

LOTUS CHALLENGE™



INSTRUCTION BOOKLET

IGNITION ENTERTAINMENT LIMITED
1701 E. LAKE AVE. #305 GLENVIEW, IL 60025

EmuMovies

PRINTED IN USA

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

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:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

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.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

Contents

Introduction	1
Revolutionary Steering Control	2
Default Controls	3
Playing Lotus Extreme™	4
Creating a Player	4
Options	5
Saving Your Game	9
Driving Aids	10
Vehicle Damage	10
Pause Menu	11
Heads Up Display	12
1 Player Game Modes	12
Collection	12
Challenge	13
Championship	14
Single Play	15
2 Player Game Modes	16
2 Player Race	16
Hints and Tips	17
Basic Racing Techniques	17
Advanced Racing Tips [No driving aids]	17
Credits	18
Legal Notice	22
Warranty Information	23

For Technical Support please call: (847) 251-9993

Lotus cars are famous all over the world for their fantastic handling and performance. Step back in time and get behind the wheel of one of the earliest Lotus cars to be built and follow the history of the famous British sports car manufacturer to the present day and beyond.

Lotus Challenge™ invites you to take up the challenge of driving for The Lotus Team! As a driver for The Lotus Team your driving skills will be constantly tested as you encounter new driving experiences and challenges. You will find yourself taking part in a World Series racing championship against other Lotus Team Drivers from around the world, stunt driving for movies, playing car football, and a host of other fantastic driving challenges.

When you have secured your place as The Lotus Team Champion, take part in some serious Championship racing with some of the earliest Lotus cars ever to grace our roads through to some super fast concept cars designed by real Lotus car designers!

GET CLOSER.

Lotus Challenge™ features a new and revolutionary steering control. When you have mastered the basic driving skills, take your driving experience to a new level with Circular Steering using the Control Stick. Take advantage of the full range of circular movement to give you much finer control over your vehicle. This method of steering takes awhile to get used to, but once you have mastered it you will wonder how you ever managed without it.

To change the steering, you will need to enter Game Options (detailed below).

The choices available to you are:

Standard Steering- Normal left/right steering

Combined Steering- Use both left/right and circular steering

Circular Steering- Advanced driving uses circular movement with the Control Stick. It does not support the normal left/right steering

It is recommended that you use either standard or combined steering when you first play Lotus Extreme™.

You can also change your steering method while you are driving. Press START to pause the game and then select the Steering Method from the Pause Menu.

PLEASE NOTE: Some of the missions in the Challenge Mode are forced to certain steering controls.



Game Controls:

L Button	-	Brake
R Button	-	Accelerate
X Button	-	Gear Down
A Button	-	Gear Up
Control Stick	-	Steering
B Button	-	Handbrake
Z Button	-	View Change
Y Button	-	Look Behind
START	-	Pause Game
+Control Pad Left	-	Toggle Lights
+Control Pad Up	-	Horn
+Control Pad Down	-	Toggle HUD

Creating a Player



When you start Lotus Challenge™ for the first time, the first screen you see is the Select Player Save screen. Here you must create a Player Save for playing the game. Use the +Control Pad to move over to New and press the A Button to select. You will then be asked if you wish to create a new saved game (Yes/No). Move to YES and press the A Button.

The game will now start. Lotus Challenge™ defaults to using the name Player 0001. If you want to have a more personalised name, then go to the Player Name options (detailed below).

The next time you load the game, you'll get the options to load your previously saved game, create a new one, or delete your previously saved game.

Options

At the Lotus Challenge™ main menu, you can navigate the options using the +Control Pad or the Control Stick.

Press the A Button to move forward through the menus and make a selection. Press the B Button to move back through the menus and cancel a selection.

When you play Lotus Challenge™, the following options will be available to you:



Options
2 Players
1 Player

To play a 1 Player game, select *1 Player*.

To play a 2 Player game, select *2 Player*.

To set your preferences for playing Lotus Challenge™, choose **OPTIONS**.

