

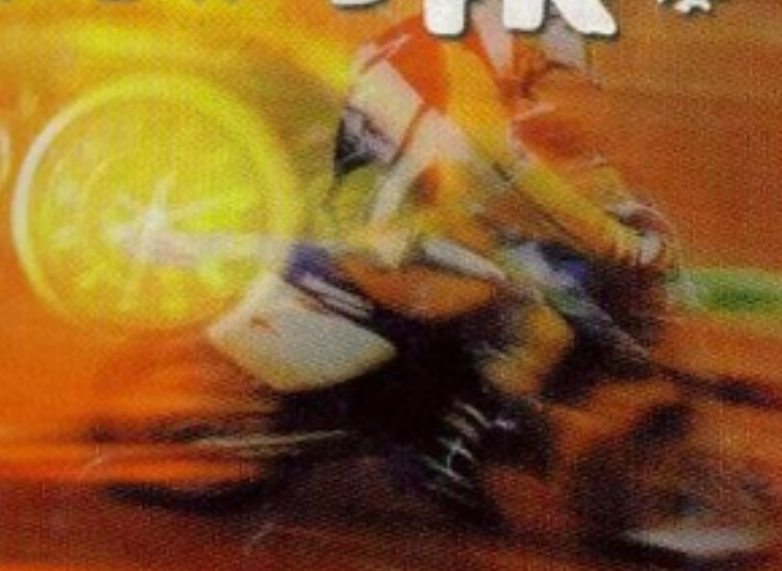
Top Gear Hyper Bike

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TOPGEAR® HYPER-BIKE



INSTRUCTION BOOKLET



NINTENDO 64



TOPGEAR® HYPER-BIKE

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 **HONDA**
Official Licensed Product

Be a responsible rider. Riding a motorcycle is an exercise in responsibility - to yourself, to others, to the environment, and to the sport. So remember, wear a helmet, eye protection, and protective clothing whenever you ride. Never ride under the influence of drugs or alcohol, and never use the street as a racetrack. Inspect your motorcycle before riding and read your owner's manual. Always obey local laws, use common sense, and respect the rights of others when you ride. Make sure you have a proper license when riding on public roads, and never modify your motorcycle's exhaust system.

 **Kawasaki**

MANUAL DESIGN BY V DESIGN, INC.



Top Gear Hyper Bike

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

Instead, first turn the power OFF on your N64®.

Then insert the Game Pak into the slot of your N64®.

Press firmly to lock the Game Pak in place.

Turn the power switch ON. After the game title and legal screen appear, you may bypass the game intro screens at any time by pressing the START Button.



Designed For
N64 Expansion Pak™



If you have an Expansion Memory Pak™ in your N64, you can select the Video Display menu in Option Mode to adjust the dimensions of the viewing screen. The 640 x 240 perspective is generally the best for new riders because it provides the largest view of the road ahead.

NOTE: The Expansion Pak™ is required for use of the Track Editor option.



Top Gear Hyper Bike

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that you will not find 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 set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, release the Control Stick so it returns to its center position (as shown in the picture on the left) then press the START while holding down the L Button and R Buttons at the same time.

The Control Stick is a precision instrument. Avoid spilling liquids or placing foreign objects on or in it.

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



Controller Functions

L BUTTON

Switches the game view from the default, over-the-shoulder view to a first person, directly-over-the-handlebars perspective.

R BUTTON

Press and hold R Button to look behind your rider.

CONTROL PAD

The Control Pad is not used in Top Gear Hyper-Bike. It's much easier to steer your bike using the Control Stick instead.

C BUTTONS

Press the C-Down Button to expend a short Nitro boost. Press and hold the C-Down Button for an extended boost.

START

When racing, you can pause the game by pressing the START. This brings up the Continue menu and other game options.

A BUTTON

Pressing and holding the A Button opens the throttle and makes your bike accelerate. Gear shifting is conveniently automatic.

CONTROL STICK

Push the Control Stick left or right to steer. You can execute airborne stunts if you move the Control Stick while holding the B Button. Pull the Control Stick back to slide around corners.

B BUTTON

When racing tap the B Button to apply the brakes. In Trick Attack, use the B Button to execute tricks.

Connector Slot

Top Gear Hyper-Bike is Rumble Pak™ and Controller Pak™ compatible. To save your game, plug a Controller Pak™ into this connector slot.

