

GAMEBOY ADVANCE

AGB-AH8E-USA

HotWheelsTM
INTERACTIVE

X
VELOCITY



INSTRUCTION BOOKLET

THQ

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 blackouts 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.



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

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INTRODUCTION

Meet the new face of justice. His name: Gear Head. His weapons: an arsenal of supercharged Hot Wheels® cars His purpose: protecting the secrets of the world's greatest Hot Wheels® inventor, Professor Peter Justice, Ph.D., from the conniving schemes of Monument City's evil mastermind, Otto von Diesel. This time Otto has concocted a plan so clever that only Gear Head can put a stop to it.

Once just an assistant to the Justice family, Gear Head was given the ability to drive after Professor Justice reprogrammed his primary functions. He became the first robotic agent in the Justice organization to fight crime. Almost immediately his driving skills would be put to the test.

Enter MetaCog. Otto built this maniacal robot after repeated human cronies failed to steal the Justice family secrets. Otto combined every computer virus ever created and downloaded them into MetaCog's memory. He then equipped him with a sleep ray capable of instantly putting any human to sleep. This allowed Otto and his men to steal nearly all of the Justice family's Hot Wheels® cars! Now, it's up to Gear Head to get back all the Hot Wheels® cars and find out what Otto is really up to!!!!



At Hot Wheels HQ, the team

GEAR HEAD

With Professor Justice guiding him from Headquarters, it's up to Gear Head to retrieve their stolen Hot Wheels® cars and to stop Otto and MetaCog for good! Gear Head finally gets to show what he's made of and prove that sometimes even robots can be heroes.



GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Hot Wheels™ Velocity X into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The logo screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

Controller Layout



CONTROLS

Basic Controls

Button	Description
<i>Control Pad Left/Right/Up/Down</i>	<i>Steering</i>
<i>A Button</i>	<i>Acceleration</i>
<i>B Button</i>	<i>Brake</i>
<i>L Button</i>	<i>Change Gadgets</i>
<i>R Button</i>	<i>Activates Gadgets</i>
<i>START</i>	<i>Activates Pause Menu</i>
<i>SELECT</i>	<i>Quits Mission at Pause Menu</i>

Advanced Controls

Action	Button Combination	Description
<i>Turbo</i>	<i>A Button + A Button</i>	<i>Tap the acceleration twice quickly to get a short burst of speed. This will use a small amount of energy every time you activate Turbo.</i>
<i>Quick Stop</i>	<i>B Button + B Button</i>	<i>Tap the B Button twice quickly to come to a grinding halt.</i>

You must press one of these button combinations while on a jump to activate a Stunt.

Stunt Controls

Button Combination	Action	Description
L Button	Power Roll	Basic Stunt - 30 Points
R Button	Flame Flip	Basic Stunt - 35 Points
B Button	Shock Spin	Basic Stunt - 35 Points
L Button + B Button	Purple Power Roll	Advanced Stunt - 50 Points
L Button + R Button	Blue Lightning Twist	Advanced Stunt - 50 Points
R Button + B Button	Fireball Flip	Advanced Stunt - 60 Points
L Button + A Button + B Button	Ultra Power Roll	Advanced Stunt - 70 Points
R Button + A Button + B Button	Ultra Shock Spin	Extreme Stunt - 75 Points
L Button + R Button + A Button + B Button	Ultra Fireball Flip	Extreme Stunt - 80 Points

MAIN MENU

All of the game modes and options can be accessed from the Main Menu. Press UP/DOWN on the Control Pad to highlight an option, then press the A Button to confirm. Press the B Button to return to the Main Menu from any of the mode screens.

- **Story Mode** – This is the main one player game. This mode sets up each level with mission objectives by giving some story information. New vehicles become unlocked by successfully completing missions in the Story Mode. See page 16 for more information.
- **Race Mode** – Race against up to eight cars. Choose the course, the number of laps and the difficulty. See Race Mode on page 16 for more information.
- **Challenge** – Test yourself to the extreme in two challenging modes: Battle Challenge and Tag! Also unlocks the cars with Victory. See page 17 for more information.
- **Password** – Input passwords to continue game levels. See page 17 for more information.
- **Database** – View details about cars, gadgets, stunts and characters. See page 18 for more information.
- **Options** – Customize the game's sound, music, and control settings. See page 9 for more information.



