

WCW/nWo

REVENGE



EmuMovies

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PENNY RACERS



INSTRUCTION BOOKLET

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GETTING STARTED

INSERT THE CARTRIDGE INTO THE CONSOLE, THEN TURN THE SWITCH ON. WHEN THE TITLE SCREEN APPEARS, PRESS THE START BUTTON TO SELECT GAME MODES.

CONTROL STICK FUNCTION

THE NINTENDO 64 CONTROLLER CONTAINS A CONTROL STICK WHICH USES AN ANALOG SYSTEM TO READ THE ANGLES AND DIRECTION OF THE 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.

GAME MODES

MOVE THE CONTROL STICK UP/DOWN TO SELECT. PRESS THE A BUTTON TO SELECT, OR THE B BUTTON TO CANCEL.



START GAME: BEGIN A NEW GAME. FOR INSTRUCTIONS, SEE "MODE SELECT."

NEW TRACK: CREATE YOUR OWN COURSE. FOR INSTRUCTIONS, SEE "NEW TRACK MODE."

OPTIONS: SET UP THE GAME: CHOOSE CAR ACCESSORIES, GAVE YOUR VEHICLE, LOAD A SAVED VEHICLE, AND RETIRE YOUR CURRENT CAR. FOR INSTRUCTIONS, SEE "PENNY RACER OPTIONS" ON PAGE 5.

AUDIO: ADJUST THE SOUND SETTINGS. ON THE SOUND OPTIONS SCREEN, MOVE THE CONTROL STICK UP/DOWN TO SELECT AN OPTION AND LEFT/RIGHT TO CHANGE THE SETTING. YOU CAN CHANGE THE BGM (BACKGROUND MUSIC) AND SE (SOUND EFFECTS) VOLUME, AND SET YOUR SPEAKERS TO STEREO OR MONO. WHEN FINISHED, CHOOSE EXIT AND PRESS THE A BUTTON.



MODE SELECT

THE MODE SELECT MENU APPEARS WHEN YOU CHOOSE START GAME.



DRIVERS

MOVE THE CONTROL STICK LEFT/RIGHT TO CHOOSE THE NUMBER OF DRIVERS IN THE RACE, THEN PRESS THE A BUTTON TO CONFIRM. WHEN TWO OR MORE PEOPLE PLAY, YOU MUST CONNECT A CONTROLLER FOR EACH PLAYER BEFORE TURNING THE SYSTEM ON.

RACE MODE

MOVE THE CONTROL STICK LEFT/RIGHT TO CHOOSE A RACE FROM THREE DIFFERENT RACE MODES. THE RACES AVAILABLE DEPEND ON THE NUMBER OF PEOPLE PLAYING AND THE COURSE YOU CHOOSE. PRESS THE A BUTTON TO CONFIRM.

RACE SERIES: 1 OR 2 PLAYERS RACE AGAINST AN OPPONENT OR UP TO SIX COMPUTER CONTROLLED CARS.

TIME TRIAL: 1 PLAYER BREAK YOUR OWN TIME RECORDS.

VS: 2 TO 4 PLAYERS RACE AGAINST OTHER PLAYERS ON A SPLIT SCREEN.

CLASS

YOU START THE GAME IN CLASS C. YOU CAN MOVE UP TO THE NEXT CLASS WHEN YOU COME IN 3RD PLACE OR BETTER ON ALL COURSES.

IN EACH CLASS, YOU CAN MODIFY YOUR VEHICLE'S PERFORMANCE BY ADDING ACCESSORIES. MODIFICATIONS IN EACH CLASS ARE LIMITED TO A CERTAIN NUMBER OF ACCESSORY POINTS. THE HIGHER THE CLASS, THE MORE POINTS YOU CAN USE TO MODIFY YOUR PENNY RACER.

CLASS C: MAXIMUM OF 6 ACCESSORY POINTS AVAILABLE.

CLASS B: MAXIMUM OF 10 ACCESSORY POINTS AVAILABLE.

CLASS A: MAXIMUM OF 14 ACCESSORY POINTS AVAILABLE.

