MIDWAY HOME ENTERTAINMENT INC.
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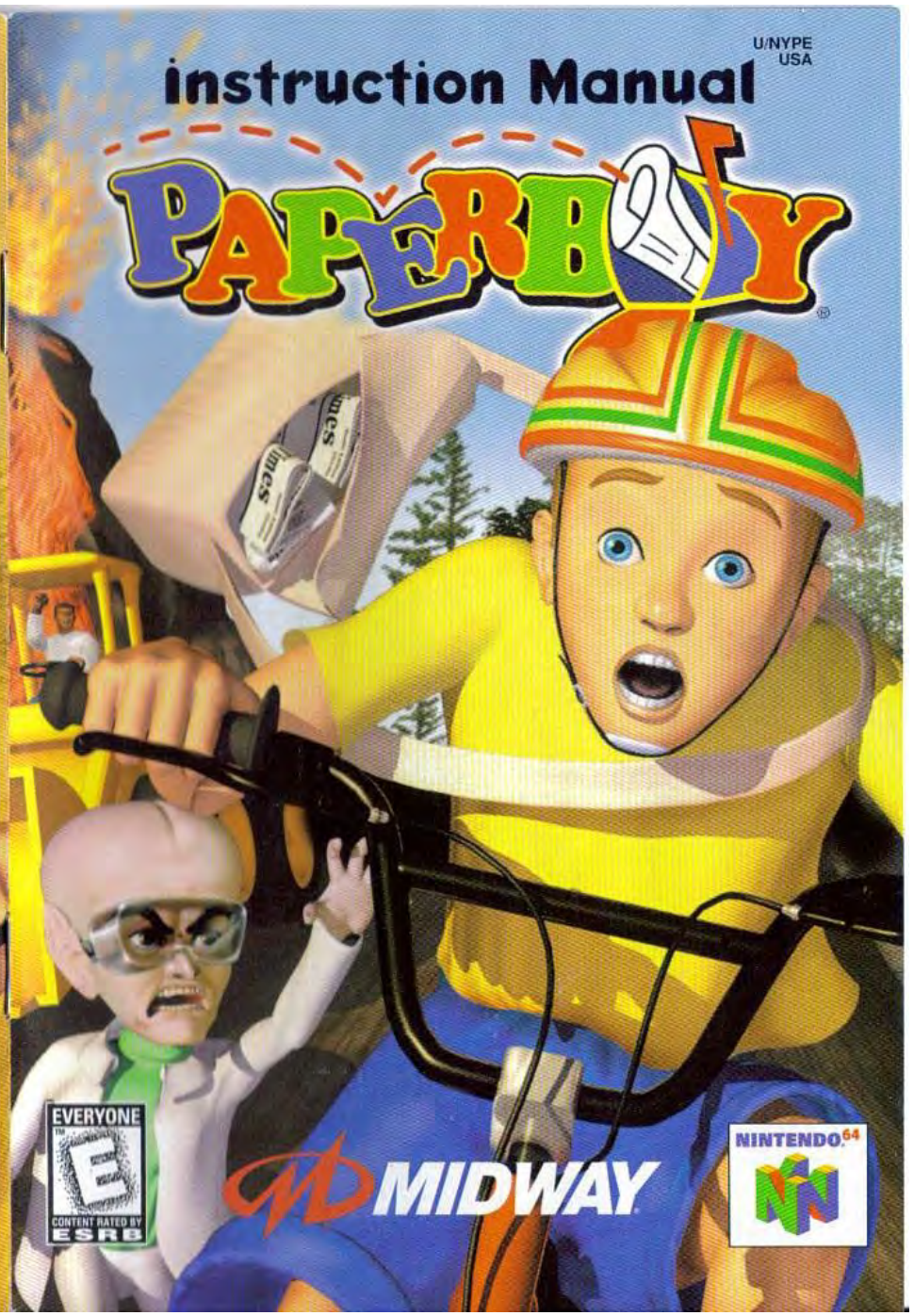
PRINTED IN U.S.A.

U/NYPE
USA

instruction Manual

PAPERBOY®



EVERYONE
E
CONTENT RATED BY ESRB

MIDWAY

NINTENDO 64

WARNING

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.