OPTIONS MENU

Press UP/DOWN on the Control Pad to highlight an option. Press LEFT/RIGHT on the Control Pad to toggle through the choices. When done, press the B Button to return to the Main Menu.

- **Sound Test** – Listen to each sound effect used in Hot Wheels™ Velocity X. Use the Control Pad LEFT/RIGHT to choose the sound effect (0-48), then press the A Button to listen to it. This works best with the music turned off.
- **Music Test** – Listen to each racing song. Use the Control Pad LEFT/RIGHT to choose a song (0-5), press the A Button to hear the tune.
- **Sound** – Toggle the in-game sound effects ON or OFF.
- **Music** – Toggle the in-game music ON or OFF.
- **Control** – Use the Control Pad LEFT/RIGHT to choose Beginner or Advanced.



PLAYING A GAME

Story Scenes:

Story screens provide details about the current mission objectives. Press the A Button to go to the next story screen. Press START to skip story screens and instantly begin the next mission.

Pick A Car Screen:

Press LEFT/RIGHT on the Control Pad to scroll through available Hot Wheels® vehicles. Different vehicles have different strengths.

- **Speed** - Determines how fast your car can go!
- **Armor** - The more armor you have, the more enemy attacks you can survive.
- **Acceleration** - Weave through traffic with ease with a high acceleration rating.
- **Traction** - Take tight corners at high speeds with a high traction rating.



The ratings range from 1 to 5 (5 being the strongest) and indicate each car's strengths and weaknesses. Confirm your selection by pressing the A Button. There are 30 different Hot Wheels® vehicles to choose from. Try to unlock them all!

Helper Arrow:

In each race, a red helper arrow indicates the right direction to complete missions. If you get lost or don't know what to do, just follow the arrow!

Points:

Points are awarded for doing stunts and eliminating enemies. Certain missions require you to get a minimum point total in order to complete them.

**Gadget Meter/
Turbo Boost Meter**

Health Meter



Mission Meter

The Game Screen:

- **Gadget Meter** - The lower-left display shows your Gadget Meter. Your currently selected Gadget is shown in the circle. The top blue line shows your total Gadget Energy. Before equipped gadgets can be used, the Gadget Meter must be charged. Charge up the Gadget Meter by successfully completing stunts.
- **Health Meter** - The bottom orange line in the lower-left display shows your current health. Each time your car takes damage, the orange line will grow smaller.
- **Mission Meter** - The lower-right display is your Mission Meter. You can view the number of laps, race position, time elapsed, and tasks completed here. This changes with every mission as needed.

PLAYING A GAME

There are five unique environments in which you must accomplish multiple objectives, and a final environment in where you must defeat Otto and MetaCog, the end boss characters. Each level is unlocked successively as part of the story. Once unlocked, you can then retry the mission or try the other game play modes.

Each level is set up so that only certain areas are accessible during different missions. Levels open up as each mission is successfully completed, but some missions may restrict you to a certain area.

Stunts:

Performing stunts allows you to charge your Gadget Meter and turbo booster. Points are awarded for each successful stunt.



As your vehicle goes over a jump, use the L and R Buttons in combination with the A and B Buttons for special stunts.

- **Power Roll** – L Button.
- **Flame Flip** – R Button.
- **Shock Spin** – B Button.
- **Purple Power Roll** – L Button + B Button.
- **Blue Lightning Twist** – L Button + R Button.

- **Fireball Flip** – R Button + B Button.
- **Ultra Power Roll** – L Button + A Button + B Button.
- **Ultra Shock Spin** – R Button + A Button + B Button.
- **Ultra Fireball Flip** – L Button + R Button + A Button + B Button.

Gadgets:

Gadgets that are picked up can be used within each mission. Run over a new gadget to add it to your arsenal. Press the L Button to change the selected gadget.



Shocker – Fries your enemy with 100,000 volts.



Zapper – A minimally damaging energy pulse weapon.



Energy Shield – Temporarily increases shielding.



Repair Kit – Restores your Hot Wheels® vehicle to full power.



Super Grip – Gives great grip on ice and sand surfaces.



