY MEANS YOU WILL NEED PLENTY OF PICK-UPS TO FINISH IN THE TOP THREE.

MAIM



LASER



ACCEL. SPEED TURNS SHIELD WEAP.

FIXED WEAPON

Laser Cannon

HIGH ACCELERATION
AND AVERAGE HANDLING
MAKE THIS AN IDEAL
BIKE FOR FIGHTING. THE
TOP SPEED IS POOR, BUT
THE WEAPONS SYSTEMS
ARE GREAT.

APOLLYON



FIXED WEAPON

Cannon Pulse

THE APOLLYON OFFERS ABOVE AVERAGE SPEED AND ACCELERATION, GIVING GOOD PERFORMANCE ON CORNERS AND STRAIGHTAWAYS. PRIMARY WEAPON ENERGY CAPACITY IS HIGH.

HINTS & TIPS

- Use the Powerslide when cornering. It's usually the only thing between you and a nasty wipeout!
- You can only carry one secondary weapon at a time. Jettison a pick-up that isn't useful. For example, if you're in last place, the Rear Missile won't do you much good – there's nobody behind you to blast!
On the other hand, you want to save certain weapons for just the right moment – don't be overeager and fire a killer weapon before you need it.
- Respect your abilities and those of your bike. You've got to be bold, not brazen.
- Eat breakfast every morning – it's the most important meal of the day. You'll feel better and play better!
- Make use of background features – there's nothing like climbing the walls to pass an opponent!

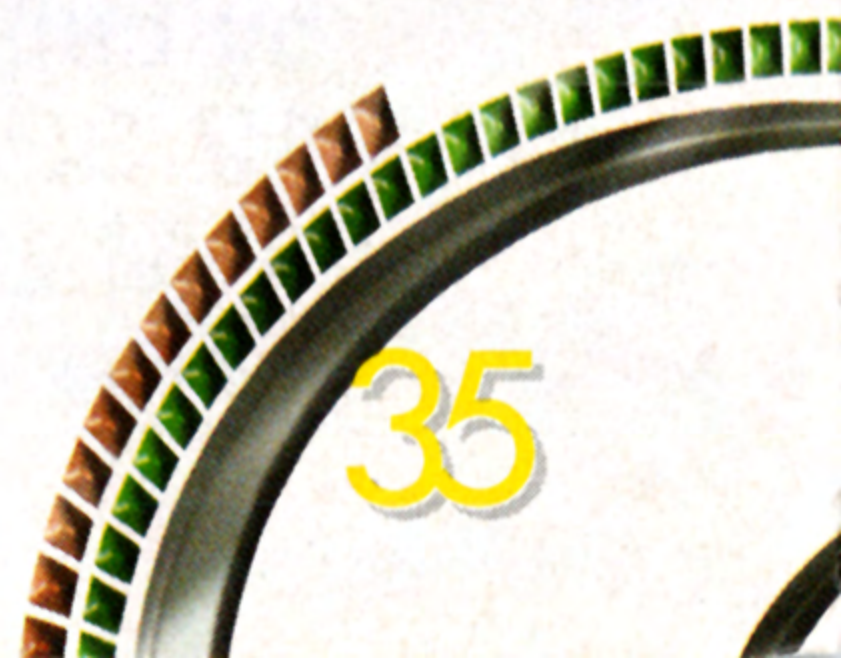


NOTES

NOTES



A series of horizontal lines for writing notes, arranged in a column on the left side of the page. The lines are evenly spaced and extend across most of the page width.



The background of the entire page is a vibrant, stylized illustration of a futuristic racing track. The track is a dark, winding path with glowing orange and yellow lines. In the foreground, a green and orange racing car is shown from a side-rear perspective, moving towards the viewer. To its left, a yellow and blue racing car is also visible. In the background, a large, blue, curved structure resembling a giant's leg or a massive ramp dominates the scene. The sky is a mix of deep blue and purple, with streaks of light. The title 'extreme-G' is written in a bold, yellow, italicized font with a black outline, positioned in the upper right quadrant. A small 'TM' trademark symbol is next to it.

extreme-G™

**OFFICIAL
GAME
SECRETS**

Stuff You'll NEVER Find Anywhere Else!



WWW.EXTREMEG.COM
WWW.ACCLAIMNATION.COM

Acclaim®

Available wherever you buy strategy guides or
by calling toll free **1-888-9ACCLAIM**.
\$12.99 + \$3.50 shipping and handling.
MasterCard and Visa accepted.
Not sponsored or endorsed by Nintendo®.

ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

ACCLAIM ENTERTAINMENT, INC. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM Hotline/Consumer Service Dept. (516) 759-7800

Marketed by Acclaim Entertainment, Inc.

Distributed by Acclaim Distribution, Inc.

One Acclaim Plaza, Glen Cove, New York 11542-2777

Extreme-G™ & © 1997 Acclaim Entertainment, Inc. All Rights Reserved. All characters herein and the distinct likenesses thereof are trademarks of Acclaim Entertainment, Inc. Developed by Probe. Licensed by Nintendo. TUROK DINOSAUR HUNTER © 1997 Acclaim Entertainment, Inc. All Rights Reserved. TUROK: ® & © 1997, GBPC, a subsidiary of Golden Books Family Entertainment. All Rights Reserved. All other characters herein and the distinct likenesses thereof are trademarks of Acclaim Comics Inc. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. ® and © 1997 Acclaim Entertainment, Inc. All Rights Reserved.

www.extremeg.com



37

970929

TUROK

DINOSAUR HUNTER



Acclaim

ACCLAIM ENTERTAINMENT, INC.
ONE ACCLAIM PLAZA, GLEN COVE, NEW YORK 11542-2777
PRINTED IN JAPAN