

Nintendo

GAME BOY **color**



CGB-AMHE-USA

# MOTOCROSS MANIACS 2

INSTRUCTION BOOKLET

ONLY FOR  
GAME BOY  
**color**

# MOTOCROSS MANIACS 2<sup>®</sup>

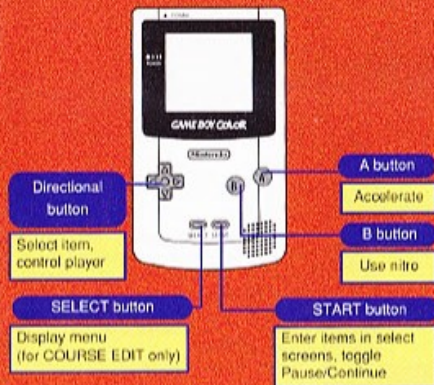
## Contents

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|                         |    |                                |    |
|-------------------------|----|--------------------------------|----|
| Controls .....          | 5  | 2 Players                      |    |
| Game Screen .....       | 6  | Single Race .....              | 8  |
| Starting the Game ..... | 7  | Championship .....             | 9  |
| Game Modes .....        | 8  | Options .....                  | 10 |
| 1 Player                |    | Course Edit .....              | 11 |
| Time Attack .....       | 8  | Game Link Cable .....          | 14 |
| Championship .....      | 9  | About the Game .....           | 14 |
| Records .....           | 10 | Races                          |    |
|                         |    | Course                         |    |
|                         |    | Levels                         |    |
|                         |    | Lists of Items and Parts ..... | 15 |

# Controls

## Controller Part Names and Functions



### Directional button functions

#### Directional button up

Increases jumping strength, enabling you to jump higher and further.

#### Directional button right

Rotates your bike forward (right). Hold this button down while going over a jump to flip in the air.

#### Directional button left

Rotates your bike backward (left). Press this button during a jump to flip backward in the air. You can also pull a wheelie by pressing this button while racing along the ground. But if you hold it down too long, you'll flip over.

\* Nitro: provides explosive acceleration (see p. 15)

# Game Screen



**A**

Item

**B**

Player

**C**

Rival

\* Only displayed if CPU, GHOST, or 2PLAY have been selected (see p.10).

**D**

Speedometer (can be altered by obtaining items)

**E**

Time

**F**

Gasoline Meter (fuel remaining)

\* The game is over if your fuel runs out.

**G**

Item Icon (radials, jet, and super sss)

\* Displayed after obtaining an item. The icon disappears when the effects wear off.

**H**

Number of Nitros

\* See List of Items on p.15.

# Starting the Game

1. Insert the game pak into your Game Boy Color unit and switch on the power.  
After the title screen is displayed, press the **START** button to bring up the menu.
  2. Select an item using the Directional buttons up/down and enter your selection with the **A** button to bring up the Mode Selection screen.
- \* When playing in 2PLAY mode, the first player to press the **START** button becomes the master controller. The master controller selects the course and can also pause the game or change options during play.



## 1 Player mode

**[TIME ATTACK]:** Select your course and try to reach the goal as fast as you can (see p.8).

**[CHAMPIONSHIP]:** Select a class and compete in five races for an overall ranking (see p.9).

**[RECORDS]:** Displays the best times for the **TIME ATTACK** (see p.10).

### Player mode using a Game Link cable

**[SINGLE RACE]:** Choose a course and race your opponent to the goal (see p.8).

**[CHAMPIONSHIP]:** Select a class and compete in five races for an overall ranking (see p.9).

\* For more information about head-to-head play using a Game Link cable, see p.14.

**OPTIONS:** Change the game settings (see p.10).

**COURSE EDIT:** Create your own racecourse. You can also save your customized courses (see p.11).



# Game Modes [TIME ATTACK (Single Race)]

## [TIME ATTACK (Single Race)]

When the Course Select screen is displayed, choose a course using the Directional buttons and enter your selection with the A button. The course you selected will be displayed on the screen, and the race will begin.

\* Press the START button during the race to pause the game. When the game is paused, the following options are displayed. Choose an item using the Directional buttons up/down and enter your selection with the A button.

[CONTINUE]: Return to the race.

[RETRY]: Start the race over from the beginning.

[CHANGE COURSE]: Quit the current race and return to the Course Select screen.

\* A handicap can only be set for Single Race mode and not for Best Time, Ghost, or CPU (see p.10).