Z BUTTON

Hold the Z Button to increase your Spring Gauge. Press B and release it to jump.



REV IT UP

Top Gear Hyper-Bike features five incredible modes of play for one or two players. We'll break down all of the modes in detail over the next couple of pages, but if you can't wait to ride white lines or pound the whoops, check out this handy game summary:



SINGLE RACE

One to four players can race against each other in this mode. Since there are no stunt points or checkpoints to worry about, you can also spend time exploring the courses and looking for shortcuts.

TIME ATTACK

Time Attack is a one-player race against the clock. Ride as fast as you can through each checkpoint on the course. If you miss a checkpoint, you'll have to turn around and find it before time runs out. When you replay you'll be able to see a "ghost" of your best run.

TRICK ATTACK

When you start Trick Attack Mode, you can choose to run through a tutorial or dive right in to the real thing. Trick Attack is a high point contest for one or two players. Like Time Attack mode, you ride through the checkpoints and score bonus points by executing amazing stunts. When you replay you'll see a "ghost" of your best run.

CHAMPIONSHIP

A multi-race game, Championship mode is for one or two players. Win a complete season and you'll unlock hidden bikes in the game!

TRACK EDITOR

Track Editor allows you to create and save up to three tracks. When you think you've got what you want, you can test it. After you've saved it, the track will be available in Single Race, Time Attack and Trick Attack Modes.

OPTIONS

Adjust the game sound, brightness or video modes at the Options menu. If you're looking for a particular saved game from an earlier race, use this menu to browse the contents of your Controller Pak memory.



MODE SELECT SINGLE RACE

Pick a bike, select a track and let it rip—the only rule in Single Race mode is the law of gravity, and you can break that by blasting off incredible jumps. Use this mode to race against another player, or take your time and look for hidden shortcuts.



CUSTOMIZE YOUR TEAM COLORS

While it won't improve your top speed, creating new team colors will certainly distinguish you from the rest of the pack. Press Left or Right on the Control Stick to select different leathers. Press the Z Button when you select your bike or rider to change color schemes.



TIME ATTACK

Time Attack mode is a race against the clock—the object is to reach the next checkpoint before the timer counts down to zero. When you race the same course a second time, you'll spot a ghost image of your best time around the track. Keep riding faster and dust your best times!



TRICK ATTACK

In Trick Attack you race between checkpoints, but you also earn trick points. If you want to you can choose to go through a tutorial at the beginning if Trick Attack Mode.

In the tutorial, at the top left of the screen, the button configuration for a trick will appear. You must complete each trick three times to move on to the next trick. To do a trick, hold the Z Button to increase your spring, then release it while in mid-air off a jump. Press the B Button and move the Control Stick to complete a trick.



CHAMPIONSHIP

Championship mode is a one or two player racing campaign challenge in which racers ride against one another through multiple-race seasons. If you win an entire season, you'll unlock new bikes and courses that you can race on in the other game modes!



OPTIONS

Use the Options menu to adjust game sound volume, screen brightness and the video display, or check out your saved game files on any Controller Pak. This versatile menu lets you change the levels of the game music or sound effects or eliminate shadows on darker courses. If you have an Expansion Pak™ in your N64, you'll be able to switch to a hi-resolution mode and add a letterbox frame around the screen.



SCREEN VIEWS

CHAMPIONSHIP MODE



1 TIME

This shows your current lap time. As you complete more laps, your previous lap times will appear above the current time.

3 LAP

The lap counter shows how many laps remain in your race. A banner above the finish line will also announce the final lap.

5 CHECKPOINTS

You don't have to worry about a checkpoint countdown meter in Championship mode, but you still have to ride beneath each Checkpoint banner during a race. If you miss a checkpoint, you won't finish your current lap until you return to the checkpoint banner you missed.

2 YOUR POSITION

This shows your standing in the race field. It's pretty much a no brainer that you want to see the number 1 here all the time.

4 NITRO COUNT

This shows how many Nitro Boosts remain in your inventory.



6 SPEEDOMETER

This shows how fast you're going. Unless you like sudden detours, check your speed before entering a series of tight turns.

8 YOUR BIKE

That's you, pal. If you hate watching yourself, tap the L Button and take in the view from a first-person perspective.

