

GAME BOY ADVANCE

AGB-AQAE-USA



INSTRUCTION BOOKLET



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
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**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



**EVERYONE**  
SUITABLE FOR ALL AGES

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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**GADGET**

**RACERS™**



# INTRODUCTION

**Gentlemen, start your engines!**

**The Gadget Racers are revving up for some exciting racing action on your Game Boy® Advance and the competition is fast and furious!**

**Collect prize money by placing in the top three finishing positions and use that money to buy new body styles, parts and other racing equipment. In Gadget Racers you're both the driver and chief mechanic!**

**You'll race asphalt, airports, aqua areas and much more! Link up to 4 of your friends for even more excitement! Gear up and get going, the checkered flag is waiting!**

# BASIC CONTROLS

Gadget Racers has two different sets of controls. One is used while in the menu selection screens, while the other is used to control the car when driving.

Shift Down (Manual Shifting)  
Scroll cursor on the map  
Dodge (Battle Mode)

**L Button**

←→ Control Steering  
↑ Honk Horn  
Move cursor/Select commands

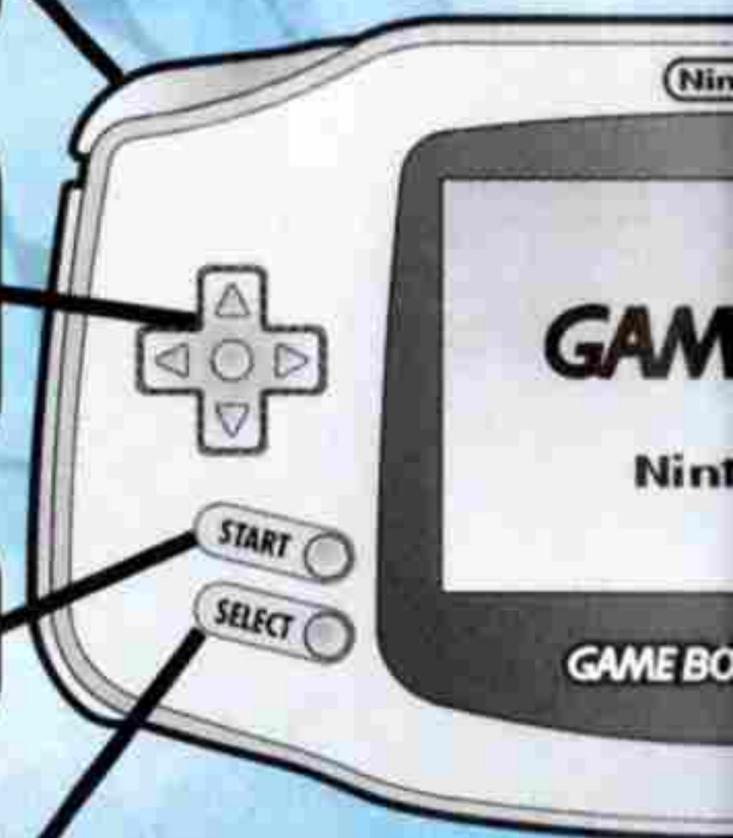
**Control Pad**

Pause Menu  
Display Car Status

**START**

Not Used

**SELECT**





## R Button

Shift Up (Manual Shifting)  
Scroll cursor on the map  
Attack (Battle Mode)

## A Button

Gas  
Confirm selection

## B Button

Brake  
Cancel Selection



# START MENU

## New Game

From this option, you will start any new game. If there is saved data already present in the memory, selecting "Start a new game" will erase that data, so be careful!

## Continue Game

From this option, you can continue your progress. Your racing data is automatically recorded, so there is no need to manually save the game.



## **Quick Race!**

This option allows you to start a quick race without having to go through the registering process. However, in this mode, Lap Times or Record Times are not saved.

## **Link-Play**

When you're ready to compete head-to-head against human players, select this option. To do this, you will need a Game Boy® Advance Game Link® Cable and your opponent will need a Gadget Racer Game Pak as well.

When connected to the other players, you can select one of the following sections: "Rankings Mix", "Cable Competition", and "Create a Bottle Racer".

## **Options**

If you wish to change your drivers name, do so here.

# DRIVER NAME ENTRY



## Registering Your Driver

Use this screen to input your driver's name. Select a letter using the Control Pad and enter it using the **A Button**. Once you have finished entering your driver name, highlight "OK" to continue. You can also skip this option by pressing start. During the game if you wish to change your name, you will do it by selecting "Options" from the main menu.

# SELECTING BODY

## Body Styles and Selection

To select a body style, use the Control Pad. Then press the **A Button** to select that body. You can then name the body style you selected, and any other body you acquire during the course of the game by going into the Garage.

Once you have selected a body, you are ready to play the game.



