

GAME BOY ADVANCE

AGB-BHWE-USA

Hot Wheels
INTERACTIVE

WORLD RACE

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 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.



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 VISIT THE ESRB AT WWW.ESRB.ORG.



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

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

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SET UP

SET UP

Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

Insert the Game Pak of **Hot Wheels™ World Race™** into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.

Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).

GAME CONTROLS

GAME CONTROLS

The following is a list of the controls used in **Hot Wheels™ World Race™**:



Control	Effect
START	Pause the game. (Where you can Continue the Race, Retry, or Quit to Menu)
A Button	Accelerate
B Button	Brake / Reverse
L Button	Activate Nitrox2 Boost or Pick-up.
R Button	Handbrake or Stunt Modifier.
Control Pad	Steering or Stunts (while in the air)

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 and the ultimate source of energy—the Wheel of Power—in another dimension. An eccentric scientist, Peter Tezla, has discovered the road naming it Highway 35™ and wants for himself the Wheel of Power. 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

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millions to be the first to find the Wheel of Power and 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 navigate your World Race™ team through Highway 35™, find the Wheel of Power, and claim the riches and glory. Welcome to the **Hot Wheels™ World Race.** Drive the Impossible!™

GETTING STARTED



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On the Game Select screen, you have the following selections to choose from. Use the **Control Pad** to

scroll through the selections, the **A** Button to make the selection and the **B** Button to back out.

Quick Race

Quick Race gets you straight in the action. Get ready for the race of your life against five other opponents.

Multiplayer

With a Game Boy[®] Advance Game Link[®] cable you can sync up your Game Boy[®] Advance with three of your friends and let them find out who's really the master of the track.

Time Trial

Competing against others not your style? How about a quick race against an opponent? If you beat the car you race against, it will be unlocked on the car select screen.

League

Here's where the elite end up—the World Race™ circuit. Challenge after challenge, may the best racer win.

Options

This gives you the opportunity to adjust the Sound FX or Music to your liking. You can also check out the credits if you want, and see the speed demons that created this game.

Password

Every time you unlock something new, you get a password. Enter your password to open up new levels or cars.

PLAYING THE GAME



From Quick Race to Time Trial to League Challenge, the beginning of the game is always the same—choose your car, pick your track then go, go, go!

The Cars

Looking for the best car? So is every other racer on the track. What makes each car unique? There are three different categories that cover how they handle the track and the power of their engine.

Speed: It's pretty simple—the higher the speed the better. This tells you what the top speed is when the car



isn't boosting on Nitrox².

Acceleration: Sometimes being the first is being the best. The higher this value is, the faster the car is off the line. This is also really useful when you're recovering from crashes and powering out of sharp turns.

Brake: You may not think this is important, but it is needed for negotiating corners and avoiding crashes.



Once you've got your car chosen, there's one feature every driver has to know about—Nitrox² Boosting. Every car has them and they're essential for racing. If you

haven't gotten a pickup then you can trigger a Nitrox² Boost by hitting the **L** Button. This will give your car a turbo boost

for as long as the **L** Button is held down or until the power bar (on the top left side of your screen) reads empty.

The Circuits

You've got the speed but now you've got to select somewhere to go. Get ready for some of the most extreme tracks you've ever seen.



While you are testing out your need for speed, keep an eye out for Boost Pads. These inventions of the strange Dr. Tezla will give your car a sudden burst of speed. Be careful though—hitting some of these beauties could send your car hurtling straight into walls!



The League

The World Race™ event-proving who is

the best of the best—is here for you to experience in the League Mode. You start in the Rookie League and then take part in a series of grueling races set on the twisting tracks of the World Race. By winning, you will work your way through the Veteran and Elite leagues, as well to the Ultimate Championship and mastery of the World Race™ circuit. It also unlocks a number of new tracks, which can be played in the Quick Race and Time Trial modes as well.



- | | |
|--------------------------|--|
| <input type="checkbox"/> | Every race in League Mode has a points requirement—if you earn enough points you can continue in the league but if you fail then it's game over for you. Points are earned by how you place in the race: |
| <input type="checkbox"/> | |
| <input type="checkbox"/> | |

Position	Points
1st	5
2nd	4
3rd	3
4th	2
5th	1

If you fail to earn enough points to keep going (or if you think you can do better), then select the Retry option from the Pause menu. You can also select a Retry after the race results are shown. Be careful, though—in each league you only get 3 Retries and that's it.