EVERYONE
MILD ANIMATED VIOLENCE

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

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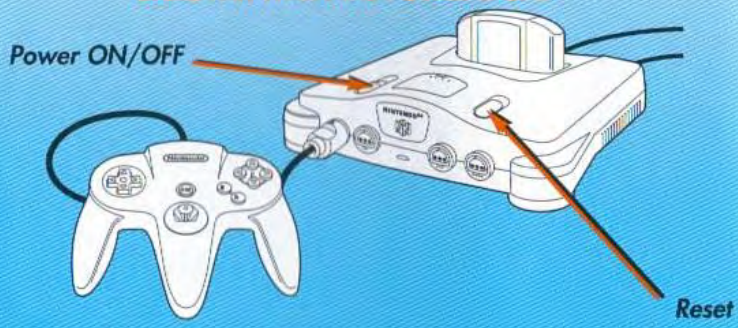
GETTING STARTED

- *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 legal screens appear, you may go right to the game by pressing START.*

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



Press and hold START 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

Anytime you start a level, you will be prompted to insert your Rumble Pak at that time. If you are not using a Rumble Pak, press the A Button to move on.

Remember to only switch your Rumble Pak and Controller Pak when prompted to do so!

GETTING STARTED

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 remove 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.

CONTROLLER

Before you hop on your bike and hit the streets, be sure to familiarize yourself with the Controller.

QUITTING A GAME IN PROGRESS

Press START to pause the game. The Pause Options Screen will appear. Highlight EXIT LEVEL, then press the A Button. At the Level Select screen, press the B Button. Select QUIT GAME from the game menu and press the A Button. The game will then ask if you wish to quit or not. Select YES or NO and press the A Button.

DEFAULT CONTROLS

Here are the Default Controls for Paperboy. For information about changing the game controls, see Page 9. Please refer to the previous page regarding button locations.

BASIC CONTROLS

STEER PLAYER - Control Stick or Control Pad (all directions)
ACCELERATE - A Button (press repeatedly to go faster)
BRAKE - B Button
THROW PAPERS LEFT - L Button
(use the Z Button if you are using the Control Stick)
THROW PAPERS RIGHT - R Button
JUMP - Down C Button
(Jumping is used to perform stunts. For more info see Page 16)
POWER SLIDE - A Button + B Button
(Steer with Control Stick or Control Pad)
USE ITEM - Left C Button
CAMERA ZOOM IN / ZOOM OUT - Up C Button
LOOK AROUND - Right C Button

MENU AND LEVEL SCREEN NAVIGATION

To navigate through the various menus and level screens in Paperboy, use the Control Stick or Control Pad to highlight selections. When you have chosen your selection, press the A Button to activate your selection.

You also use the Control Stick or Control Pad to select the different levels of the game. Follow the arrows next to the levels and press the Control Stick or Control Pad in that direction. When you are at the level you want to select, press the A Button.

If you press the B Button at any menu or option screen, you will exit back to the previous screen.

Main Menu

At the game's title screen press START when prompted to. This will take you to the Main Menu.

At the Main Menu you will have three choices:

NEW GAME - Begin a new game. See below for details on how to start a new game.

CONTROLLER PAK - You can load a previously saved game here. For more information on loading or saving games, see Page 18.

OPTIONS - You can enter Secret Codes, change your Controller configuration and adjust the volume here. For information on the Options Menu see Page 8.

STARTING A NEW GAME

If you want to begin a new game, highlight NEW GAME from the Main Menu and press the A Button. The next screen allows you to either play a game immediately (GO), choose your character (PAPERBOY or PAPERGIRL), create a name for your character (NAME) and exit back to the Main Menu.

If you select GO, after you press the A Button you must choose what difficulty setting you'd like to play at. There are three choices to choose from: EASY STREET, MIDDLE ROAD and HARD WAY. These are essentially Easy, Medium and Difficult levels. Highlight what difficulty you want by pressing Up and Down on the Control Stick or Control Pad and then pressing the A Button. See Pages 20-22 for information on the levels.

Main Menu

CONTROLLER PAK

Use this feature to load or save games. More information is available on Page 17.