Credits: To see who made this game, choose *Options, Credits*.

History: To read a brief history of Lotus, choose *Options, History*

Display: To change the display settings, choose *Options, Display* and then select *Layout, Colors* or *Center*.



Audio: To change the sound settings, choose *Options, Audio* and then select from *Engine Volume, Music Volume* and *Sound Volume*.



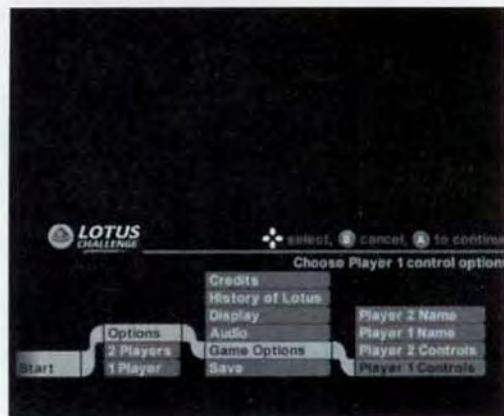
Save: Use this option to save your *Player Name*, *Settings* and *Preferences*.



Player Controls: To change profiles and adjust steering sensitivity, choose *Options*, *Game Options*, *Player 1 Controls* or *Player 2 Controls*. *Steering Sensitivity* allows you to change the sensitivity of the steering.



Player Names: To enter your name, choose *Options*, *Game Options*, *Player 1 Name* or *Player 2 Name*.



Saving Your Game



If you are playing the *Challenge*, *Championship* or *Single Play* race modes, you will be given the option to save your progress at the end of each race, event, stunt, or challenge.

Driving Aids

There are three difficulty settings in Lotus Challenge™. Choose the option that suits you best. Novice drivers are recommended to select *Full Driving Aids* when first playing the game.

Full Driving Aids: Recommended for novice drivers, includes ABS brakes, traction control and assisted steering.

Standard Driving Aids: Includes ABS brakes and traction control.

No Driving Aids: Recommended only for advanced drivers.

Vehicle Damage

You can select from three choices:

No Damage: Even if you crash, your vehicle will not suffer any mechanical or visual damage.

Minimal Car Damage: Your vehicle will suffer visual damage only if you crash.

Full Car Damage: Your car will suffer visual and mechanical damage if you crash. The mechanical damage will be reflected in the handling of your vehicle.

Pause Menu



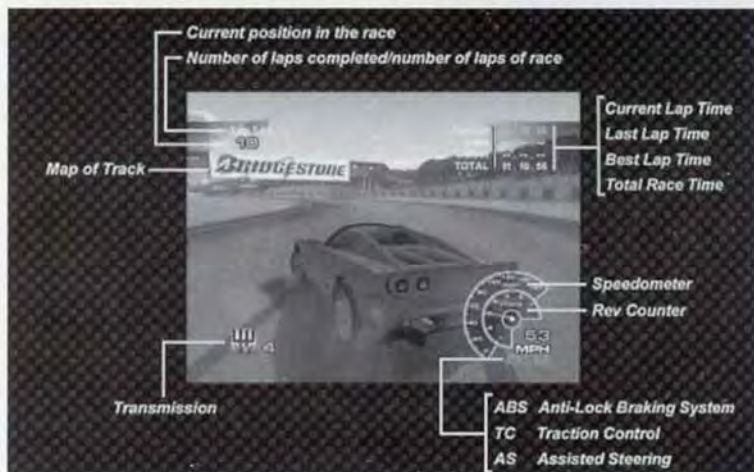
While playing Lotus Challenge™, you can pause the game anytime by pressing **START**. This will bring up the *Pause Menu*, where you can adjust the steering sensitivity, steering method, driving aids, vibration, music, engine, and sound volume. You can also **Restart** your race, or **Quit** from the *Pause Menu*.

Use the **+Control Pad** to navigate the *Pause Menu* and press the **A Button** to make your selections.

To return to the game from the *Pause Menu*, select **Resume** and press the **A Button** or press **Start**.