10 GEAR

This shows the gear you're currently in. Generally, low gear is great for hills and high gear is ideal for ripping up flats.

7 TACHOMETER

This tells you your engine RPM. Unless you're already in top gear, you'll automatically shift when the tachometer turns red.

9 SPRING GAUGE

The Spring Gauge shows how much spring energy you have ready for your next jump. Hold the Z Button down to power up the gauge.

TIME AND TRICK ATTACK SCREEN VIEW



11 CHECKPOINT TIMER

The main objective in Time Attack and Trick Attack modes is to reach the next checkpoint before the Checkpoint Timer counts down to zero. The number on the timer is how many seconds you have to reach the next checkpoint and extend your playing time.

With the exception of the Checkpoint Timer, the statistical information on the screen in Time and Trick Attack modes is almost identical to the Championship mode display. Some players get totally stoked on stunts and forget the timer—something you need to monitor in Trick Attack.



DIRT BIKES

KAWASAKI KX80

Powered by a liquid-cooled, 82 cc two-stroke engine, the Kawasaki KX80 is outstanding for beginners.



YAMAHA YZ426F

The YZ426F comes with a short-stroke, liquid-cooled, five-valve engine, giving this bike high speed and acceleration.



HONDA® XLR125R

The Honda® XLR125R is a solid and dependable four-stroke motocross bike.



YAMAHA XTZ650

The XTZ650 is actually a dirt/street hybrid. While it has an incredible top speed, it takes an expert rider to guide it through tight turns.



KAWASAKI KX125

The KX125 might look similar to the Honda® XLR125R, but it's lighter and features a high revving engine, making it an ideal big air bike.



HONDA® CR®500R

Launch this seemingly overpowered rocket off the steeps and you'll probably end up on the moon. This bike is for expert riders.



YAMAHA YZ250

The YZ250 features a liquid-cooled, two-stroke engine and an excellent chassis design. It's one of the most balanced bikes in the game.



MONKEY

Keep finishing first in each Championship mode season and you'll release this 800 lb. gorilla. Once it's out, nobody will catch it.



STREET BIKES

HONDA® NSR125

This entry-bike has plenty of power to blast through the straights, but you'll need to throttle back to corner on the turns.



CUDATI 750

This Italian thoroughbred packs an advanced four-stroke V-Twin engine for explosive power.



YAMAHA TZR250 SPR

The Yamaha TZR250 SPR has more power and acceleration than the NSR125 and it does a better job soaring through turns on the advanced courses.



YAMAHA YZR500

Even if you're one of the best riders on the circuit, you'll have a tough time taming this monster. It easily tops 200 mph—without Nitro.



KAWASAKI ZX7R

The modified four-stroke Kawasaki ZX7R Ninja features breathtaking acceleration and tremendous speed—but it's strictly for advanced racers.



JULIO

Remember how people giggled when they found out about the milk truck in Top Gear Rally? Don't laugh or you'll end up eating dirt too.



HONDA® CBR®900RR FIREBLADE

The CBR®900RR features big bore power in a small bore chassis, resulting in wild, eye-tearing acceleration.



BISON

Like the legendary bison that once roamed the plains of North America, this bike is a wild beast that rules today's streets.



TRACK EDITOR

Track Editor allows you to create and save up to three tracks. When you think you've got what you want, you can test them. After you've saved them, the tracks will be available in Single Race, Time Attack and Trick Attack Modes.



If the Track Editor tells you to fix your trouble spots before you can race on your track, one or all of the following could be the problem:

1. Line segment is too steep (indicated by a blue highlighted segment)
2. Line segment overlapping or bends too sharply (indicated by a yellow flashing line segment)
3. Track too short (indicated by text on the screen)

NOTE: The Expansion Pak™ is required for use of the Track Editor option.

BONUS STUFF

You'll find Nitro Bursts and Nitro Boosts in groups along the roads and lesser-known byways.

NITRO BURST



Unlike Nitro Boosts, which you can save and use whenever you want, Nitro Bursts are one-time freebies. Your bike will surge forward the moment you hit a Nitro Burst.

NITRO BOOSTS



Nitro Boosts are inventory items that temporarily increase engine horsepower, giving you extra speed to soar over steep hills or pass racers on the course.