CLASS AA: UNLIMITED ACCESSORY POINTS AVAILABLE.

TRACK SELECT

MAKE A TRACK SELECTION AFTER CONFIRMING YOUR DRIVERS, RACE MODE AND CLASS. TRACKS HAVE VARYING WEATHER, ROAD TYPE, AND TRACK DIFFICULTY LEVELS. MOVE THE CONTROL STICK LEFT/RIGHT TO SELECT. WHEN YOU PRESS THE A BUTTON, OK WILL APPEAR. PRESS THE A BUTTON AGAIN TO CONFIRM. OR PRESS THE B BUTTON TO CANCEL.



TRACK	WEATHER	ROAD TYPE	TRACK LEVEL
COUNTRY	SUNNY	ON-ROAD	EASY
LAKESIDE	RAINY	ON-ROAD	NORMAL
HARBOR	SUNNY	ON-ROAD	HARD
MOUNTAIN	SUNNY	OFF-ROAD	NORMAL
RUINS	NIGHT	OFF-ROAD	EASY
VOLCANO	NIGHT	OFF-ROAD	HARD
ALPINE	SNOW	ICY ROAD	NORMAL
CAVES	SUNNY	ICY ROAD	NORMAL
ICE	SUNNY	ICY ROAD	NORMAL
CREATED	(COURSES YOU CREATE.)		

NOTE: THE TRACK SELECT SCREEN ALSO SHOWS THE BEST LAP/CAR AND BEST TIME/CAR FOR EACH TRACK.

RACER SELECT

SELECT YOUR VEHICLE FROM 13 TYPES, MOVE THE CONTROL STICK LEFT/RIGHT TO SELECT AND PRESS THE A BUTTON TO CONFIRM.

A SUBMENU WILL APPEAR WITH THESE OPTIONS:

START GAME: START PLAYING.

SETTINGS: CHANGE GAME SETTINGS BY USING THE PENNY RACERS OPTIONS SCREEN. SEE "PENNY RACERS OPTIONS."



GHOST LOAD: LOAD A "GHOST" CAR OF YOUR LAST RACE IN TIME TRIAL MODE. WHEN YOU RUN ANOTHER TIME TRIAL ON THE SAME TRACK, YOUR "GHOST" WILL RACE WITH YOU, SO YOU CAN COMPARE YOUR DRIVING SKILLS AND TRY TO BEAT YOUR BEST TIME.



PENNY RACERS OPTIONS

CHOOSE OPTIONS ON THE GAME MODE MENU TO BRING UP THE PENNY RACERS OPTIONS MENU. PLAYERS 1 TO 4 CAN SET THE FOLLOWING OPTIONS FOR THEIR CARS.

SETTINGS

EQUIP YOUR VEHICLE BY ADDING ACCESSORIES UP TO THE POINT LIMIT FOR YOUR CAR CLASS. IF YOU EXCEED THE POINT LIMIT, THE VIOLATION SIGN WILL APPEAR AND YOU WILL BE UNABLE TO ENTER THE RACE. PRESS THE A BUTTON WHEN YOU FINISH SETTING UP YOUR CAR AND THE OK SIGN WILL FLASH. PRESS THE A BUTTON AGAIN TO ENTER THE RACE.

ACCESSORIES: MOVE THE CONTROL STICK UP/DOWN TO SELECT A CATEGORY, AND MOVE IT LEFT/RIGHT TO CHANGE THE ACCESSORY. DIFFERENT ACCESSORIES ARE WORTH VARYING POINT AMOUNTS.



CHANGE NAME/COLOR: SELECT THIS OPTION BY MOVING THE CONTROL STICK LEFT WHEN THE OK SIGN FLASHES AND PRESS THE A BUTTON. ON THE SUBMENU, MOVE THE CONTROL STICK LEFT/RIGHT TO CHANGE THE BODY, AND UP/DOWN TO CHANGE THE COLOR. PRESS THE



SAVE

SAVE YOUR VEHICLE WITH ITS EQUIPMENT SETTINGS.

