WARNINGS

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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.

This game is compatible with the Rumble Pak and Controller Pak accessories. Before using the accessories, please read the Rumble Pak and Controller Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Rumble Pak and Controller Pak accessories.

Midway Customer Support
(903) 874-5092
10:00am - 6:30pm - Central Time
Monday - Friday
AUTOMATED HELP LINE OPEN 24 HOURS A DAY

LICENSED BY MIDWAY
MIDWAY THE OFFICIAL SEAL
MIDWAY IN ANY FORM. ALL RIGHTS RESERVED. MIDWAY.COM OF MIDWAY GAMES, INC.

LICENSED BY NINTENDO
NINTENDO OF AMERICA, INC. NINTENDO® IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA, INC.
TABLE OF CONTENTS

Getting Started ........................................ 3
Control Stick Function .............................. 4
Controller ............................................. 5
Default Controls ................................. 6
Main Menu ........................................... 7
Options ............................................. 8
Configure Controls ............................ 9
Audio ............................................... 9
Player Select ....................................... 10
Track Selection .................................... 11
Game Options .................................. 12 - 13
The Tracks ......................................... 14 - 17
Easter Egg! Tag! You're It! .................. 17
Car Selection ..................................... 18
Hit the Road ....................................... 19 - 20
Things to Look For ............................. 21
Pause Options .................................... 22
Circuit Codes ....................................... 23
Records ............................................. 24
High Scores .......................................... 24
Credits ............................................... 29
Warranty ............................................. 30
GETTING STARTED

WARNING
NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power OFF on your N64™.
- Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.
- Turn the power switch ON. After the appearance of the title and legal screens, the demo will begin. Press START to view the Main Menu.

Controller Pak Menu
Press and hold the START Button upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.

Using the Rumble Pak
It is important to only switch your Rumble Pak and Controller Pak before a game or when the game is paused.
CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision 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. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.
Before you begin your game, familiarize yourself with the controls.

Menu Selections
- Press Up or Down on the Control Pad to highlight menu items.
- Press Left or Right on the Control Pad to cycle options.
- Press the A Button to select an option.
- Press the B Button to go back to the previous menu.
DEFAULT CONTROLS

Switch View

Shift Up

Abort

Horn

Reverse

Accelerate

Start/Pause

Shift Down

12 Button Underneath

Steering (Left or Right)

Brake

You can modify your controller any way you like (see Configure Controls, pg 9)
MAIN MENU

Press START at any time during the Title Screen and Demo to view the Main Menu. It displays several options to get you ready for the challenging tracks of Rush 2.

ONE RACE

The One Race option allows you to pick any car and track for a nice, fast Sunday drive in the city. Select this option to view the Select Player Screen (see Player Select, pg. 10).

CIRCUIT

Race the 28 track circuit of Rush 2. You can use a Controller Pak or the game's passcode (see Circuit Codes, pg. 23) capability to save your circuit race information over a period of time. You'll race 28 tracks, accumulating points toward the Circuit Championship. Game Options are preset and cannot be changed during your circuit race, but you can turn Death Mode ON or OFF (see Deaths, pg. 13). Display and Rumble Pak may be changed at anytime (see Setup Options, next page). You can also setup your circuit race for two players. Both players race on every circuit track together. When you select this option, you'll go to the Select Player Screen (see Player Select, pg. 10).

PRACTICE

Select any car and any track to practice your driving skills. You'll be all alone with 999 seconds of practice time. Practice will help prepare you for the Rush 2 Circuit, and you can spend some time looking for Shortcuts. When selected, you'll go to the Select Player Screen (see Player Select, pg. 10).

RECORDS

Check out the current record times and personal statistics for each track (see Records, pg. 23). Hopefully, your name will one day fill the screen in every category!
OPTIONS

Rush 2 has several options to set up each race the way you want. To make changes, press the Control Pad Up or Down to highlight an option, then press Left or Right to cycle through the choices or turn the option ON or OFF.

TRACK MAP
Default is ON. Turning this option OFF will increase the challenge, especially on maps you haven’t become familiar with.

RADAR
Default is ON. If you don’t care who’s around you, turn it OFF.

TIME ELAPSED
Default is ON. If turned OFF, you won’t know how long you’ve been racing. But as long as you win, who cares?

TIME REMAINING
Default is ON. If you turn this option OFF, you’ll still be warned if you’re running out of time. Listen for chimes.

TACHOMETER
Default is ON. If you can listen to the engine and know your RPM anyway, try turning this option OFF.

