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ABOUT THE CONTROLLER

Control Stick Function

The Nintendo® 64 Control Stick 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 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. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center™.

Holding the Nintendo® 64 Controller

While playing the Cruis'n World game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo® 64 Controller

Up to four players can play this game. Connect each player’s controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active. You must use two, three or four controllers in order to play the two-, three- or four-player game modes.

Rumble Pak™

The Cruis'n World game is compatible with the Rumble Pak™ accessory. Before using it, make sure to read the Rumble Pak™ accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak™ accessory.
CONTROLS

L BUTTON
Horn

R BUTTON
Gear Down

C BUTTONS
- View in
- View Out
- Turbo

A + B BUTTON
Drift
- Hold A and tap the B Button to drift, then release A to stop drift.

B BUTTON
Brake

A BUTTON
Accelerate

START
Pause

CONTROL STICK
Steer

Z BUTTON
Horn

A + R BUTTON
Gear Up

GETTING STARTED

Correctly insert the Cruis'n World Game Pak into your Nintendo 64 system and move the POWER switch to the ON position. When the Title screen appears, press START to view the Main Menu. On the Main Menu, the following four choices will appear:

P6 Cruis'n World
Race through every course in the game!

P7 Championship
Race in different circuits across the world and earn power-ups!

P8 Practice
Hone your racing skills by practicing Cruis'n World or Championship Modes.

Options
Change options such as game settings, controller configuration setup, sound settings, screen settings and Rumble Pak settings.

Quit Game
Quit game and return to title screen.

Menu Selections
- Use Control Stick or + Control Pad to highlight options.
- Press START or the A Button to confirm a selection.
- Press the B Button to cancel and return to the previous screen.
Cruise the Cruis'n World icon and begin an exciting race across the world! Cross the Finish Line in the top three in each race if you want to progress further into the world tour!

- Select the number of players, making sure that the correct number of controllers are connected to the Control Deck, and press START or the A Button to confirm.
**NOTE:** The Player Selection screen WILL NOT appear if only one controller is connected to the Control Deck.

- Highlight the transmission of your choice (automatic or manual) with the Control Stick, then press START or the A Button to confirm (press the B Button to cancel).

- Cycle through each of the vehicles with the Control Stick. Information about the car can be seen at the bottom of the screen. When you've found the desired vehicle, press START or the A Button to confirm (press the B Button to cancel).

- Select a track by pressing ← or → on the Control Pad or Control Stick, and press START or the A Button to confirm. You may choose a specific track or the Cruis'n World icon to begin your race. Press the B Button before selecting a track to return to the previous screen.

Race through the courses in a circuit, with tracks in several challenging Modes.

- Select the number of players and press START or the A Button to confirm your selection.
- Use the Control Stick to select the desired transmission, and press START or the A Button.
- Use the Control Stick to select your car, and press START or the A Button.
- Press ↑ or ↓ on the Control Pad or Control Stick to scroll through the four Championship Modes: Easy, Medium, Expert and Bonus. When the desired difficulty circuit is highlighted, press START or the A Button to select the first track in that mode. Press the B Button before selecting a track to return to the previous screen. Note: Bonus points are only accessible after . . .

**POWER-UPS**

In Championship Mode, finishing a race in third place or better will earn you points. Points can eventually be used toward power-ups (faster vehicles, different cars, etc.). When racing the Beginner difficulty mode, the points earned are much lower than in the Pro and Master modes, since it is much easier to win a race in this mode. The points that can be earned will be increased with each difficulty level and mode increase.

Try increasing your difficulty mode, as you gain power level enhancements, to earn points faster!

- Go to the Options screen, select Difficulty and toggle through the modes until the desired difficulty appears.
- Return to the Main Menu, then select Saved Games and press the A Button. Select Load Game and press the A Button.
- Select the file that you are currently playing with the Control Stick, then press the A Button to select it and the game will automatically return you back to Championship Mode, to the next race in the sequence from where you left off.