LOAD

LOAD A SAVED VEHICLE AND ITS EQUIPMENT SETTINGS FROM THE CONTROLLER PACK.

RETIRE VEHICLE

PUT YOUR CURRENT VEHICLE ON THE BLOCKS AND START FROM SCRATCH.

ALL

THESE SETTINGS AFFECT THE GAME AS A WHOLE AND ALL PLAYERS IN THE GAME.

PARTS SELECT TAKE: THERE IS ONLY ONE WAY TO COLLECT NEW ACCESSORIES WHILE RACING - YOU MUST TAKE THEM FROM YOUR OPPONENTS. TO ENABLE THIS FEATURE, LEAVE THE TAKE OPTION ON. WHEN THE OPTION IS OFF, YOU CANNOT TAKE ACCESSORIES FROM RIVALS. **SWAP:** THIS OPTION IS AVAILABLE ONLY WHEN THE TAKE OPTION IS ON. SWAP IS INITIALLY OFF. WHEN ON, YOU MUST GIVE AWAY AN ACCESSORY WHENEVER YOU TAKE ONE (UNLESS YOU HAVE NOTHING TO GIVE).



RESET DATA: RESET THE TRACK STATISTICS, INCLUDING BEST LAP, BEST TIME AND THE Q MARK.

RACING

RACE CONTROLS

START BUTTON: START/PALISE

CONTROL STICK: CONTROL THE DIRECTION AND ANGLE OF YOUR CAR

A BUTTON: ACCELERATE

B BUTTON: BRAKE

C BUTTON: RIGHT: TOGGLE COURSE MAP AND TACHOMETER DISPLAY.
UP/DOWN: TOGGLE VIEWS, CYCLING THROUGH, ZOOM, BIRD'S-EYE AND DRIVER VIEWS.

R BUTTON: HONK THE HORN. PRESS TOGETHER WITH THE A BUTTON TO REVERSE WHEN STOPPED.

Z TRIGGER: USE SPECIAL WEAPONS.

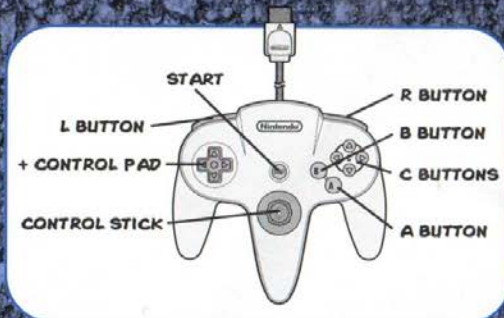
ADVANCED TECHNIQUES

DRIFT: WHEN TURNING, PRESS THE B BUTTON (BRAKE) ONCE AND PUSH THE CONTROL STICK OPPOSITE THE DIRECTION OF YOUR TURN TO DRIFT. DOING THIS HELPS YOU MAKE TURNS WHILE ONLY SLIGHTLY REDUCING SPEED.

WHEELIE: MOVE THE CONTROL STICK DOWN TO WHEELIE WHEN GOING SLOW. WHEELIES LET YOU MAKE WIDE TURNS AND CHANGE DIRECTION QUICKLY.

FULL-BACK DASH: WHILE BACKING UP, RELEASE THE R BUTTON WITH JUST THE RIGHT TIMING AND YOU'LL MAKE A DASH START.

BARREL ROLL: WHEN TURNING, PRESS THE R BUTTON AND CONTROL STICK IN THE DIRECTION OF YOUR TURN. YOUR RACER WILL ROLL AT A 45° ANGLE TO CHANGE DIRECTION.



RACE SCREEN



AT CERTAIN TIMES YOU'LL ALSO SEE THESE:

DASH ZONE: PASSING ON THE DASH ZONE GIVES YOU A SPEED BOOST FOR A LIMITED TIME.

WRONG DIRECTION ALERT: IF YOU'RE DRIVING THE WRONG WAY, A WRONG DIRECTION SIGN APPEARS.

RACE RESULT: YOUR LAP TIME AND TOTAL TIME APPEAR WHEN YOU CROSS THE FINISH LINE.

