IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠️ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

<table>
<thead>
<tr>
<th>Convulsions</th>
<th>Eye or muscle twitching</th>
<th>Loss of awareness</th>
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<tr>
<td>Altered vision</td>
<td>Involuntary movements</td>
<td>Disorientation</td>
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To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠️ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.

If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.
**WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.
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THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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Nintendo

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LOADING THE GAME DISC

Set up your Nintendo GameCube™ system according to the instructions in its instruction manual. Attach Nintendo GameCube Controllers and other peripherals, as appropriate. Press the Power Button to start your Nintendo GameCube™.

When the power indicator lights up, press the Open Button and the Disc Cover will open. Place the Hot Wheels® World Race™ disc on the disc tray with the label side facing up, then close the disc lid. Follow the on-screen instructions and refer to this manual for information on using the software.

STARTING THE GAME

Getting started is easy. First, if you have a Nintendo GameCube Memory Card in your system, you'll have the option to turn the Auto Save feature on. If you choose Auto Save, your progress will be saved automatically. If you choose not to use Auto Save, you will have to remember to save your progress.

Once you have selected your Autosave option, press Start to open the main menu. But before you begin, check out the options and set up the game just the way you like it.
GAME CUBE DEFAULT CONTROLS

<table>
<thead>
<tr>
<th>Control Pad:</th>
<th>Steering / Stunts in air</th>
</tr>
</thead>
<tbody>
<tr>
<td>Control Stick:</td>
<td>Steering / Stunts in air</td>
</tr>
<tr>
<td>C Stick:</td>
<td>Accelerate / Brake</td>
</tr>
<tr>
<td>A Button:</td>
<td>Accelerate</td>
</tr>
<tr>
<td>B Button:</td>
<td>Brake</td>
</tr>
<tr>
<td>X Button:</td>
<td>Handbrake</td>
</tr>
<tr>
<td>Y Button:</td>
<td>Look behind</td>
</tr>
<tr>
<td>Z Button:</td>
<td>Change camera</td>
</tr>
<tr>
<td>R Button:</td>
<td>Nitrox²</td>
</tr>
<tr>
<td>L Button:</td>
<td>Handbrake</td>
</tr>
<tr>
<td>START:</td>
<td>Pause</td>
</tr>
</tbody>
</table>

NOTE
Other Control Pad set-ups are available in the options menu.
The World Of HIGHWAY 35™

Thousands of years ago, an advanced race of beings called Accelerons built an amazing network of speedways that wrapped around the world. When disaster struck, they hid these twisting, looping roads in another dimension. An eccentric scientist, Peter Tezla, has discovered the road naming it Highway 35." Unable to navigate the road himself, Tezla has assembled thirty-five of the world's greatest drivers, built them super-powered race cars and offered them millions to be the first to cross the finish line. Drivers who take this challenge will need all of their skills to blast through World Race™ terrains: fiery volcanoes, menacing jungles, sweeping deserts, and icy oceans. Now, it's up to you to take your World Race™ team to riches and glory. Welcome to the Hot Wheels™ World Race™

Drive the Impossible!

FEATURES

Choose from 35 of the fastest cars ever created for the ultimate mission of winning the World Race™ event.

Master the extreme stunt and combo system.

Collect pickups to trigger shortcuts and earn new features.

Race a field of five other aggressive rivals.

Choose between 5 teams including the Wave Rippers™, Scorchers™, Road Beasts™, Dune Ratz™, and Street Breed™.

Intense 4 player split screen racing.
Customize the game settings from the Options menu.

**Sound Level:** Set the sound effects level with this option.

**Music Level:** Set the background music level with this option.

**Controls:** Choose from three preset controller layouts for each player.

**Data:** Save, Load or toggle Auto Saving with this option.

**Rumble:** Turn the Controller Rumble Feature ON or OFF.

**Gallery:** Access pictures of all of the cars you have unlocked.

**Credits:** See the names of the people behind *Hot Wheels World Race* here.
Challenge
Before you compete in the World Race™ events, it's wise to complete the Challenge Mode. Only once you have completed all five of the challenges will you be fully prepared for the extreme high-energy World Race™ circuits.

Single Player or Multiplayer
When you select the Single Player Mode, you can choose among three types of races—Quick Race, Time Trial or League. In Multiplayer Mode, both the Quick Race and League options are available, but not the Time Trial.

Quick Race
Select the Quick Race Mode to launch yourself straight into the action. Choose your team and car, pick your track then go, go, go! Race against your friends by selecting Quick Race Mode from the Multiplayer Mode menu.
**Time Trial**

*Time Trial* is the mode for pure racers: no other cars are on the track. It's just you against the clock. *Time Trial* is only available from the *Single Player Mode* menu. See if you can get the number one slot on the best times table or beat your friends' best times!