OPTIONS

Under the Options Menu, you'll find the following options: MAIN MENU (go back to the Main Menu), SECRET CODES (enter a secret code), CONTROLLER (adjust the controller configuration) and VOLUME (adjust the volume of the game's background music and sound effects). Select the option you want and press the A Button.

SECRET CODES

When you access the Secret Codes menu, you can view all of the codes (if you've entered any) you have entered. On the left of the screen, you will see two choices: RETURN and NEW CODE. Return takes you back to the Options Menu. New Code takes you to the code entering screen to enter a new code.

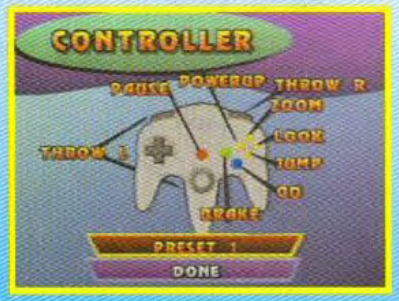
To enter a code, select the letters on the Type-O-Matic by moving the Control Stick or Control Pad to highlight them and then press the A Button to enter them on the screen. When you are finished, highlight END and press the A Button. If you have entered a valid code the game will tell you. If you have entered an invalid code, the game will let you know that as well.

You can turn the secret codes you have entered ON or OFF by selecting the code and then pressing the A Button.

MAIN MENU

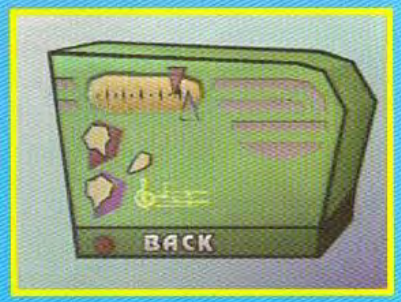
CONTROLLER

Under the Controller option, you can choose from 4 different CONTROLLER PRESETS to configure your Controller. Highlight the PRESET bar and press the A Button to select from the 4 Presets. You will see call-outs to the various buttons on the Controller describing the action that matches that button. When you have found the one you are comfortable with, select DONE and press the A Button to return to the Options Menu.



VOLUME

Volume allows you to adjust the sound volume of the game's BACKGROUND MUSIC and SOUND EFFECTS. This screen is actually a giant radio. To select the sound you want to adjust, press Up or Down on the Control Stick or Control Pad. You can adjust the volume by pressing Left or Right on the Control Stick or Control Pad. After you have adjusted the game's volume options, highlight the button on the bottom of the radio and press the A Button.



PLAYING THE GAME

The object of Paperboy is simple. Deliver newspapers to your subscribers within a specific amount of time. Along the way you must avoid dangerous obstacles such as cars, animals, trouble-making kids and rolling or flying objects. On your delivery route you can collect valuable power-ups to help you out. You can also collect extra time icons that will add more time to the clock. You will have to play a level over again if you run out of time or you run out of health (see Page 14).

When delivering your papers, you can either throw the paper on the customer's porch or toss it in their mailbox. You can keep track of how many customers you have delivered to by looking to the top-left of the game screen. The mailbox icon will show how many houses you have delivered to out of the total available subscribers on that level. The longer your throw to the mailbox, the more time you earn! Successful deliveries will earn you points as well as add time to the clock!

PLAYING THE GAME

GAME PROGRESSION

In order to advance, you must unlock additional neighborhoods by gaining new subscribers. By successfully completing their deliveries within the time given, you will receive additional subscribers in the level you just played - the more houses delivered to, the more subscribers you will gain. Once you have enough subscribers to unlock the next neighborhood, the game will let you know.

The information below will show you what to look for in regards to subscribers you currently have and how many you need to deliver to on the levels.

Your Total Subscribers in the game.

Subscribers Delivered to on current set of levels.

PLAYING THE GAME

Pay attention to the information below. This will let you know what to look for on-screen while you play the game.

Point Total & Time Remaining

Customer Deliveries

Last Stunt or Action

Health Circle

Bonus Coins (When Found)

Level Location (MAP)

Papers Remaining

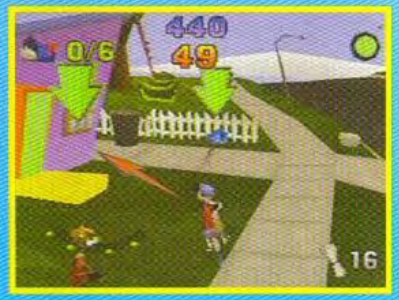
Be sure to watch the Time Remaining and Health Circle while you play. Once they run out, you have to play the level over again until you complete it!