Your points should continue to accumulate on top of what you have already earned, while racing with the new difficulty level that you have selected!
To help you become familiar with the tracks, you can practice them in both Cruis'n World Mode and Championship Mode.

- Press ↑ or ↓ on the Control Pad or Control Stick, highlight the mode you wish to practice, then press START or the A Button to confirm your selection.

- Select the desired number of players, then press START or the A Button to confirm (see page 6 for more info).

- Select the desired transmission, and press START or the A Button.

- Use the Control Stick to select your car, and press START or the A Button (see page 6 for more info).

- Use the Control Pad or Control Stick to scroll through each track. When the desired track is highlighted, press START or the A Button to confirm.

**GHOST**

In Practice Mode, your best times will be saved as Ghost Data. This will allow you to race against yourself on the current course. If you exit Practice, and select a different mode, Ghost Data will disappear.

**SERPENT**
Top Speed: 142 MPH/228 KPH  Skidpad: 0.98G  
Aero Coeff: 0.45, 0-60 MPH: 2.51 sec.  
Power: 430 HP V12 DOHC

**KAMIKAZE AWD**
Top Speed: 142 MPH/228 KPH  Skidpad: 0.98G  
Aero Coeff: 0.45, 0-60 MPH: 2.51 sec.  
Power: 3.3L Twin Turbo

**ATV**
Top Speed: 147 MPH/236 KPH  Skidpad: 0.85G  
Aero Coeff: 0.25, 0-60 MPH: 3.15 sec.  
Power: 8.2L Turbo Diesel

**SCARAB**
Top Speed: 144 MPH/231 KPH  Skidpad: 1.01G  
Aero Coeff: 0.28, 0-60 MPH: 2.88 sec.  
Power: 5.0L Supercharged V8
CARS

STALLION P6
Top Speed: 145 MPH/233 KPH Skidpad: 0.89G
Aero Coeff: 0.39
Power: 600cc Nitrous Injected

BANZAI GTV
Top Speed: 145 MPH/233 KPH Skidpad: 0.89G
Aero Coeff: 0.39, 0-60 MPH: 2.98 sec.
Power: 510 HP V8

ZOMBIE
Top Speed: 147 MPH/236 KPH Skidpad: 0.85G
Aero Coeff: 0.25, 0-60 MPH: 3.15 sec.
Power: 3800cc 24V6

SARDINE EXTREME
Top Speed: 147 MPH/236 KPH Skidpad: 0.85G
Aero Coeff: 0.25, 0-60 MPH: 3.15 sec.
Power: Twin Turbo V6

ORCA
Top Speed: 144 MPH/231 KPH Skidpad: 1.01G
Aero Coeff: 0.28, 0-60 MPH: 2.88 sec.
Power: 3.82 HP V12

EL NIÑO
Top Speed: 145 MPH/233 KPH Skidpad: 0.89G
Aero Coeff: 0.39, 0-60 MPH: 2.98 sec.
Power: 242 HP V8

RHINO 4 x 4
Top Speed: 142 MPH/228 KPH Skidpad: 0.98G
Aero Coeff: 0.45, 0-60 MPH: 2.51 sec.
Power: Supercharged V12

ROAD KING
Top Speed: 144 MPH/231 KPH Skidpad: 1.01G
Aero Coeff: 0.28, 0-60 MPH: 2.88 sec.
Power: V12 DOHC 48V
ON-SCREEN DISPLAYS

When you select Options from the Main Menu, the following choices will appear: Controller Setup (page 4), Sound Settings, Screen Settings, Rumble Pak, Number of Laps and Difficulty. Select the desired option by pressing ↑ or ↓ on the + Control Pad or Control Stick. Adjust the desired option by pressing ← or → on the + Control Pad or Control Stick (this does not apply to Controller Setup).

