

INSTRUCTION BOOKLET



CRAVE
ENTERTAINMENT

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CRAVE
ENTERTAINMENT

NINTENDO 64



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EVERYONE
MILD VIOLENCE

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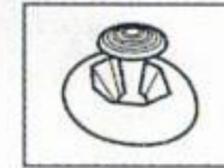
CONTROL STICK FUNCTION

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.

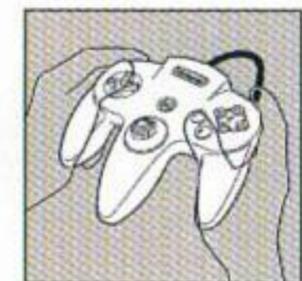
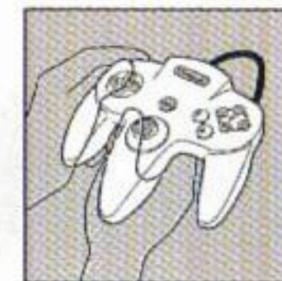
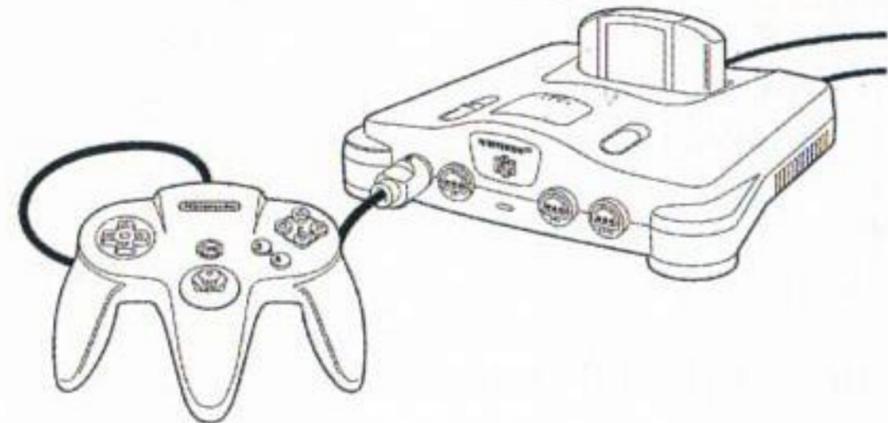


If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



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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IN THE MENUS

Highlight menu option	Control Pad
Confirm/open selection	A Button
Back to previous screen/cancel selection	B Button

DURING GAME

Acceleration	Press and hold the C / Button
Pause game	Start Button
Brake (while on ground)	C + Button
Jump	Press and release the C / Button
Holdable Tricks	C + Button + Control Pad (while in the air)
Non-Holdable Tricks	C / Button + Control Pad (while in the air)
Rail Tricks/Rail Stalls/Hand Plants	Press and hold the C / Button + Control Pad (LEFT/RIGHT to balance rail grinds)
Spin	Control Pad LEFT/RIGHT (while in the air)
Exit half pipe	Control Pad UP (hold) before reaching the lip or the quarterpipe transition

NOTE: See a quick reference of the tricks during the game by pressing START, and selecting TRICK LIST by pressing the A Button.



MAIN MENU

ONE PLAYER

CIRCUIT

Unlock more courses by completing objectives. You have to unlock levels before you can play them in practice or versus mode. These objectives are:

- LEVEL CLEAR (earn 10,000, 15,000, and 20,000 pts. for levels 1, 2, and 3 respectively).
- Grind XXX footage (grind 600, 700, and 800 feet for levels 1, 2, and 3 respectively).
- Extreme Score (earn 30,000, 45,000, and 60,000 for levels 1, 2, and 3 respectively).
- Pull a XXX point Combo (pull a 6,000, 7,000, and 8,000 pt. combo for levels 1, 2, and 3 respectively).
- Earn 100 bonus seconds.
- Get XXX wheels (get 30, 30, and 40 wheels for levels 1, 2, and 3 respectively).
- Completing an objective for all three levels unlocks a secret Sky Fortress level.

PRACTICE

Play any unlocked course with no time limit. Points are not totalled, only the last trick or combo is displayed.

MULTI-PLAYER

VERSUS

One-on-One. Take turns playing any available track from Circuit Mode.

SETTINGS

OPTIONS

Press the Control Pad up/down to select a setting.
Press the A Button, or press the Control Pad left/right to change or open a setting.
Press the B Button to exit the menu without activating changes.
Press START to exit and activate changes.

SOUND & MUSIC VOLUME

Press the Control Pad left/right to change the sound or music volume.

RECORDS

Displays the top five scores for the regular levels in circuit mode.