Oil Slick – Slippery stuff that makes enemies slide.



Wave Shot – An energy weapon that spreads out.

PLAYING A GAME



Seeker – A smart weapon that seeks out nearest enemy.



Bear Trap – Trap weapon you leave on the road.



Freezer – Freezes your enemy in place.

Before equipped gadgets can be used, the Gadget Meter must be charged. The Gadget Meter is automatically charged when a new gadget is picked up. When depleted, charge the Gadget Meter by performing stunts. Use the R Button to use the selected gadget. Use the L Button to change between currently equipped gadgets.

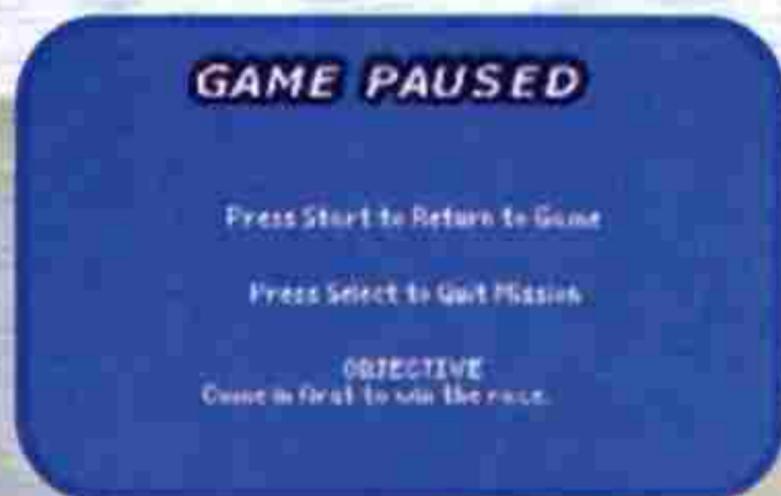
Combat:

Combat consists of out-racing, out-maneuvering, and damaging enemy vehicles. It is up to you to decide how each enemy meets his end. Attacks range from shooting enemies off the road to laying traps as you race to complete a mission. But, combat is not always about attacking. Energy shields and speed bursts come in handy when defending or making a hasty exit.

Unlocking Vehicles and Gadgets:

As you complete missions in Story Mode and Challenge Mode, you will unlock new Hot Wheels® cars. New cars will provide you with better speed and handling. You can also unlock advanced Gadgets by completing the Battle Challenge levels. The Gadgets will become available to use in Story Mode.

Pause Menu:



Press *START* during a game to pause the game. At the Pause Menu, Press *START* to return to the game, or press *SELECT* to quit the mission and return to the Select Mission Screen. The Pause Menu also shows your current mission objectives.

Mission Complete Screen:

After completing a mission, this screen shows your score, elapsed time and gives you a password to return to the current level. Press the A Button to return to the Select Mission Screen and progress to the next mission.



Mission Failed Screen:

When the mission has failed, this screen shows your score, elapsed time and gives you a password to return to the current level. Press the A Button to return to the Select Mission Screen.

STORY MODE

Press LEFT/RIGHT to select one of the playable environments and press UP/DOWN on the Control Pad to highlight one of the seven missions, then press the A Button to confirm. Press the B Button to exit the Story Mode and return to the Main Menu.

RACE MODE



Select RACE MODE from the Main Menu to view the Race Mode Screen. Press UP/DOWN on the Control Pad to highlight an option. Press LEFT/RIGHT on the Control Pad to toggle through the choices. When you are done changing the options, press the A Button to select your vehicle. Press the B Button to exit Race Mode and return to Main Menu.

The race mode is available right from the start for those who wish to just take their Hot Wheels® cars to the extreme. Race against up to eight computer controlled cars. Choose the number of racers, number of laps, racing environment, and the level of difficulty.

- **Racers** – Select the number of racers (2-8) or select Practice.
- **Laps** – Select number of laps (1-9) or choose Joyride for unlimited racing.
- **Level** – Select from fifteen different racing environments.
- **Difficulty** – Select Easy, Normal, or Hard.