GETTING ACCESSORIES

WHEN YOU FINISH IN 3RD PLACE OR BETTER, YOU GET AN ACCESSORY FROM THE LOSERS. THE 1ST PLACE WINNER HAS FIRST CHOICE, THEN 2ND AND 3RD PLACE WINNERS TAKE THEIR TURN. SELECT A RACER AT 4TH PLACE OR BELOW, AND CHOOSE AN ACCESSORY FROM THE DISPLAY (YOU CANNOT ADD ACCESSORIES YOU ALREADY OWN). SELECT NONE, THEN YES TO EXIT.



YOU CAN GIVE AWAY AN ACCESSORY AFTER YOU SELECT THE ONE YOU WANT. IF YOU DON'T WANT TO SWAP, OR HAVE NO PARTS TO GIVE AWAY, SELECT NONE (YOU CAN'T SELECT NONE WHEN SWAP MODE IS ON.)

RACE RESULTS SCREEN

YOU'LL SEE THE RACE RESULTS AT THE END OF THE RACE. Q MARKS APPEAR ON THE COURSE SELECT SCREEN WHEN YOU FINISH IN 3RD PLACE OR BETTER.

Q MARKS

1 ST PLACE	GOLD
2 ND PLACE	SILVER
3 RD PLACE	BRONZE



PAUSE MENU

RETURN TO RACE: RESUME RACING.

RESTART: START THE RACE OVER FROM THE BEGINNING.

QUIT RACE: STOP THE RACE AND RETURN TO THE GAME MODE MENU.

RETIRE: GIVE UP RACING. WHEN YOU RETIRE, YOU LOSE. IN MULTI-PLAYER GAMES, A PLAYER WHO RETIRES WILL BE THE LOSER.



TIME TRIAL MODE

THIS IS A ONE-PLAYER RACE WHERE YOUR GOAL IS TO BREAK YOUR OWN SPEED RECORD. SPECIAL WEAPONS ARE NOT ACTIVE IN THIS MODE.

GHOST RACERS

PENNY RACERS ALLOWS SAVED RACES TO APPEAR ON TIME TRIAL SCREENS AS "GHOSTS." THE GHOST RACER APPEARS AS A TRANSPARENT CAR ON THE SCREEN. YOU CAN SAVE A GHOST RACER ON ONE TRACK AT A TIME.

ONCE YOU'VE SAVED A GHOST RACER, YOU CAN LOAD IT BEFORE YOUR NEXT RACE. WHEN YOU RUN ANOTHER TIME TRIAL ON THE SAME TRACK, YOUR "GHOST" WILL RACE WITH YOU, SO YOU CAN COMPARE YOUR DRIVING SKILLS AND TRY TO BEAT YOUR BEST TIME.

VS MODE

PLAY A MATCH WHERE TWO, THREE OR FOUR PLAYERS COMPETE. EACH PLAYER SETS UP HIS OR HER INDIVIDUAL SCREEN AND PENNY RACER.

IN A TWO-PLAYER MATCH, THE SCREEN SPLITS IN HALF. IN THREE AND FOUR-PLAYER GAMES, THE SCREEN SPLITS INTO FOUR.



ACCESSORIES

BODY TYPES

RACER NO. 1



RACER NO. 2



RACER NO. 3



RACER NO. 4



RACER NO. 5



RACER NO. 6



RACER NO. 7



RACER NO. 8



RACER NO. 9



RACER NO. 10



RACER NO. 11



RACER NO. 12



RACER NO. 13



ENGINES

STOCK ENGINE: GOOD MAXIMUM SPEED AND ACCELERATION CAPABILITIES.

ACCELERATION ENGINE: BEST ACCELERATION, BUT POOR MAXIMUM SPEED CAPABILITIES.

TOP END ENGINE: BEST MAXIMUM SPEED, BUT POOR ACCELERATION CAPABILITIES.

TIRES

STREET: BEST FOR ON-ROAD RACING.

OFF ROAD: BEST FOR OFF-ROAD RACING.

AQUA: BEST FOR RAIN-SLICKED TRACKS.