CONTROLLER SETUP
Change the controller configuration for each player. Use the Control Stick to select one of four preset controller configurations (press the B Button to return).

SOUND SETTINGS
Adjust the music level, sound FX level and sound type.

SCREEN SETTINGS
Adjust such display settings as Elapsed Time, Position, Time/Lap, Map, Revs, Speed and Winning Girl.

RUMBLE PAK
Adjust the amount of impact that each feature will have on the Rumble Pak accessory when it occurs, including Drift, Turbo, Wheelie, Jump, Off Road and Collision. The lower the setting, the smaller the rumble.

PAUSE SCREEN DISPLAYS
When the game is paused, you will have three choices:

Continue  Resume your race
End Race  End race (Save locations will be lost.) and return to the Select Track screen
Main Menu  End race (Save locations will be lost.) and return to the Main Menu

Use the + Control Pad or Control Stick to highlight the desired option, then press START or the A Button to confirm.

ENTERING YOUR INITIALS
If your time is fast enough, you will enter the Hall of Fame. Press ← or → on the + Control Pad or Control Stick to scroll through the letters at the bottom of the screen. Press START or the A Button to select a letter (press the B Button to cancel).
OPTIONS

NUMBER OF LAPS
Select between 1-6 laps in Championship Mode for a multi-player game.

DIFFICULTY
Select the difficulty level for your races: Beginner, Pro and Master.

SAVED GAMES
There are three Saved Game options: Load Game, Delete Game and Reset Data.
Before accessing the Main menu, you'll have the option to continue from a saved game. Select "YES" and press the A Button, then select from one of four different save files (and press the A Button again). You will continue from your last completed race.

THE COURSES

HAWAII—Easy
There are a few sharp turns to look out for as you cruise your way past the beautiful palm trees and underwater tunnels to make your way to the Finish Line. You should have no trouble mastering this course after a few tries!

JAPAN—Medium
As you travel through this beautiful country, you will encounter a few turns and plenty of straight-aways. This track should be a breeze after some practice!

AUSTRALIA—Expert
The Australian track has many sharp curves and rough roads. Keep your eyes open for a short cut on the left side that may be helpful!

CHINA—Expert
There are many different types of roadways to adjust to, including a bridge, a dirt road and city streets. There are also some short cuts that may help you out!

AFRICA—Medium
While the road looks similar throughout the entire course, there are many quick, sharp turns and jumps that can add to the difficulty of mastering this track!
THE COURSES

EGYPT—Easy
As you travel through the desert and pyramids, watch out for the sand dunes that are in the middle of the track!

MOSCOW—Easy
Although there are a few different roadways to adjust to, most of the track is a straight shot to the Finish Line, with some minor curves along the way!

GERMANY—Easy
The long scenic stretch of country and city roads is fairly straight and easy to master after a few tries.

ITALY—Expert
There are many curves and a few different roadways to get used to, including many areas of the track that go down from 3 lanes to 2, making all of the vehicles merge at high speeds!

FRANCE—Medium
As you travel at a high speed through this course, beware of some sharp turns in the country that may send your vehicle flying into the hay or sunflower fields on the sides of the track. The sharp curves in the tunnel near the end may also take some practice!

ENGLAND—Medium
The countryside has a lot of sharp, unsuspecting curves that will send your vehicle flying into the bushes if you aren't prepared for them!

MEXICO—Expert
This rough road has many sharp turns and bumps in the middle of the track. You may find the secret short cut on the right side of the road helpful if you can find it!

NEW YORK—Medium
While there are many straight-aways and a few sharp turns in the beginning, the huge bumpy jumps in the city can be difficult to master, without flying into a building!

FLORIDA—Easy
A few sharp turns may bounce your car into a palm tree or two, but most of the track is fairly straight as you make your way through the sandy beaches to Cape Canaveral!
WARRANTY AND SERVICE INFORMATION:

You may need only simple instructions to correct a problem with our product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (time subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without calling us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for trouble shooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.