**League**

Prove you are the best of the best in *League Mode*. Start in Rookie League and take part in a series of gruelling races. Be prepared to master a series of twisting, gravity-defying roller coaster tracks on the league circuit.

To continue in League racing, you must earn a minimum amount of points in each race. The amount varies from race to race, but if you don't earn enough, you're out! League racing is for the bold and the daring. You'll know soon enough if you have what it takes.

You earn points based on your finishing position in the race:

<table>
<thead>
<tr>
<th>Position</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>15</td>
</tr>
<tr>
<td>2nd</td>
<td>12</td>
</tr>
<tr>
<td>3rd</td>
<td>9</td>
</tr>
<tr>
<td>4th</td>
<td>6</td>
</tr>
<tr>
<td>5th</td>
<td>3</td>
</tr>
<tr>
<td>6th</td>
<td>0</td>
</tr>
</tbody>
</table>

At the end of a race, you will have the option to Retry the race. If you were disqualified, or if you think you can do better next time, go ahead and try again.
By the way, if you are eating the other drivers’ dust and get too far behind, you can press START to pause the game and then choose Retry before you even finish. But remember: Practice makes perfect. You can only Retry so many times, however. In the Rookie League you have 3 Retries, in Veteran League you have 2 and in Elite League only 1.

If you complete the Rookie League, you’ll unlock the tough Veteran League, and if you complete Veteran League you’ll unlock the ultra-tough Elite League.

To play in a co-operative league with your friends, select League Mode from the Multiplayer Mode menu.
If you have disabled Autosave, you will need to save your progress and records by selecting the Save function from the Data option. You may also be prompted to save at various points in the game, such as after quitting a League or after setting a new record and quitting Quick Race for example.

If you wish to load saved data then you can select the Load function from the Data option.

**NOTE**

*Hot Wheels* World Race™ will auto load any data it finds when it starts up.
Once you're behind the wheel of the car of your choice, you will see the track ahead of you. Other than that, you have two gauges:

**Speedometer:** This shows your current speed.

**Nitrox²:** This gauge shows how full your Nitrox² is. When it is full, you can use the Nitrox² boost to speed your car down the track or over ramps.

---

**Car Handling**

You'll be choosing the car that matches your driving style, so it's best to be familiar with their handling characteristics:

**Speed:** The higher this value, the faster the car's normal top (unboosted) speed.

**Grip:** The higher this value, the better the car is at taking corners and the less you'll have to slow down or brake to take corners safely.

**Accel (Acceleration):** The higher this value, the faster the car is off the line. This is useful for recovering from crashes and for powering out of corners.

**Boost:** This value shows how well the car uses Nitrox². The higher this value, the longer the Nitrox² boost will last after you use Nitrox² or you hit a Nitrox² pad.
Stunts

Stunts are a big part of the World Race events. Performing extreme flips and twists in your car not only looks cool, but also fills your Nitrox bar—more on that later!

To perform a stunt, simply hold the Control Pad or the Control Stick in a particular direction as you go over a jump ramp. Keep holding the direction while you’re in the air to keep the car rotating. Release the control when you want to finish the stunt.

The car will perform a different stunt depending on the direction you chose (up, down, left or right). On smaller jumps it’s best to aim for 2 rotations... If you catch big air then try for 3 or maybe even more.

Whatever stunt you attempt, leave enough time to use the Control Pad to line the car up for a smooth landing. If you get greedy and try for too many flips then you’ll end up crashing and burning. If you complete your stunt and land perfectly, you’ll receive a bonus amount of Nitrox fuel. In fact, two flips or rolls and a perfect landing bonus will completely fill your Nitrox bar.

Don’t keep trying the same thing every time though. Make sure to keep your
stunts fresh. If you repeat the same stunt twice in a row it's considered a stale stunt and you will earn half the amount of Nitrox². Landing the same stunt more than twice will really adversely affect your Nitrox²!

**Combos**

While you are performing a fresh stunt you'll see a button combo displayed at the top of the screen, tap out this 2-button combo to light up a combo light. If you light all 3 combo lights then you will earn yourself a top speed, acceleration and grip boost for a short period of time. Be careful. It's a good idea to master basic stunts before you take things to the next level with combos!

**Nitrox² Boosting**

Filling your Nitrox² bar is vital if you are going to win races and access all the shortcuts hidden throughout the tracks.

The main use of Nitrox² is to help launch your car into a huge boost jump, going further and higher than normal. To trigger a Nitrox² jump you must have a totally full Nitrox² bar. Then all you have to do is press the Nitrox² button (R Button by default) as you go up a jump ramp.
The second use of Nitrox is to give the car a short turbo boost, especially useful on the final straight on the last lap! To trigger a Nitrox turbo boost press the Nitrox button (R Button by default) when your Nitrox bar is completely full. Note that you can't just use a little bit of your Nitrox. Each time you use a boost, it drains all your Nitrox fuel.