SNOW: BEST FOR ICY CONDITIONS.

BRAKES

THE HIGHER THE BRAKE NUMBER, THE FASTER AND BETTER IT WORKS.

SUSPENSION

CHOOSE HIGHER NUMBERS FOR MORE RESPONSIVE HANDLING.

ARMOR

BUMPER: INCREASES THE VEHICLE'S WEIGHT FOR STABILITY DURING ATTACKS.

SPOILER: INCREASES THE VEHICLE'S AERODYNAMICS AND ROAD GRIP.

EXTRA

POLICE CAR LAMP 1	0 PT.	SNOWBOARD	0 PT.
POLICE CAR LAMP 2	0 PT.	ROOF BOX	0 PT.
POLICE CAR LAMP 3	0 PT.	POSTER COLUMN	0 PT.
POLICE CAR LAMP 4	0 PT.	TRUNK	0 PT.
TAXI LAMP 1	0 PT.	FLOWERPOT	0 PT.
TAXI LAMP 2	0 PT.	STATUE	1 PT.
TAXI LAMP 3	0 PT.	CROWN	1 PT.
TAXI LAMP 4	0 PT.	LIGHT	2 PTS.
SURFBOARD 1	0 PT.	AIR DUCT	2 PTS.
SURFBOARD 2	0 PT.	NOZZLE	2 PTS.
SKIS	0 PT.		

SPECIAL WEAPONS

WEAPON	PURPOSE	PTS.	NO. OF USES
TURBO	TURBO BOOST	1 PT.	3
PROTECT COIN	INVINCIBLE TO ATTACKS	1 PT.	3
OCTOPUS COIN	ADDITIONAL DEFENSE	1 PT.	5
SPIN COIN	ATTACK RIVAL CARS	1 PT.	5
DOUBLE SPIN COIN	ATTACK RIVAL CARS	1 PT.	5
CANNON 1	FRONT ATTACK	1 PT.	3
CANNON 2	FRONT ATTACK	2 PTS.	5
MISSILE 1	FRONT AREA ATTACK	2 PTS.	3
MISSILE 2	FRONT AREA ATTACK	3 PTS.	5
SMOKE SCREEN COIN	BLIND OPPONENTS	1 PT.	5
TIRE SPIKE	REAR ATTACK	1 PT.	3
LANDMINE	REAR ATTACK	1 PT.	3
BLOCK	REAR ATTACK	2 PTS.	5
WEIGHT COIN	SLOWS ALL ENEMIES	3 PTS.	3

TRACK PROFILES



COUNTRY

GOOD FOR BEGINNERS, WITH TWO WATER FOUNTAINS TO CIRCLE. USE THE TWO DASH ZONES EFFECTIVELY.



HARBOR

WHILE RACING THROUGH THIS PORT TOWN LOOK OUT FOR THE BUS ON THE STREET. USE THE DASH ZONE IN FRONT OF THE DRAWBRIDGE TO MAKE THE BIG JUMP!



LAKESIDE

RACE UNDER RAINY CONDITIONS WITH BEAUTIFUL RAINBOWS LIGHTING THE SKY. USE THE BARREL ROLL TECHNIQUE TO HANDLE THE HAIRPIN TURNS. AQUA TIRES RECOMMENDED.



MOUNTAIN

A PEACEFUL OFF-ROAD COURSE TURNS HAIRY WHEN ROLLING BOULDERS FORCE YOU TO SLOW DOWN! WATCH FOR PUDDLES AND MINES DROPPED BY RIVAL RACERS.



RUINS

A NIGHT DRIVE THROUGH ANCIENT RUINS. DON'T GET PULLED INTO THE BIG RIVER WHERE IT'S EASY TO GET TURNED AROUND. ON THE CIRCLE, WATCH FOR SPEARS POPPING OUT OF THE GROUND.



VOLCANO

LAVA BOULDERS AND LONG SUSPENSION BRIDGES ARE JUST SOME OF THE PITFALLS OF THIS DANGEROUS COURSE. IT'S EASY TO LOSE RANK IF YOU DON'T STAY FOCUSED. USE PROTECTION COINS TO PROTECT YOUR CAR WHEN BUMPING INTO RIVALS.