PLAYING THE GAME

THROWING PAPERS

When you throw papers, there are two different ways to throw them. The first is a "Soft Throw". You can do a Soft Throw by tapping the button (Z or L Button to throw to the left, R Button to throw to the right for the default controls). Your character will toss the paper lightly and not really cause much damage. The second kind of throw is a "Hard Throw". You can perform a Hard Throw by holding down the throw button (charging up if you will) and then releasing. This throw is good for taking out the different obstacles you'll encounter, as well as throwing the paper from a distance.

When you hold down the throw button, you will notice an arrow that appears on the screen. This arrow is your targeting arrow. It will show you where your throw will land and what it will hit. When you have lined up your target, release the throw button and let it fly!



PLAYING THE GAME

USING ITEMS

During the game, different power-ups and items will become available for you to collect. When you collect one, press the Left C Button to activate it. Some examples of these items are Super Jump, Rocket Boost, Monster Potion and Freeze Time. There are more, but you'll have to play to find them all!

(Monster Potion)

PLAYER HEALTH

Located in the top-right of the game screen, you will find your character's Health Circle. This circle is green and will slowly turn to red every time you get hurt. When your circle is completely red (and no green is left in the circle), your level will end and you will have to start over.

BONUS COURSES

Each level has a Bonus Course. You can access the bonus courses by collecting the three "Bonus Coin" icons hidden within each level. When you gather the required amount, a bonus course will be available to you. The bonus courses allow you to complete certain tasks for medals (Gold, Silver and Bronze) as well as earn more points. There are no Bonus Coins on the Boss or End Levels.

BONUS COIN

HINT: Try using a "Hard Throw" to completely knock down enemies you'll encounter!

SCORING POINTS

Your Paperboy or Papergirl will get points for successfully landing a thrown paper on your subscribers' porch or mailbox. Hit the mailbox for bonus points and time. Getting the paper in the mailbox requires skill and practice though! You also get points for throwing papers at the different obstacles on the screen, knocking over trash cans and breaking windows of your non-subscribers' houses. It's important to point out that PAPERS DO NOT WORK ON CARS, so don't even try it!

You can also get points for doing jumps and performing tricks. There are two basic stunts: Rotational (spinning) stunts and Pose stunts. When your Paperboy or Papergirl performs one, you will earn points as well as extra time on the clock! See the next page for info on performing stunts!

SCORING POINTS

One of the coolest features in Paperboy is the ability to perform stunts at any time. To do a stunt, press the Down C Button to jump. The longer you hold down the button, the higher you will jump. There are two different styles of stunts: ROTATIONAL and POSE stunts.

Rotational stunts are executed after you press the Down C Button to jump. While you are in the air, hold the Control Stick or Control Pad in whatever direction you wish to spin. Holding Up will cause you to flip forward, while holding Down will cause you to flip backwards.

HINT: If you hold down the A and B Buttons while you are rotating, you will spin faster!

To perform a Pose stunt, press the Down C Button. When you are in the air, press and hold down the Down C Button again and quickly press the Control Stick or Control Pad in a direction. If you successfully finish the stunt, you will be awarded points as well as extra time on the clock. Examples on how to perform some Pose stunts are below:

TABLETOP: Down C Button + Right

TAILWHIP: Down C Button + Down

HANDSTAND: Down C Button + Up

The longer you can hold the stunt before landing, the more points and bonus time you will earn! There are lots of stunts you can do, so practice and try to do them all!

POWER-UPS

There are a bunch of power-ups in Paperboy. Take a minute to familiarize yourself with a few examples of them below. Remember that once you collect a power-up, press the Left C Button to activate it! Each power-up can only be activated for a couple of seconds during the game. The following are couple of examples of what kind of power-ups you'll find in the game.