PLEASE NOTE: You are not always able to change the steering method and driving aids while playing the **Challenge Mode**.

Heads Up Display



1-Player Game Modes

Lotus Challenge™ has four 1-Player Game Modes.

Collection



Collection is where you can access all cars and tracks that you have unlocked while playing Lotus Challenge™. When you have unlocked all the cars and tracks, you can take any car, select your team colors, and race on any track in *Time Trial* from *Collection*.

Challenge



Challenge is the main 1-Player Story Mode. Select your character and try out for the Lotus Challenge™ Team. In this mode, you will take on the challenge of being the world's best Lotus Team driver. Your aim is to compete against other Lotus Team drivers from around the world in a World Series Championship, as well as undertake a whole variety of stunts, challenges, and one-on-one races. From stunt driving for Hollywood movie directors to playing car football in a penalty shoot-out, your driving skills will be constantly challenged.

Championship



Championship is where the serious racing action takes place. There are a total of seven different championship classes ranging from the classic cars to the super cars, taking in some of Lotus's most famous racing cars along the way.

When you first start to play Lotus Challenge™, all the championship classes are available for you to race. However, only two cars from each class are available to drive. The other cars must first be unlocked before you can use them.

To play Championship, select your car from the choices available to you, choose your team colors, then select the *Driving Aids*, *Opponent Skill*, *Vehicle Damage* and *Transmission* you require - and you're ready to race!

Single Play

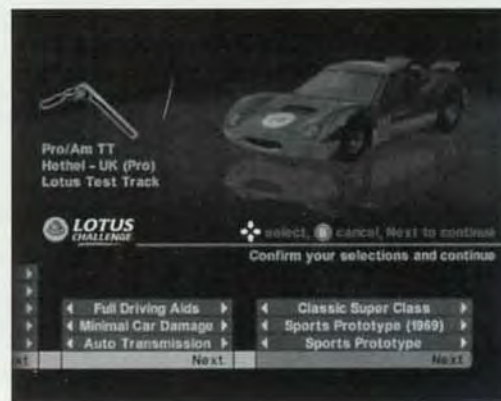


Single Play allows you to drive all the events, challenges, stunts, and races from Lotus Challenge™ mode as quick one-off games. As you play through the Lotus Challenge™ mode, the events, challenges, stunts, and races will unlock in Single Play.

2 Player Game Modes



2-Player Race



In the 2-Player Mode, you can race against your opponent by choosing any car and track that you have previously unlocked in the Single Player game modes.

Basic Racing Techniques

If you've never played a driving simulator before, we strongly recommend you switch on all driving aids.

Use the racing line. If you are not sure where it is, follow one of your opponents.

Power sliding (drifting) may be fun, but remember, it's not the quickest way around the track.

If your car can't turn sharply enough for a corner, you're going too fast.

Keep the speed up. If your car turns too much into a corner, you're not going quick enough.

Advanced Racing Tips [No driving aids]

Don't forget to brake before a corner. This sounds obvious, but it's easy to forget.

Learn the braking distances. It's further than it looks.

Be nice and smooth with the steering, especially when:

- Counter steering
- Driving fast along a straight

Go easy on the throttle when:

- You're off the road. The wheels spin easily on surfaces like grass and gravel.
- You're holding a long bend.



Original game design by Colin Chung, Adonis Stevenson and Ian Baverstock

Kuju Nintendo GameCube Development Team

Exec Producer	Richard Rogerson
Producer	Claire Boissiere
Lead Programmer	Dominic Jackson
Programmer	David Bliss
Programmer	Mark Stanley
Programmer	Charlie Robson
Consultant Programmer	Richard Mackie
Artist	Richard Fornara
Tester	Nick Codd

Kuju Original Development Team

Producer	Paul Chamberlain
Lead Software Engineer	Richard Mackie
Senior Software Engineer	James Brewster
Software Engineers	Matt Hobbs