ALPINE

WATCH FOR AVALANCHES IN THE REDUCED VISIBILITY. SNOW TIRES ARE RECOMMENDED.



CAVES

BE CAUTIOUS OF FALLING ICICLES. USE TURBO TO SPEED UP AT THE BRIDGE.



ICE

BEAUTIFUL SCENERY, A SUBMARINE TUNNEL AND A SHIPWRECK COULD DISTRACT YOU. STAY FOCUSED AND WATCH OUT FOR OPPONENTS. YOU COULD EASILY SLIP OFF COURSE WITHOUT THE APPROPRIATE ACCESSORIES.

NEW TRACK MODE

NEW TRACK MODE LETS YOU CREATE YOUR OWN COURSES BY ASSEMBLING AND EDITING COURSE PARTS. YOU CAN SAVE UP TO FOUR CUSTOM COURSES ON ONE CONTROLLER PACK.

DURING TRACK CREATION AND EDITING, ON-SCREEN EXPLANATIONS WILL APPEAR TO HELP YOU. TO SKIP THEM, PRESS THE A BUTTON.



NEW TRACK BUTTON CONTROLS

- | | |
|-----------------------|---|
| CONTROL STICK: | MOVE THE CURSOR. |
| A BUTTON: | ACCEPT/EXECUTE/SKIP ONSCREEN MESSAGES. |
| B BUTTON: | CANCEL. |
| C BUTTON: | LEFT/RIGHT: ROTATE THE COURSE LAYOUT.
UP/DOWN: ZOOM THE LAYOUT IN/OUT. |
| Z TRIGGER + C BUTTON: | ADJUST THE ANGLE OF THE LAYOUT CAMERA. |

ASSEMBLING AND EDITING A COURSE

1. SELECT NEW TRACK FROM THE GAME MODE MENU.
2. THE TRACK CREATE MENU APPEARS. SELECT NEW TRACK TO START CREATING A NEW COURSE. (TO EDIT A PREVIOUSLY SAVED COURSE, SELECT LOAD AND SELECT THE COURSE YOU WANT TO LOAD. IF YOU'VE ALREADY EDITED YOUR COURSE ONCE, CONTINUE ALSO APPEARS. SELECT IT TO CONTINUE EDITING THE TRACK.)
3. SELECT A ROAD TYPE: ON-ROAD OR OFF-ROAD.
4. SELECT A TRACK TYPE: A CIRCUIT COURSE HAS THE SAME START/FINISH LINE; A STAGE COURSE HAS A SEPARATE STARTING POINT AND FINISH LINE.



5. POSITION THE START/FINISH LINE BY MOVING THE CURSOR AND PRESSING THE A BUTTON TO SET THE LINE. THE LENGTH OF THE COURSE HAS TO BE WITHIN THE NUMBER APPEARING IN THE REMAINING BOX. (WHEN YOU CREATE A STAGE COURSE, SELECT THE STARTING POINT, THEN THE FINISH LINE.)



6. ADD AND POSITION TRACK SECTIONS BY MOVING THE CURSOR WITH THE CONTROL STICK AND PRESSING THE A BUTTON TO ACCEPT.



7. WHEN THE CURSOR TURNS RED, YOU CAN ALTER ANY TRACK SECTION. FIRST SELECT IT WITH THE CONTROL STICK AND PRESS THE A BUTTON. MOVE THE CONTROL STICK LEFT/RIGHT TO CHANGE THE SECTION, AND UP/DOWN TO ADJUST THE HEIGHT (UP TO TWO LEVELS).

8. PRESS START WHEN YOU FINISH BUILDING THE TRACK.

9. SELECT COURSE CHECK AND PRESS THE A BUTTON TO MAKE SURE THE TRACK FORMS A COMPLETE LOOP. THE COURSE CHECK COMPLETED SIGN APPEARS WHEN THE TRACK FORM IS CORRECT. REVISE THE TRACK IF IT'S INCORRECT. (THE COURSE CHECK CANNOT BE COMPLETED UNTIL THE COURSE DIRECTION AND HEIGHTS ARE PROPERLY CONNECTED.)