# WORLD MAP - AREA DESCRIPTION

When you begin a game, the World Map appears. Choose the Area you wish to go to by selecting the Area and press the **A Button**.

For each Area, there are certain parts (Entry Requirements) that you must equip in order to be able to race.

Select "Return to the Title Screen" to go back to the Title Screen.



In the beginning, you can only select the **Circuit Area**. Once you place in the top 3 in all the races, the next Area will appear.

# AREAS

Gadget Racer has five unique racing areas. The following are descriptions of those areas, as well as racing tips for each. Good luck drivers!

## Circuit Area

Paved, on-road courses. There are all sorts of racing locations, from airports, to high-speed tracks and tricky courses with hairpin turns.

**Tip:** Equip on-road tires and aim for a new record!

### Requirements for the Circuit Area:

Tires (Yes)

Treads (No)

Water Parts (No)

Weapons (No)



## Nature Area

Off-road courses, ranging from dirt roads to snowy fields. Depending on the racing location, you may have to equip Rally Tires or Snow Tires.

**Tip:** Take corners wide, but turn sharply into the turn to shave seconds off your lap times.

### Requirements for the Nature Area:

- Tires (Yes)
- Treads (No)
- Water Parts (No)
- Weapons (No)



In the normal races, weapons are not required. However, there are some events that require weapons in the race.

## Battle Area

Weapons and Tank Treads are needed here. At the beginning of a race, your weapons will be empty. Drive over Ammunition Panels to fill your weapon and shoot opponents.

### Requirements for the Battle Area:

- Tires (No)
- Treads (Yes)
- Water Parts (No)
- Weapons (Yes)

### Battle Area Controls (AT Only)

- L Button:** Used to dodge enemy fire.
- R Button:** Used to fire the weapons.

### Battle Area Tips

- In Battle Area, you are limited to AT controls.
- If the enemy locks on to you, use the L Button to dodge the attack.
- You can still be hit by the enemy's stray fire even if you were not targeted.



## Aqua Area

In this area you'll be racing on and over rivers, lakes, and oceans as you race through the area. In order to enter these races, you will need to equip your car with water parts such as screw propellers and jets.

### Requirements for the Aqua Area:

- Tires (No)
- Treads (No)
- Water Parts (Yes)
- Weapons (No)



## Attractions Area

You'll be racing exciting areas such as Amusement Parks and Volcanoes! Many of these courses feature Speed Panels and Jump Panels. Use these panels to your advantage, well-timed use of a Speed or Jump Panel can put you in first place!

### Requirements for the Attractions Area

Tires (Yes)

Treads (No)

Water Parts (No)

Weapons (No)



Even though this area doesn't require that you equip weapons, consider equipping weapons. This will help you place in the events.

# AREA MAP

## Race Location Icon

This is where a Championship Race takes place. A new course appears every time you finish a race in the top three places. When you win the race, the icon changes to the place you finished in, as well as a new location opens up. Once you clear a course, you can re-race it as many times as you want.

Pressing the **A Button** on the Race Icon will display: Entry, Garage, and Collection. Each sub-heading will bring you to its designated section.

## World Icon

This icon represents the gateway to the other Areas. When you press the **A Button** on it, several sub-headings will be available, which includes the World, Garage, and Collection sub-headings.

# PLACES AND OPTIONS

The following are descriptions of places and options available to Gadget Racers.

**Entry:** This appears when the player presses the **A Button** on either the Race Location Icon or Event Race Icon. Once the player enters this section, a brief description appears, which is then followed by specific race information, such as the prize money, record lap and time.

**World:** This appears when the player presses the **A Button** on the World Icon. This returns the player to the World Map.

**Shop:** This appears when the player presses the **A Button** on the Shop Icon. Once the player presses this section, the player is brought into the shop, where they will be able to purchase or sell parts.

**Garage:** This appears on all of the icons in the Area Map. This is where the player will go in order to upgrade or change their vehicle. This is also where you will be able to change the name of the body you started with, or any other vehicle bodies that you may have obtained through the course of the game.

**Collection:** This is where the list of all the parts, bodies, events, and course records are listed. There is also a section where a list of hidden "treasures" will be listed as well.

# QUICK RACE!

In this mode, you can freely race without affecting your saved game data. All you have to do is select your circuit and your car type and start playing.

## Choose Circuit

Choose 1 of 5 courses representing the Gadget Racer World.

## Choose Car Type

Each course had 5 car types to choose from. Each car features different settings that are already pre-set.

- Each course has different types of Gadget Racers for the player to choose from.

## Pause Menu

If you press START during the course of the race, the pause menu appears. The pause menu here is similar as the pause menu in the regular mode, with one difference. Here, the player will be able to restart the race in the event that they wish to do so.

