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GAME BOY[®] COLOR

MICKEY'S RACING ADVENTURE

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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The Story

Mickey and his friends arrived bright and early outside Professor Ludwig Von Drake's workshop. As promised, Von Drake had all the carnival floats built and in perfect working order. However, they still needed to be decorated, and the carnival was only two days away!

"These are wonderful, Professor!" cheered Minnie. "I can't wait to get started!"

The sun seemed to smile down upon the five friends as they set about their task of adding banners, balloons and papier mâché flowers to the floats. It was difficult work, but they were having so much fun that they hardly noticed. As they laughed and joked with one another, the hours seemed to fly by.



But not everyone in the town was so cheerful. High atop a lonely hill on the outskirts of town, sat a creepy, run-down mansion. In the topmost room of the highest tower, sat Pete, spying on the happy clan in the town far below. He scowled at the thought of how much fun they were having.

As he lowered his telescope, his eyes sparkled maliciously, and an evil grin spread slowly across his face. Hurriedly he gathered his henchmen together and began spelling out the details of his dastardly plan...

As the sun began to set, and the day drew to a close, Mickey, Minnie, Donald, Daisy and Goofy stopped to admire their work. "These are the best floats ever!" cheered Goofy. "I can't wait to show them off at the carnival!"

Suddenly, the peace was shattered by the harsh sounds of roaring engines and squealing tires. "What is that?" Donald shouted above the noise.

It was Pete and his gang speeding toward town in their souped-up race cars. The next thing the friends knew, they were engulfed in a cloud of dust and exhaust fumes so thick they couldn't see what was going on.

As the air cleared and the sound of engines faded into the distance, they could see what was left of all their hard work. The floats had been stripped of their decorations, and not even one balloon remained. In the middle of the wreckage sat Pluto with a letter in his mouth. It read, "If you want your stuff back, you'll have to beat my cronies. - Pete."

Professor Von Drake ran out of his workshop just in time to see the catastrophe. "Don't worry," comforted the Professor. "There may not be time to make new decorations, but I can whip up something to help you beat those brutes. Go home now and rest, and I'll have something ready for you first thing in the morning..."

Getting Started

Properly insert the Game Pak into your Game Boy Color system and turn the power ON.

1

Press START to begin the game.

2

You'll see a screen with five flags. Use the + Control Pad to move Mickey's hand and press the A Button to select the desired language.

3

You'll see a screen with three paintings, each representing a save slot. Use the + Control Pad to illuminate one of the save slots and press the A Button to select it.

4

On the following screen, select the letters of your name. Move the + Control Pad and press the A Button to choose a letter. When you are finished, press START. Your progress will automatically be saved to this slot.





Controls



Adventure Mode:

+ Control Pad — Move character

A Button — Read signs

B Button — Dig (as Pluto)

SELECT — Pause game and show inventory (press
← and → on the + Control Pad to choose spells
if available for use during races)

Racing Mode:

← and → on + Control Pad — Steer vehicle

↑ on + Control Pad — Change angle of
car when airborne

↓ on + Control Pad — Brake

A Button — Accelerate

B Button — Activate spell

START — Pause game and activate in-game options

Adventure Mode

You'll begin your adventure in Mickey's home town, playing as Mickey himself! Use the + Control Pad to explore the area, and you'll come across many interesting places...

Mickey's Home Town

Mickey and his friends live here. When you want to change characters, simply visit the house of the character you wish to play. You can only play as certain characters as you progress through the game. You'll also find the Post Office and the Print Shop nearby.

Casey Jr. Junction

This is where you'll need to go when you're ready to head out to the Racing Worlds. Bring your Railroad Pennies to the train station, buy your ticket from Clarabell and hop aboard Casey Jr.!

Magica de Spell's Caravan

Magica may be persuaded to brew up some magic to help you win the race... if the price is right.

Treehouse Glade

What do chipmunks love more than anything? If you can figure that out, you just might be able to trade with Chip 'n Dale for some useful items...

Ludwig Von Drake's Garage and Test Track

When you're ready to buy a new vehicle, or just upgrade your old one, go see the Professor.

Warp Zone

If you get tired of all that walking around, take a short cut! Look for an arrow pointing to the ground. Use Pluto to dig there and open up the warp zone. Then jump right in, and you'll immediately be whisked away to another area in the Adventure World.

Wandering Cronies

While out and about, you'll likely meet up with some of Pete's cronies. If you bump into them, they'll steal your Disney Dollars. Do your best to stay away from them — the place for a challenge is on the race track, not your home town!

Question Marks

As you explore the Adventure World, you will see flashing question marks. These act as guides to tell you where collectible objects are located. You must be controlling the correct character for the question mark to become a collectible object.