Programmers

Original PS2 / Xbox Artists

Stephen Boissiere
Andy Younger
Thomas Rolfes
Jack Ukleja
Jamie Booker
Gray Poyda
Adonis Stevenson
Chris Williams
Jon Goodman
George Grimshaw
Steve Walker
Anna Chalk
Mark Davies

Additional Game Design Work
QA Manager
QA Engineers

Richard Fornara
Mick McCallion
Theo Pantazi
Stephen Uphill
Rob "Rebel Yell" Harbour
Asad Habib
Phil Noyce
Jackie Farrow
Nick Codd
Matt Trumble

Extra Special Thanks to

External Producer

Sarah Thompson

Special Thanks

Rose Montgomery

Ignition Entertainment Ltd

President
Director of Product Development
Packaging & Manuals

Ellen Fuog
Ken Gratz
Kelly-ann Styles
Lasercom

Special Thanks

Vijay Chadha
Jim Philpot
Peter Rollinson
Greg Baverstock

Group Lotus Plc

Project Manager for Lotus
Concept Vehicle Design

Katie Dann
Jon Statham
Barney Hatt
Richard Killgren
Russell Carr

Vehicle Approvals/Technical
Driving/Vehicle Assessment

John Hostler
Gavan Kershaw
Matthew Becker
Tengku Djan Ley
Clive Chapman

Director Classic Team Lotus

Lotus PR

Sandra Hayashi
Alistair Florance

Legal Work

Kristian Grimes
Carla Francis
Stuart McWilliam

Title	Composer(s)/Artist	Artist	Duration
Snyper	Truman/Healings	Hybrid	4 mins
Accelerator	Truman/Healings/Mullin	Hybrid	4 mins
Burnin'	Truman/Healings/Mullin	Hybrid	4 mins
Theme from "Wide Angle"	Truman	Hybrid	4 mins
Joyrider	Truman/Healings	Hybrid	4 mins

Hybrid appears courtesy of Distinctive Breaks –
distinctiverecords.com

Hybrid is published by Sherlock Holmes Music LTD.
The Hybrid album "Wider Angle" is available now.
(p) 2001 Distinctive




distinctive

Legal Notice

Lotus Challenge™ © 2002 Kuju Entertainment Limited.
Engine © 2002 Kuju Entertainment Limited.
Lotus Challenge™ developed by Kuju Entertainment Limited.
Lotus Challenge is a trademark of Group Lotus plc.
Team Lotus monoposto racing cars are licensed by Classic Team Lotus Limited.
Kuju Entertainment is a registered trademark of Kuju Entertainment Ltd. All rights reserved.

All Lotus trademarks used within Lotus Challenge™ are trademarks of Group Lotus plc used under license by Kuju Entertainment Limited. All rights reserved. All manufacturers, cars, names, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved.

This software product and the manual are copyrighted and all rights are reserved by Kuju Entertainment and are protected by the copyright laws that pertain to computer software. You may not copy the software. You may not loan, sell, rent, lease, give, sub-licence, or otherwise transfer the software (or any copy) unless expressly permitted to do so by Kuju Entertainment Ltd. You may not modify, adapt, translate, create derivative works, decompile, disassemble or otherwise reverse engineer or derive source code from, all or any portion of the software or anything incorporated therein or permit any third party to do so.

Ignition Entertainment Ltd. limited warranty:

Ignition Entertainment Ltd. warrants to the original consumer purchaser that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective product will be replaced free of charge. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Ignition Entertainment Ltd. to obtain support at (847)486-9470.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Ignition Entertainment Ltd. USA software product has arisen through abuse, unreasonable use, mistreatment, or neglect. This warranty is in lieu of other warranties and no other representations or claims of any nature shall be binding on or obligate Ignition Entertainment Ltd. Any warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above.

In no event will Ignition Entertainment Ltd. be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Ignition Entertainment Ltd. software product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which may vary from state to state.

©2004 Ignition Entertainment Ltd.

Published by Ignition Entertainment Ltd.

1701 East Lake Avenue, Suite 305, Glenview, IL 60025

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