## After the Race

The results of the race are displayed on the screen following the race. You are offered the selections RETRY, COURSE CHANGE, or TITLE SCREEN. Choose an item using the Directional buttons up/down and enter your selection with the A button.

[RETRY]: Start the race over from the beginning.

[CHANGE COURSE]: Quit the current race and return to the Course Select screen.

[TITLE SCREEN]: Return to the Title Screen. The ghost will be displayed only if 'Ghost' is set to 'On' in OPTIONS.

[SAVE GHOST]: Saves a ghost. The ghost will be displayed only if 'Ghost' is set to 'On' in OPTIONS.

\* You can only save one ghost. However, this ghost will not appear if you change the course or difficulty level.

\* A ghost remains saved in the memory until a new ghost is saved or until you select a different course or difficulty level.

\* A ghost will not be recorded if you pause the race.

# Game Modes [CHAMPIONSHIP]

## Championship

When the Class select screen appears choose a desired class using the Directional buttons up/down and enter your selection with the A button. The first course to be raced will be displayed, and the race will begin.

\* Press the START button during the race to pause the game. When the game is paused, the following options are displayed. Choose an item using the Directional buttons up/down and enter your selection with the A button.



**[CONTINUE]:** Return to the race.

**[RETRY]:** Start the race over from the beginning.

**[CHANGE CLASS]:** Quit the current race and return to the Class Select screen.

## After the Race

The results of the race are displayed on the screen following the race. Press the A button to display your overall rank. If you have not completed all the races, you will be offered the selections NEXT RACE, RETRY, CHANGE CLASS, or TITLE SCREEN. Choose an item using the Directional buttons up/down and enter your selection with the A button.

\* When all races have been completed, the awards ceremony will be held.

**[NEXT RACE]:** Continue to the next racecourse.

**[RETRY]:** Race again on the same course.

**[CHANGE CLASS]:** Return to the Class Select screen.

**[TITLE SCREEN]:** Return to the Title Screen.

# Game Modes [RECORDS and OPTIONS]

## RECORDS

Use the Directional buttons to display the best times for each course.

## OPTIONS

Displays a Setup screen for the course. Choose an item using the Directional buttons up/down and change its value with the Directional buttons left/right.

\* Values in red indicate the default settings.

**Level [Easy/Medium/Hard]:** Set the course difficulty (see p.14)

**Ghost [On/Off]:** Determine whether the ghost bike is displayed.

**CPU [On/Off]:** Choosing the On setting enables you to compete against the computer.

**Handicap [OFF/YOU/2P]:** Set a handicap level by selecting either 1P or 2P.

\* By selecting YOU, player 1 will receive 4 nitros at the beginning of the game and player 2 will receive 6. The reverse is true when selecting 2P.

**Player Color:** Choose a player color using the Directional buttons and enter your selection with the A button.

\* By selecting Default, you will automatically receive the recommended color for each course.

**Delete Records:** Initializes the best times to their default value. By selecting this item and hitting the A button, you will be asked to confirm. Choose Yes to initialize the records.

**Exit:** Return to the Title screen.

\* Ghost and CPU cannot be set to On simultaneously.

\* Note that when you initialize the records, all best times will be lost for good.

\* When using a course created in Course Edit mode, the CPU bike will not appear on screen even if the





# Game Modes [COURSE EDIT]

Create up to three of your own original racetracks using course parts and items. You can race on your customized course in TIME ATTACK (Single Race) mode or share courses with your friend using a Game Link cable.

- \* See p.15 for lists of course parts and items
- \* For more information on TIME ATTACK (Single Race), see p.8.
- \* For more information on sharing courses, see p.14.

1. After choosing COURSE EDIT, a menu will be displayed. Choose an item using the Directional buttons and enter your selection with the A button.

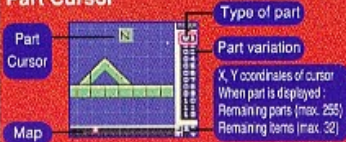
**[EDIT COURSE]** :Create a course.

**[TEST PLAY]** :Race on your customized course (see p.13).

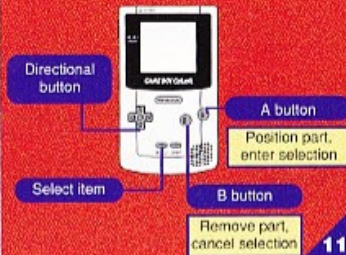
**[SEND DATA]** :Transmit a course file via a Game Link cable (see p.13).