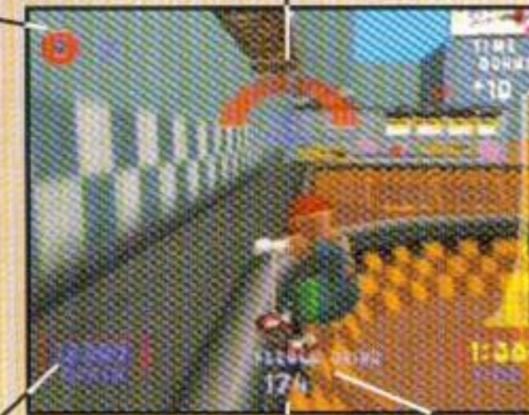
THE GAME SCREEN

WHEEL COUNT
How many wheels the player has collected.

BALANCE METER

Keep the mark in the center of the balance meter. Also tracks number of feet ground.

TIME BAR
Fill it up and receive 10 bonus seconds.



TOTAL POINTS
Total score for the level.

TIMER
Displays the amount of time remaining.

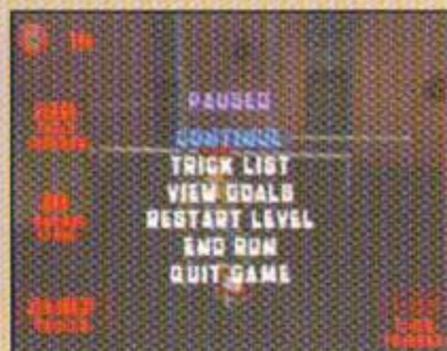
TRICK POINTS
Displays number of points received for the tricks. Tricks are multiplied by performing extra spins and combo-ing tricks together.

TRICK PERFORMED
Displays the name of the last trick performed.



THE PAUSE SCREEN

- Continue: Return to the action.
- Trick list: View the current player's tricks.
- View goals: List objectives and their current status in the level.
- Restart Level: Restarts the level.
- End run: Completes the run and goes to Results screen.
- Quit Game: Returns player to the Main screen.



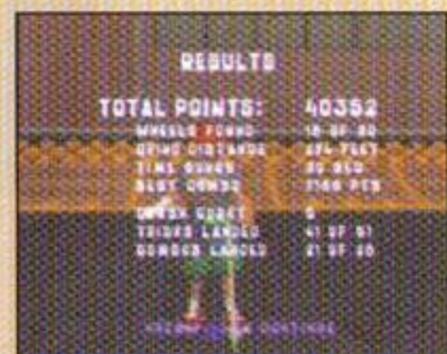
THE TRICK LIST

The Trick List shows all the moves a rider is able to perform during gameplay. To see the Trick List during gameplay:

1. Press **START**, highlight **TRICK LIST** and press the **A** Button to open the list.
2. Press left/right on the Control Pad or use the Control Stick to select a trick category or up/down to scroll through the tricks.

RESULTS SCREEN

- Total points: Total points earned in current run
- Wheels Found: Total wheels found in current run
- Grind distance: Total grind distance in run
- Time bonus: Total bonus seconds earned by filling time bar
- Best Combo: Highest point combo performed
- Crash count: Number of bails during run
- Tricks landed: Total number of individual tricks successfully landed
- Combos landed: Total number of combos successfully landed



THE END LEVEL SUMMARY SCREENS

After each event the Results screen appears to give you a rundown on your progress. The Results screen displays:

- List of objectives and whether or not they have been completed

And the menu options of:

- Select level
- View replay
- Retry
- Quit game

CONTROLLER PAK

To save game setting and progress, insert a Controller Pak into Controller socket 1 of the Nintendo 64 Control Deck before starting play.

SAVING AND LOADING GAME DATA

Saving Game Data

Can be saved manually in Options or during game with Controller Pak inserted during power up. Saving is prompted when you Quit the game/Return to the level select screen.

Loading Game Data

Automatically loads on boot up or can be loaded in Options menu.

LEVEL NAMES

- Scooter Park
- Schoolz Out
- Clock Tower

CHARACTER NAMES

- Chad
- Ami
- Daryl
- Hector
- Brittany

Missing members of your razor crew.

Hint:

Can you find more members of your razor crew?

More levels exist but you will need to unlock them by completing objectives listed in the 3 main levels.

SKY FORTRESS

Norton, the badly programmed robot, has captured the Razor Crew. Make your way to each of his 6 sky fortresses, collect all the wheels and free your crew.



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Very Special thanks to Carlton Calvin at Razor USA.



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EX NUMBER FIVE

Ex Number Five-Luke Bodenstein, Alf Bartone,
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"Not Go"

Performed by: Ex Number Five
Written by: Luke Bodenstein, Alf Bartone,
Timothy Cuccolo, John Stanley and John Kohler.
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www.exnumberfive.com
www.mp3.com/exnumberfive

THREEFOOT

ThreeFoot-Eric Lukasik, William Castro, Dan Shore, Cody Lainge

"Betray"

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Written and Composed by: Eric Lukasik,
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In the U.S. send to:

Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

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