The Stunts

What's racing without some extreme stunts? Performing extreme flips and twists in your car not only looks cool but also fills your Power bar

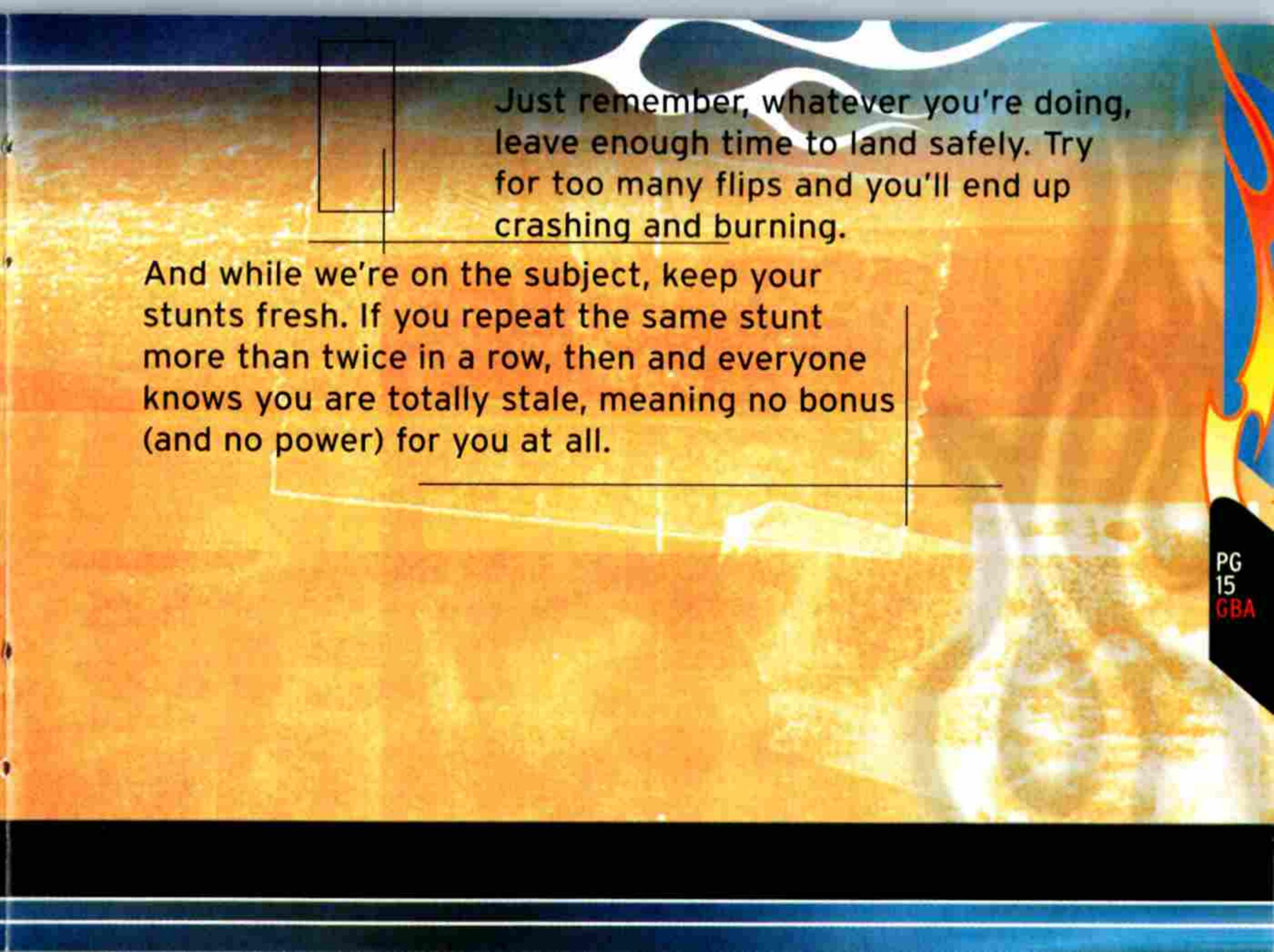
(which you can use for a Nitrox² Boost or a Pick-up later!).

To perform a stunt, hold down a direction on your **Control Pad** as you go over a jump ramp. Keep

that button down while you're in the air to keep the car rotating. The car will perform a different stunt depending on which button on the **Control Pad** that's held down. If you managed to catch only a little air on your jump, stick with one rotation. However, if you were lucky enough to catch big air, you might be able

to do two or even three rotations in a single jump. With that much air, you can also use the **R** Button to modify the stunt when you hit the ramp.





Just remember, whatever you're doing, leave enough time to land safely. Try for too many flips and you'll end up crashing and burning.

And while we're on the subject, keep your stunts fresh. If you repeat the same stunt more than twice in a row, then and everyone knows you are totally stale, meaning no bonus (and no power) for you at all.

PICK-UPS PICK-UPS

The eccentric Dr. Tezla is certainly an interesting character; around each track, he has installed green-glowing Tezla spheres. If you drive over one of these, it will be absorbed into your car and give you a special pick-up. To activate a



pickup, press the **L** Button.

All pick-ups last as long as you hold down the **L** Button or until the power bar is completely drained. The different pick-ups available are:

Negative Tezla Field—This field shields your car in a protective repulsion field. Your friction is reduced and you can use the outer track walls to slingshot your car around corners.