**[RECEIVE DATA]**: Receive a course file via a Game Link cable (see p.13).

## Part Cursor



## Performing a COURSE EDIT



# Game Modes [COURSE EDIT]

## [EDIT COURSE]

2. Select a course file with the Directional buttons left/right. Choose [EDIT COURSE] using the Directional buttons up/down and enter your selection with the A button. The Course Select screen will appear.

3. Display the type of parts using the SELECT button. Choose an item using the Directional buttons up/down and enter your selection with the A button. Next, variations of the selected part type will appear. Choose an item using the Directional buttons and enter your selection with the A button.

\* Parts cannot be arranged in the following situations:

When the part lies within a fixed range from the starting or finishing line

When no parts remain

When the part hangs off the screen

When two parts overlap

4. Move the cursor to where you wish to place the selected part and press the A button to position the part. If you wish to remove a part, place the cursor over the part to be removed and press the B button.

\* Select [CLEAR] in the parts menu to erase all parts arranged on the screen.

\* See p.15 for a list of the parts.



## When Finished

Display the parts menu with the SELECT button. Choose [EXIT] and press the A button. The message [EXIT Y/N] will appear. Choose [Y] using the Directional buttons left/right and press the A button to finish.

\* At this point, the newly created course is saved automatically.

# Game Modes **[COURSE EDIT]**

## **[TEST PLAY]**

Select a course file and press the A button to test race a customized track.

\* Press the START button during the race to pause the game. When the game is paused, the following options are displayed. Choose an item using the Directional buttons up/down and enter your selection with the A button.

**[CONTINUE]:** Return to the race.

**[RETRY]:** Start the race over from the beginning.

**[COURSE EDIT]:** Quit the current race and return to the COURSE EDIT menu.

## **[SEND DATA]**

Choose a file you wish to transmit to a friend and enter your selection with the A button. A confirmation screen will appear. Select **[YES]** and press the A button to begin transmitting data.

## **[RECEIVE DATA]**

Choose a file you wish to receive from a friend and enter your selection with the A button. A confirmation screen will appear. When the user on the transmitting end selects **[YES]** and presses the A button, you will begin to receive data.

\* Always connect the Game Link cable before entering the **[SEND DATA]** or **[RECEIVE DATA]** modes.

# Game Link Cable

"Motorcross Maniacs 2" enables you to go head-to-head with a friend and to share customized racetracks using a Game Link cable (sold separately). Always connect two Game Boy Color units together with a Game Link cable before playing versus play or exchanging racecourse files.

## Required hardware

- 2 Game Boy Color units
- 2 "Motorcross Maniacs 2" game paks
- 1 Game Link cable (sold separately)

### \* Important \*

The conditions described below can cause the game to malfunction. Therefore, make sure the cable is connected properly. If a malfunction occurs, check for the following conditions, then start over from the beginning. For more information, refer to the Game Boy operating manual.

The Game Link cable is not connected properly

The cable was removed or reconnected during play

The cable is not designed specifically for use with the Game Boy

## About the Game

**Races:** Races consist of completing two (or sometimes three) laps to reach the finish line.

**Courses:** There are ten prepared courses. In addition, players can design up to three customized courses using COURSE EDIT.

**Levels:** There are three levels. The higher the level, the more difficult the fuel settings.

# ***Lists of Items and Parts***

## **Items**

### **Nitro**

**N** Generates an explosive acceleration boost. Press the B button to use.

### **Speed**

**S** Increases your maximum speed. The effect is lost if you fall over.

### **Radials**

**R** Equips your bike with radial tires having skid-proof tread. The effect is lost if you fall over.

### **Jets**

**JET** Can be used when you flip your bike in mid-air at a specific place. The effect is lost if you fall over.

### **Mini Rider**

 Displayed when you flip your bike in mid-air at a specific place. This item won't disappear even if you fall over.

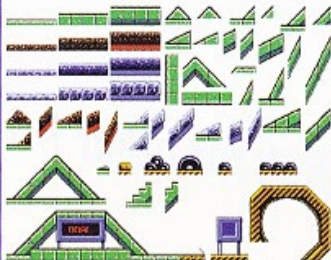
### **Gasoline**

**G** Increases your fuel level.

### **Super Suspension**

**SS** Provides you with more stability when landing so you don't lose much speed or fall over easily.

## **Parts**



★ Parts shown here make up only a small portion of the available parts.

★ Combine parts to assemble your own custom course. See p.11 for more information.