PAPER SPRAY: *This will allow you to scatter papers in all directions at the same time*

SUPER JUMP: *This spring will allow you to jump really high in the air. Try using it to help get more points on stunts!*

MONSTER POTION: *When you use this power-up, your character will turn into a monster. Your character is stronger and throws papers harder.*

ROCKET BOOST: *When you use this, you will be blasted down the street for a brief period. You will also be invincible while Rocket Boosting.*

PAUSING THE GAME

Sometimes it will be necessary to pause the game. When this happens press START to pause the game. The following Pause Menu options will appear:

RETURN TO GAME: Return to the game.

RESTART LEVEL: Start the level over again.

EXIT LEVEL: Return to the Level Select Screen.

MAP: Turn the map in the lower-left corner of the screen ON or OFF. Turning the Map OFF will allow for a more difficult game.

ARROWS: Turn all arrows in the game ON or OFF. Turning the arrows OFF will make it more difficult to aim at the targets. Also, there will be no arrows pointing to your customers' houses.

Each option can be activated by pressing Up or Down on the Control Stick or Control Pad to highlight the option and then pressing the A Button to activate it. To exit the Pause Menu, highlight Return To Game at the top and press the A Button.

CONTROLLER PAK

You can use your Controller Pak (sold separately) to Save and Load game data.

When you want to save a game, go to the Game Menu and highlight Controller Pak. Highlight SAVE GAME and press the A Button. If you do not have a Controller Pak inserted, the game will give you a message on the screen to insert a Controller Pak. The game will ask if you want to SAVE. Highlight YES and press the A Button.

If you have existing game data, you will be asked if you want to OVERWRITE the current game data. Selecting YES will overwrite any previous game data and selecting NO will not save anything.

If you wish to load a game, highlight LOAD and press the A Button. If you are already playing a game, you will be asked if you wish to overwrite the current game. If you select YES, your previously saved game will be activated and your current one will end. You can also load a game when you begin from the Options Menu under Controller Pak.

THE ROUTES

Each level or route in Paperboy is unique. Each one has its own dangers and rewards. Here is an overview of a few of the routes. Easy Street is a guided tour of the first 5 Paperboy levels. Medium and Hard are free roaming with more levels to explore. So before you hop on your bike, read the next few pages!

TRAINING: *The Training level helps you practice throwing papers, jumping off of ramps and using whatever power-ups you can find. There are no enemies on this level.*

ALPHAVILLE: *Alphaville is your first route to deliver to. Your basic neighborhood, Alphaville features many obstacles to avoid. The Bonus Level for Alphaville is a timed Obstacle Course that you must finish within a specific time in order to get a medal.*

ALICE'S RV HAVEN: *Out in the desert lies Alice's RV Haven. A dusty neighborhood lined with mobile homes and broken cars. Watch for rolling tires and other dangers. The Bonus Level is a race for your life against giant tornadoes. Reach the Checkpoints to add more time to your clock and finish the race.*

THE ROUTES

MOOSE PELLET PARK: Ah, scenic Moose Pellet Park. Deliver to the numerous campers here. Watch out for bears and the giant moose! In the Bonus Level, you must collect fireflies to earn medals. Your player will have an arrow pointing towards the next firefly to help you along.

PELICAN BEACH: Located on the coast, Pelican Beach is a great vacation spot. Steer past the running lifeguards and body builders to deliver to your customers. The Bonus Level has you do stunts for points. The higher your point total, the better the medal you'll get!

TESLA TOWN: Take a trip through the spooky Tesla Town. Deliver your papers quickly because the many monsters who live there will be after you! Collect the residents' brains in the Bonus Level to earn a medal.

THE ROUTES

If you're good enough to get there, there are number of "Boss" characters to get in your way. The first one you'll encounter is in Dr. Tesla's Castle.

DR. TESLA'S CASTLE: Find a way to destroy Dr. Tesla's monstrous creation. The monster is running loose in the lab and only you can stop it. A truly electrifying experience!

Even if you can beat the monster, you've still got a long way to go. Paperboy is loaded with levels for you to beat. Down the road you have to deliver to a zoo, deliver to a giant volcanic mountain and maybe even save the world!

Remember that each level has its own Bonus Stage as well. Each one is different, but you still have to find the Bonus Coins to get there! So hop on your bike and get going!

NOTES

Here's some space for you to keep things like Secret Codes and High Scores!

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