**SPECIAL ITEMS**

**Glowing Ring Pick-ups**
You see those glowing gold rings? You can't miss 'em. Well, drive through them if you can because:
- They help fill your Nitrox bar, and
- If you collect enough of these pick-ups and finish the race in the top 3 you may unlock some secrets!

**Flaming Wheels Pick-ups**
Whenever you see one of these pick-ups try to grab it, as these Flaming Wheel Pick-ups lower the red force field barriers blocking shortcuts. Many Flaming Wheel Pick-ups are hanging high in the
air over jumps and can only be reached by Nitrox\textsuperscript{2} boost jumping over the jump ramp. Learning where these pick-ups are and what shortcuts they open is one of the keys to mastering \textit{Hot Wheels}™ \textit{World Race}™.

**HINTS AND TIPS**

- Use the handbrake on most corners to power slide smoothly around them.
- Try to hit the blue Nitrox\textsuperscript{2} pads placed on the track to keep your speed up.
- Collect the glowing ring pick-ups to unlock cars and earn Nitrox\textsuperscript{2}.
- Learn where the \textit{Flaming Wheel Pick-ups} are and the locations of the master shortcuts.
- Try pumping the brake before harder corners.
- Don’t get greedy when pulling stunts, two Nitrox\textsuperscript{2} flips and a perfect landing is enough to fill your Nitrox\textsuperscript{2} bar.
Look for the song “HOT” by SMASHMOUTH as featured on the World Race™ Episodes on VHS & DVD!
HOT WHEELS™ GEAR LEADS THE RACE.

Hot Wheels™ Deluxe Take-A-Long 100 Car Case

Hot Wheels™ Skateboard

Hot Wheels™ Protective Gear

Hot Wheels™ Xtreme Cam Wireless Video Camera

Hot Wheels™ Accelerator Electronic Learning Laptop

For more product info - call us (800) 431-1183

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Mail-in-Offer

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Between November 1, 2002 and December 31, 2002, purchase all thirty-five (35) Hot Wheels Highway 35™ cars from participating retailers, while supplies last. (Seven (7) car models will be released for purchase beginning November 2002 and distribution of the 28 remaining car models will continue on four (4) additional release dates, of seven cars each, through October 2003. 260,000 complete car collections available in all.) Send in all thirty-five (35) original proof of purchase (UPC code) and $10 (£7 for UK & ROI residents) for shipping and handling along with a 3x5 card with your name, address, date of birth, name of guardian or parent if under the age of 18, and phone number to: U.S. residents: Hot Wheels World Race Gift With Purchase, P.O. Box 1484, Midlothian, Virginia 23113-1484, UK and ROI residents: HW 35 Collect & Win Offer, P.O. Box 142, Harsham, RH139E, England. UK. Participants who send in all correct documentation (Proves of purchase, 3x5 card), which must be postmarked by January 7, 2004, will receive a free Hot Wheels® Ultimate Track Set (SRP $150/RRP £100). Allow 6 to 8 weeks from receipt and verification of documentation for delivery of track set. Limit one track set per person, while supplies last. Offer open only to individual residents of the 50 United States, including the District of Colombia, UK and ROI who are three years of age or older as of November 1, 2002. Void where prohibited by law. Each 3x5 card request and set of thirty-five (35) proofs of purchase should be mailed in an envelope affixed with proper postage. Original proofs of purchase only will be accepted; no reproductions. Mattel, Inc. and its affiliated entities, agents and designers are not responsible for lost, damaged, misdirected, incorrectly addressed, incomplete, illegible, undeliverable, destroyed, or postage due request, claims, mail, or offer items. May not be combined with any other coupon, rebate or offer. Requests and proofs of purchase cannot be returned. No substitutions or transfers allowed. No cash alternative. © 2002 Mattel, Inc. All Rights Reserved. Hot Wheels and associated names are trademarks of Mattel, Inc. Promoter: Mattel, Inc. El Segundo, CA 90240 and Mattel UK Ltd. Mattel House, Vanwall Business Park, Maidenhead. SL6 4UB, UK.
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Phil Yard
Lead Artist
Mark Knowles
Lead Designer
Alastair Cornish

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Console Lead
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Kevin Hoque
Kim Burrows
Mark Flaman
Gary Hall
Stu Findlater
Tom Williams

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Baler Knight
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Damian Pepper
Jim Callin
Shawn Hargreaves

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Concept Artwork
Colin Watt
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Warren McNaught

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Additional Artist
Glyn Hunter

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Adam Board
Jon Millidge

Sound Design
and Music
Rocket Music Ltd

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Smash Mouth
Smash Mouth Appears
Courtesy of Interscope Records

PG 21 GC
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To receive warranty service:
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THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or
neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty
After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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