# MULTIPLAYER

Gadget Racers is even more fun when you link up to human opponents. To enjoy the excitement of the multiplayer mode, you will need the following:



- **Game Boy® Advance**  
(One for each player)
- **Gadget Racers Game Pak**  
(One for each player)
- **Game Boy® Advance Game Link® Cable**  
For 2-player, one cable is required  
For 3-player, two cables are required  
For 4-player, three cables are required

## How to connect for multiplayer

- 1) Make sure the power switches on all of the systems are turned off.
- 2) Insert the Game Pak into each system.
- 3) Connect the Game Link<sup>®</sup> Cables to each other and plug the Cable into the external connectors on each system.
- 4) Turn on the power on each of the systems.

***When playing with 2 or 3 people, please do not attach extra systems or Game Link<sup>®</sup> Cables.***

**The person whose system is connected to the small plug becomes player 1.**

### Notes about linking

You may not be able to link up or may experience problems in the following situations.

- You are trying to connect using a cable other than the Game Boy<sup>®</sup> Advance Game Link<sup>®</sup> Cable.
- The Game Link<sup>®</sup> Cable is not plugged in all the way.
- The Game Link<sup>®</sup> Cable is unplugged in the middle of a link-up.
- The Game Boy<sup>®</sup> Advance system and the Game Link<sup>®</sup> Cables are not properly connected.
- 5 or more systems are connected at the same time.

# MULTIPLAYER MODES

The following are the different ways the player will be able to enjoy the game in multiplayer mode.

## Rankings Mix

This compares the Best Record and Best Lap data between you and your friends over the Game Link® Cable and combines them, using the best times for each category.

Once a link up has been established, the Rankings Mix happens automatically. If a Bottle Gadget Racer has been created, you can send it at this time.

- After connecting to the other systems using the cable, each player selects "Mix".
- If one player selects "Rankings Mix" and the other players do not follow suit within 10 seconds, an error will occur.

## Competition

This option allows you to compete directly with the other players. Once each player is connected, select "Competition".

When a link has been established, the course selection screen appears.

- If one player selects "Competition" and the other players do not follow suit within 10 seconds, an error occurs.

Player 1 then selects one of the 5 courses for everyone to race. Once that is done, and then you get to prepare for the race. Bring up the menu by pressing the **A Button**. Once everyone has finished preparing, the race begins!

## **Bottle Gadget Racer**

Bottle Gadget Racer is a function that allows you to send a custom Gadget Racer along with your player name, birthplace, the bottle's battle record, and a message. You can send the Bottle Gadget Racer when you do a Rankings Mix or engage in Link competition.

When you enter the Bottle Garage and no Bottle Gadget Racer exists, the Bottle Creation menu appears.

## **Bottle Creation**

Create a Bottle using your current custom Gadget Racer. You will need to have collected bottle parts by either winning them in races or purchasing them in shops. Selecting this automatically registers a Bottle Gadget Racer.

- If you want to customize your Bottle Gadget Racer or change its name, go to the Garage from the Link-Play Menu and make the desired changes.

## **Default Setting**

This function reverts the Bottle Gadget Racers to its original state before it was created.

- If you already have 256 items in your possession, you cannot return the Bottle Gadget Racers to its original state.

## **Create Message**

Create a message to send along with the Bottle Gadget Racer. Use the Control Pad to choose letters, and select "OK" when you are finished.

- Again, a message may be up to 42 characters.

## **Using the Bottle Gadget Racer**

When you enter an Event Race or a race you have already finished in 1st place, the Bottle Gadget Racers you have received also enter the race. After the race, the message from the Bottle Gadget Racer will arrive. You can view the creator's name and birthplace as well as the Bottle Gadget Racers win / loss record.

- You can stock up to 20 of your friend's Bottle Gadget Racers in your Game Pak.

# PAUSE

Pressing Start during the race will bring up the Pause menu. When one player brings up the Pause menu, the game is paused for all players.

Once the race is over, the lead player chooses whether to continue the competition on the same course, select a new course, or end the competition. The player will also be able to end the link session.

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# WARRANTY

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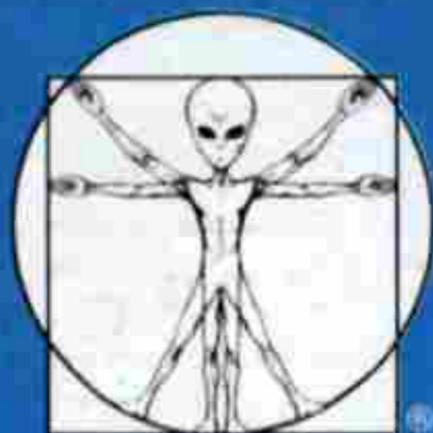
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