SPEEDOMETER
Default is ON. Most racers like to know how fast they’re going, but if you don’t, turn this option OFF.

PLACE
Default is ON. Don’t care what place you’re in? Turn it OFF.

GEARSHIFT
Default is ON. This option won’t appear if you have an Automatic transmission, but you can turn it OFF.

METRIC
Default is OFF. Turn on to view speed in Kilometers per hour.

WRONG WAY
Turn the Wrong Way flags ON or OFF.

RUMBLE PAK
See Rumble Pak, pg. 13.
CONFIGURE CONTROLS

Everyone has their own preferences when it comes to driving, so Rush 2 lets you modify your default settings the way you want. Here's how:

Press the Control Pad Up or Down to highlight the control you want to change, then press Left or Right to cycle through the available buttons for that function.

When you select a button that is being used for another function, a red marker will appear. When this happens, you'll need to repeat this process to change the duplicate button to an available button. Otherwise, you cannot leave this screen.

To return to the default control settings, press the L and R Buttons simultaneously. When you've finished making changes, press the B Button to return to the Setup Menu.

AUDIO

Modify the game's default Effects Volume, Music Volume, Engine Volume and Music Track selection. Press the Control Pad Up or Down to highlight the option you want to change, then press Left or Right to make the change.

The Music Track option allows you to listen to a specific song as you drive.
Before you begin each race, the Select Player Screen will appear, displaying two options: **One Race** and **Create Player**.

**JUST PLAY**
This option lets you race one single race without permanently saving any high scores on a Controller Pak. This is a good option to select if you just want to practice or just have some fun on the tracks. After you select this option, you'll go to the Select Track Screen (see Track Selection, pg. 11), then you'll select a car at the Select Car Screen (see Car Selection, pg. 18).

**CREATE PLAYER**
With a Controller Pak inserted in your controller, you can enter your name and create a player. Scores and Circuit (see Circuit, pg. 7) results will be saved to your name as you complete races, as well as your car selection and last track played.

When you create a player, the name will appear in the lower portion of the screen. To enter a name:

Press the **Control Pad Up**, **Down**, **Left** or **Right** to highlight a character, then press the **A Button** to select it. Repeat the process until the name is complete. Select **SPC** to add a space, **DEL** to delete a character and **END** to enter a completed name. You must then select that name each time you want to continue your Circuit race.
Rush 2 includes 9 selectable tracks. In the Race and Practice modes, you can select any track at the Select Track Screen. Press the Control Pad Left or Right to cycle through the available tracks. Press the Control Pad Down to access the Game Options (see Game Options, pg. 12-13), then press Left or Right to adjust them.

If you're playing in Circuit mode, the tracks will be selected for you. Because you're racing in an organized Circuit, you'll experience different tracks to race on. The tracks are created from the original 7 tracks, using the Backwards and Mirror settings.

The original 7 tracks (Alcatraz, New York Uptown, New York Downtown, Los Angeles, Las Vegas, Seattle, and Hawaii) are used to create the remaining 28 tracks using Mirrored and Backward (see Mirror and Backward, next page).

After you select your track, you'll go to the Select Car Screen (see Car Selection, pg. 19).

For more information on the tracks created for Rush 2, see The Tracks, pg. 14-17.
GAME OPTIONS

Make changes to the Game Options available on the Track Selection Screen (see Track Selection, pg. 11). Press the Control Pad Up or Down to highlight an option, then press Left or Right to cycle the settings.

LAPS
Set the number of laps for each race from 1 to 8 laps. As a beginner, you may want the maximum amount of laps to give yourself time to catch up if you find yourself in the back of the pack.

DRONES
You can select the number of competing drones for each race. Select from 0 to 7 drones to race against.

BACKWARD
Select this option to reverse the direction you drive on each track. You'll drive in the opposite direction, but remember, discovered shortcuts in the default track direction will not remain the same using Backward. You'll find shortcuts specifically designed for the Backward setting.

MIRROR
When selected, the Mirror option will change the tracks to a mirror image of the game's default track setting. Right turns become left, and left turns become right turns, so don't be fooled by the change in the terrain.

Fog
Make changes to increase or decrease your visibility on the tracks. Set Fog to Light, Moderate, Heavy or Extreme. The fog changes will be displayed as you increase or decrease fog intensity on the Track Selection Screen (see Track Selection, pg. 12). Once you become familiar with the tracks, try adding more fog to increase the challenge.
GAME OPTIONS

Wind
Due to the increased "air time" in Rush 2, an option is available to add some ease or difficulty to jumping high in the air. Set the game's Wind setting to None, Light, Moderate, Heavy or Extreme. Landing will be more of a challenge as the wind increases.