10. WHEN THE COURSE CHECK IS COMPLETE, THE REGISTER MENU APPEARS.

REGISTER: PLAY THE NEW TRACK RIGHT AWAY. NOTE THAT THE COURSE MAY NOT BE SAVED. THE NEW REGISTERED COURSE WILL APPEAR AS THE USER COURSE ON THE TRACK SELECT SCREEN.

SAVE DATA: SAVE THE NEW TRACK TO THE CONTROLLER PAK.

NEW TRACK: CREATE A NEW COURSE FROM SCRATCH.

QUIT: EXIT NEW TRACK MODE AND RETURN TO THE GAME MODE MENU.



SAVING AND LOADING THE NEW TRACK

TO SAVE THE COURSE YOU CREATED, SELECT SAVE. SELECT ANY SLOT IN PAK 1-4, AND PRESS THE A BUTTON.

ONLY ONE USER COURSE AT A TIME CAN BE REGISTERED ON THE TRACK SELECT MENU. TO PLAY A DIFFERENT CUSTOM COURSE



CHOOSE THE LOAD OPTION IN THE TRACK EDIT MENU. THE AVAILABLE COURSE DATA WILL APPEAR. ROM 1-8 ARE THE REGULAR GAME TRACKS WHICH YOU CAN EDIT. THESE ARE SAVED TO THE GAME'S BATTERY. PAK 1-4 ARE FOR NEW TRACKS YOU CREATE. THESE TRACKS ARE SAVED ONTO YOUR CONTROLLER PAK. CHOOSE THE TRACK YOU WANT TO LOAD AND PRESS THE A BUTTON.



WINNER'S CIRCLE

CHECK OUT THIS SECTION IF YOU HAVE TROUBLE FINISHING IN THE TOP 3. YOU'LL FIND TECHNIQUES AND HINTS FOR DRIVING WITH A WINNER'S SKILL AND USING THE TRACK TO YOUR ADVANTAGE.

1. TIME YOUR START DASH

HOLD THE A BUTTON WHEN YOU START THE RACE TO GIVE YOU A QUICKER DASH. THE CLOSER YOUR TACHOMETER IS TO 5, THE QUICKER YOU WILL START OFF THE LINE.

2. BE INVINCIBLE BY ROLLING

WHILE ROLLING, YOUR CAR IS INVINCIBLE—EVEN WHEN GOING OVER MINES. ROLL WHENEVER YOU'RE FACED WITH UNAVOIDABLE OBSTACLES. BE CAREFUL: ROLLING CARS RISK GOING OFF THE TRACK.

3. USE THE DASH ZONES

DASH ZONES GIVE YOU A SPEED BOOST FOR A LIMITED TIME IF YOU KNOW HOW TO USE THEM. YOU CAN ONLY GET A BOOST WHEN ALL FOUR TIRES ARE ON THE GROUND.

4. WATCH YOUR RIVALS

DON'T JUST WATCH OUT FOR THE CARS IN FRONT OF YOU - KEEP YOUR EYES ON EVERYONE. YOU COULD GET DRAGGED INTO A PILE-UP IF THE CAR NEXT TO YOU HITS A MINE.

5. EVERY CAR HAS A PERSONALITY

WHEN RIVALS GET ATTACKED, THEY GET ANGRY. THEY'LL HONK AT YOU AND ATTACK BACK.
SOME RACERS TAKE REVENGE AND CALM DOWN, BUT OTHERS MAY HOLD A GRUDGE.
WATCH OUT!

6. DON'T GIVE UP

THE BEST TECHNIQUE IS TO KEEP TRYING.

PENNY RACERS NOTES

This image shows a single page of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. On the left side, there is a vertical margin line, creating a narrow left margin. The paper appears to be from a notebook or a standard ruled sheet. There is no handwriting or other markings on the page.

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SharkPad Pro 64®



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