Positive Tezla Field—This field ramps up your car's traction and makes it stick to the track like glue. You can lock onto the inner tracks walls to whiz around corners.



Disruptor—This fires a plasma ball that homes in on the nearest car, shorts out its circuits and brings the car to a standstill for a short while.



EMP—This generates a powerful magnetic pulse that shorts out all of the other cars on the track for a set period of time.

HINTS AND TIPS

You can power slide smoothly out of most corners using the handbrake. Tap the normal brake to come out of the skid.

Keep your speed up by hitting as many boost pads as you can.

Sometimes it's better to slow down; try tapping the brake before hitting the harder corners.

Don't get greedy when pulling stunts. Remember, you get power if you land safely and, besides, crashing too often can cost you the race.

Save those Tezla fields to help you get round the trickier corners.

If a positively charged car and a negatively charged car collide then both cars return to a normal state.

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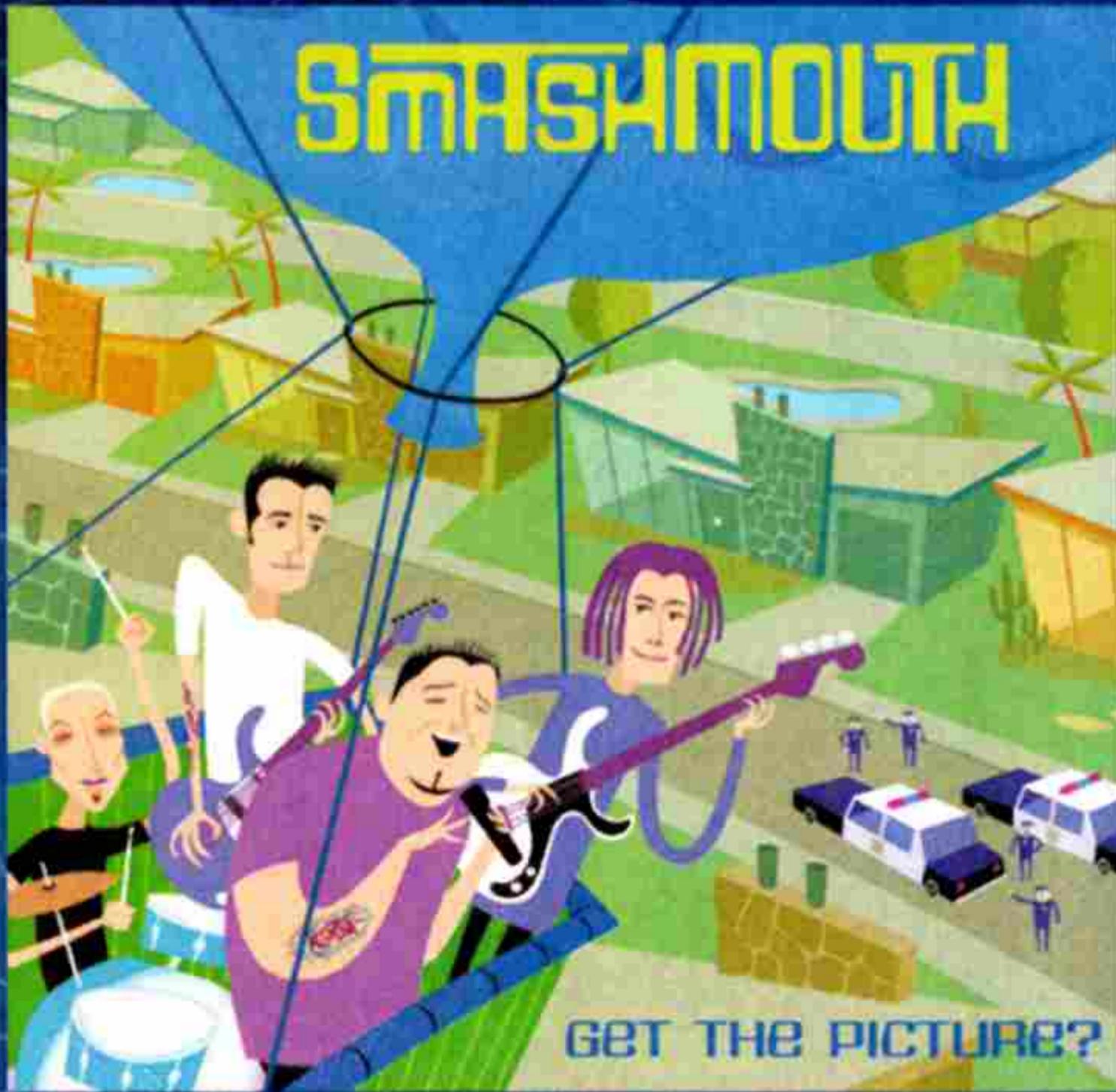
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WORLD RACE™



Look for the song **“HOT”** by **SMASHMOUTH** as featured on the World Race™ Episodes on VHS & DVD!

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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.

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After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. 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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