CHALLENGE MODE

Select CHALLENGE from the Main Menu to view the Challenge Mode Screen. Press LEFT/RIGHT on the Control Pad to toggle through the difficulty levels (1-5). Press UP/DOWN on the Control Pad to highlight the BATTLE or TAG! option, then press the A Button to confirm and select your vehicle. Press the B Button to exit Challenge Mode and return to the Main Menu.



- **Battle** – The ultimate demolition derby! Destroy all challengers before they destroy you in the time allowed. Advanced Gadgets can be unlocked in this game mode.
- **Tag** – Tag around the track! Tag all challengers and don't let them tag you back in the time allowed.

PASSWORD SCREEN

Input your password to return to previously played game levels.



Use the Control Pad to highlight numbers on the password keypad. Press the A Button to select a number. Press the B Button to erase a number. When you've entered your password, press the A Button to go back to the Main Menu and continue your adventures! Press the B Button repeatedly to erase numbers and return to the Main Menu.

DATABASE

This incredible database of information gives you complete details on characters, vehicles, stunts and gadgets within Hot Wheels™ Velocity X. Lots of database information must be unlocked in Story and Challenge modes. Unlock additional information by connecting your Game Boy® Advance system to a Nintendo GameCube™ running Hot Wheels™ Velocity X.

Press UP/DOWN on the Control Pad to select character, vehicle, stunt, or gadget screens. Press LEFT/RIGHT on the Control Pad to access the information in the different categories. Press the A Button, B Button or START to return to the Main Menu.



- **Characters** – Find out all you need to know about Gear Head, The Professor, Sparky, Max, Muscles, Slick, Nitro, Fastlane, Rupert, Belcher, MetaCog, and Otto.
- **Vehicles** – See the profiles of 30 different Hot Wheels® vehicles.
- **Stunts** – Find out how to perform Power Rolls, Flame Flips, Shock Spins, Purple Power Rolls, Blue Lightning Twists, Fireball Flips, Ultra Power Rolls, Ultra Shock Spins, and Ultra Fireball Flips.
- **Gadgets** – Your information source about weapons, specialties and shields. Discover the powers of the Shocker, Zapper, Energy Shield, Repair Kit, Super Grip, Oil Slick, Wave Shot, Seeker, Bear Trap, and Freezer.

HINTS AND TIPS

- Individual cars can take varying amounts of damage before they are disabled.
- Cars can only take damage from enemy weapons.
- You are free to drive in any direction to complete the mission objectives.
- Completing missions in a level will unlock specific vehicles.
- Colliding with objects or the enemy vehicles will slow your vehicle down.
- Remember, you don't always have to follow the Red Arrow. In later missions there may be more than one way to complete a mission or to win a race.
- Remember to try the Battle Challenge game mode. It's the easiest way to find the advanced Gadgets!

Connecting to the Nintendo GameCube™

1. Make sure the Nintendo GameCube™ Game Boy® Advance Cable (sold separately) is attached to both game systems.
2. Place a copy of Hot Wheels™ Velocity X into the Nintendo GameCube™ system. Turn on the power to the Nintendo GameCube™ system, then wait for the Start Screen.
3. Insert the Hot Wheels™ Velocity X Game Pak into the Game Boy® Advance system. Turn on the power to the Game Boy® Advance system.
4. When the Start Screen appears on the Game Boy® Advance, press START.
5. A screen will appear on the Game Boy® Advance system, "Nintendo GameCube™ Enhanced".

Two new Hot Wheels® cars will become available to play on the Game Boy® Advance system, and three new Hot Wheels® cars will be unlocked on the Nintendo GameCube™ system.

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Comic Mischief

The Hot Wheels logo is rendered in a stylized, flame-like font. The letters are white with a red outline and are set against a background of orange and yellow flames. The logo is positioned in the upper left corner of the image.

RAPTOR BLAST™ TRACK SET

Race & Destroy A
Wild Robotic Raptor!



The Hot Wheels® Raptor Blast™ track set takes racing to a whole new level. Race your cars past the raptor and into the vertical speed chamber. Build up attack speed and then launch your Hot Wheels cars at the raptor, blasting him sky-high!

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**Customer Service Department
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GT ADVANCE 2

RALLY RACING

"ONE OF THE BEST RACERS FOR GAME BOY ADVANCE"

-IGN



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GAME BOY ADVANCE

EVERYONE