Difficulty
The higher you set the Difficulty, the more competition you'll get from the drone cars. If things are getting too easy for you out there, set the Difficulty to a higher setting. The settings are Very Easy, Medium, Hard, Very Hard and Extreme.

Handicap
The Handicap settings allow players to catch up to other players a bit easier when they fall behind in the race. To catch fast drones, set the game's difficulty settings to an easier setting. Use the Full setting to experience more competition during the race. When set to None, it's every man (or woman) for themselves! The Some setting adds to the competition without a seemingly unfair amount of help to the trailing car.

Checkpoints
See Checkpoints, pg 21.

Deaths
The game's default Death setting is OFF. This means when you crash, you'll receive a fresh car to continue the race. When Death is set to ON, the race is over when you crash, and you'll automatically come in last.

Rumble Pak
With a Rumble Pak inserted into your controller, you can select Sensitive to feel the sensation of your car's tires skidding around turns as well as any collisions or bumps. Set this option to Insensitive to feel only the jolt when you make contact with other cars, or when you hit the ground hard following a jump.

Note: As you make changes to an option, a "Z" will flash. At this time, you can press the Z Button to return that option to its default setting.
THE TRACKS
New York Uptown

New York Uptown (Upper Manhattan)
East Side
- Grand Central Station
- Metropolitan Museum
- Museum Mile
- Central Park

West Side
- Columbus Circle
- Broadway

New York Downtown

New York Downtown (Lower Manhattan)
- Brooklyn
- East River
- Lower East Side
- Civic Center
- Battery Park
- Hudson River
EASTER EGG! -TAG! YOU'RE IT!

During the 3-2-1 countdown in 2 Player Practice Mode, press the Top C Button to access Tag Mode for a 5 minute period. Player 2 starts as "IT", indicated by an "IT" icon in the upper left portion of the screen. The "IT" player will always be sent to another part of the track to put some distance between the players. When a player crashes, he becomes "IT". Play Tag until the timer runs out, then the player with the least amount of time showing wins. Have Fun!
CAR SELECTION

There are 16 available machines to choose from in Rush 2. The Select Car Screen displays the current car selected, as well as several options that let you customize your car.

Press the Control Pad Left or Right to cycle through the cars. As you highlight each car, the car’s specs are displayed. Select a car that fits your style of racing. Press the Control Pad Down to access the Customize Menu. Continue to press down to highlight each option, then press the Control Pad Left or Right to cycle the available settings.

You can select options such as the type of Transmission, Tire Rims, Suspension or Engine, as well as the car’s color scheme. In some cases, your car’s appearance will change as you select.

Note As you make changes to an option, a “Z” will flash. At this time, you can press the Z Button to return that option to its default setting.

THINGS TO REMEMBER...

1. Take a good look at each car’s specs. You may want to select a car with good Control and very little Drifting until you get used to the tracks, then work your way up to the more complicated, difficult to handle cars.

2. The car you select for your Circuit is the car you will use throughout the life of your Circuit, so be sure you select a car in which you can improve and continue to compete.

When you’re all set, press the A Button to begin your race.
HIT THE ROAD

Time Elapsed
Your cumulative lap time is displayed as you race. When you pass a checkpoint, your checkpoint time is displayed in red.

Speedometer
Your current speed is displayed in Miles Per Hour or Kilometers Per Hour if Metric is turned on. Certain jumps and shortcuts are better negotiated at certain speeds. Make a note of your speed when you're successful with jumps and shortcuts. Then you can push the envelope a bit and increase your speed.

Time Remaining
The Time displayed at the top/right portion of the game screen counts down as you race. When this time runs down to 0, the race is over. Each time you pass a checkpoint, bonus time is added so you can make it to your next checkpoint. The amount of time added is based on the difficulty involved in moving from one checkpoint to the other. Your game's Difficulty setting also determines the amount of bonus time added. The harder the setting, the less bonus time you'll receive.

Tachometer
Your tachometer displays your car's RPM. It's displayed in three colors: Green (Safe), Yellow (Caution) and Red (Critical). You will only see the Tachometer when using a Manual Transmission.
HIT THE ROAD

TRACK MAP
The Track Map is used to determine your track position, your opponents' positions, checkpoint positions and laps remaining.

A colored dot represents your position on the track. The color of the dot will match the color of your car. Checkpoints are represented as yellow lines at various positions on the track.

Drone opponents appear as colored dots. In 2 Player mode, your opponent's color will match the color of his car. Your remaining laps are shown by a number located at the Finish Line. It will count down each time you pass. If you're on your final lap, a checkered flag will appear.

RADAR MAP
This display proves very useful as you race. It shows your opponent's position in relationship to yours. Opponents appear as colored rectangles on the RADAR map. Your rectangle is the color of your car, and your opponents rectangles are the color of their car.

PLACE
As you race, your position is updated constantly. If your screen says 3 / 8, it means (third place) / (out of 8 opponents). Try to put a 1 up there.

GEARSHIFT
When your transmission is set to Manual, you can monitor the gear you're using by looking at this display.
THINGS TO LOOK FOR

CHECKPOINTS
Checkpoints are positioned at various positions on the track. You'll need to continually pass through checkpoints to finish the entire race. You receive bonus time whenever you pass a checkpoint.

If your time runs out just before you reach the checkpoint, hang in there. If you happen to coast through the checkpoint, your car will restart and continue. But you'd better really jam afterwards, because you'll still need to make it to the next checkpoint, and you may not have enough time if you restart from a crawl.

Note: At the Track Selection Screen (pg. 11) you can turn off the Checkpoints, so you have a large total time to finish the entire race.

KEYS
Keys are hidden throughout each track. Drive over them and collect them as you drive. (They cannot be collected in Practice mode). If you collect enough, you can use them to select a bonus car at the Select Car Screen for that track (see Car Selection, pg. 18)

SHORTCUTS
As you drive keep an eye out for suspicious-looking fences, barriers and roads that seem to lead somewhere beyond your sight. A Ramp is a good indication that you've found something worth checking out. If you happen to see some cones positioned somewhere, mow 'em down and keep driving. Remember, a shortcut is only a shortcut if it's negotiated properly. When tracks are driven using the Backward (see pg. 12) setting, new shortcuts can be found.

WRONG WAY
Occasionally during the race, you may take a wrong turn and find yourself heading in the wrong direction. If so, the words "Wrong Way" will flash on the screen. This initial warning will eventually move to the lower left corner, or, if you turn, it will be replaced by an arrow pointing to the correct way to go.
At any time during the race, press START to pause the game and view the Pause Options menu. Press START again to select Continue and resume the race. Press the Control Pad Up or Down to select an option, then press the A Button to select it.

Options
Make a limited number of changes to your game's Options. See Options, pg. 8 for more details.

Controls
You can modify your controller configuration the way you want, even during your race. See Configure Controls, pg. 9 for details.

Audio
Make changes to the audio settings. See Audio, pg. 9 for instructions on making changes to the Audio settings.

Restart
If you find yourself falling too far behind, choose Restart to start the race over again.

Quit
To totally give up on the current race, make this selection.
CIRCUIT CODES

Following each completed Circuit Race, a Circuit Code will be displayed if you don’t have a Controller Pak inserted in your controller. Write it down and save it. If you start a new circuit, power down or reset your Nintendo 64, you may then use it to continue your previous Circuit Race.

To enter a saved Circuit Code, select Circuit from the Main Menu. At the Circuit Screen, select Enter Code. You can then enter your code by pressing your Control Pad Up, Down, Left or Right to highlight a character. Repeat the process until the entire Circuit Code is entered. Select DEL to back up and fix mistakes.

If your Circuit Code is correctly entered, your game will be restored. If you enter an invalid code, you’ll need to find your mistake and re-enter your code correctly.
From the Main Menu, select Records to view the Records Screen. With a Controller Pak inserted in the controller, you can select and view your accumulated statistics and records. If you do not have a Controller Pak, you can still view records and statistics, but they will not be saved after you power down or reset your Nintendo 64.

**View Totals** - Check out an accumulation of the Fast Times, Best Laps and Statistics of all players. When you power down or reset the console, data is lost for players without Controller Paks.

**View Records For** - When you create a player (see Create Player, pg. 19), the name and controller pak slot will appear under this option. Select the name to view records and statistics for that player. When you select Statistics, press the Control Pad Left or Right to cycle the tracks and view any saved information for those particular tracks. You can also clear records and delete created players.

---

**HIGH SCORES**

If you manage to get around the tracks in record time, you can enter your name or initials into the record books. To do so:

Press the Control Pad Up, Down, Left or Right to highlight a character, then press the A Button to select it. Repeat the process, and select up to 12 characters.

Select SPC (space) to add a space between names or words. Select DEL (delete) to back up and fix mistakes. When you’re finished, and everything looks good, select END to enter your name or initials.