Riding the Train

When you're ready to race, you'll need to hop aboard Casey Jr. for a trip to the Race World. Each character (except Pluto) has a certain world to which only he or she may go. Bring the appropriate number of Railroad Pennies to the station, then off you go! Each character only has to pay for a ticket the first time he or she travels to a Race World. After that, ridin' the rails is free! All aboard!

Train Game

It looks like Pete will do anything to keep you out of the race. Now he's rearranged the tracks leading to the Race Worlds! You'll have to set them right if Casey Jr. is to reach his destination safely.

Use the + Control Pad to slide a tile into the empty space and continue the track. You'll need to lead Casey Jr. over each of the red detonators to blow up the boxes of dynamite in his way before you can get to the exit. Don't let the train hit a dead end!

Press the A Button repeatedly to speed up the train, and press the B Button to slow it down. You can press START to pause and activate the in-game options.



Race Worlds

When your train arrives, you'll see an overview of the Race World. A Mickey symbol marks each of the first three tracks. When you use the + Control Pad to move your character to one of these spots, the name of the course will appear, along with the number of Mickey Tokens required to race there.

Mickey's Medieval Adventure

Train Ticket: 1 Railroad Penny

<i>Track</i>	<i>Mickey Tokens</i>	<i>Vehicles</i>
Round Table Trouble	0	car
Drawbridge Derby	1	car & boat
Moat Madness	3	boat
Pete's Dungeon	—	car

Minnie's Frontier Adventure

Train Ticket: 2 Railroad Pennies

<i>Track</i>	<i>Mickey Tokens</i>	<i>Vehicles</i>
Pioneer Prairie	1	car
Frozen Frontier	2	car & boat
River Ruckus	5	boat
Pete's Hunting Hideout	—	boat

Daisy's Wonderland Adventure

Train Ticket: 3 Railroad Pennies

<i>Track</i>	<i>Mickey Tokens</i>	<i>Vehicles</i>
Raceway	3	car
Crazy Curves	6	car
Doughnut Derby	7	boat
Pete's Dessert Disaster	—	boat

Donald's Pirate Adventure

Train Ticket: 4 Railroad Pennies

<i>Track</i>	<i>Mickey Tokens</i>	<i>Vehicles</i>
Swashbuckling Sand Chase	5	car
Cutthroat Cove	7	boat
Jolly Roger Ramps	10	boat & car
Pete's Treasure Oasis	—	car & boat

Goofy's Fairground Adventure

Train Ticket: 5 Railroad Pennies

<i>Track</i>	<i>Mickey Tokens</i>	<i>Vehicles</i>
Rollercoaster Roadway	10	car
Really Rapid Rapids	12	boat
Fairground Follies	14	car & boat
Pete's Big Top Showdown	—	car & boat

Pete's Haunted Mansion

Train Ticket: 6 Railroad Pennies

<i>Track</i>	<i>Golden Bones</i>	<i>Vehicles</i>
Haunted Mansion	6	car

Turbo Boosts

When racing in a car, look for a wrench on the track. If you run over the wrench, you will get a temporary turbo boost. To get a turbo boost when racing a boat, look for areas of white water.



Race Results

After you've completed three laps, the results screen will appear. You'll receive a prize no matter how you place in the race. However, the better you do, the greater the rewards! First and second place will net you both Disney Dollars and Mickey Tokens, while you'll only get Disney Dollars for third or fourth place. Once you have completed a race, a flag will appear on the overview map, along with a number indicating your best ranking so far.



Pete's Brain Strain

Before you get to race against Pete in the world's fourth, and final, track, you'll have to solve another puzzle. This time, you must rearrange the tiles to correctly form a picture of Pete. Use the + Control Pad to slide a tile, hold down the A or B Button to see how the picture should look and press START to activate the in-game options. Once you solve the puzzle, you're ready to race!

Upgrading Your Vehicle

At some point, you'll find that your vehicle just can't compete with Pete's cronies anymore. But don't lose hope! Visit Professor Von Drake who can equip you with a new vehicle or an upgrade for your current one—as long as you have enough Disney Dollars, that is.

To buy a new vehicle, simply move the cursor over the one you want and press the A Button. There are three vehicles to choose from, plus the Professor just may have something special hidden away for you if you're good enough...

If you're not quite ready for a new vehicle, try boosting the performance of your current one with one of the following upgrades:

Top Speed — Increases vehicle's overall speed

Handling — Reduces the amount of slide when cornering

Acceleration — Lets your vehicle reach its top speed more quickly

	Car 1	Car 2	Car 3	Car 4
Initial Cost	FREE	\$100	\$150	\$200
Upgrade 1	\$10	\$30	\$50	\$100
Upgrade 2	\$10	\$30	\$50	\$100
Upgrade 3	\$10	\$30	\$50	\$100

Magic Spells

A great vehicle alone can't always win the race. When dealing with Pete's cronies, a little magic can be a big help. Visit Magica de Spell, tell her what you want and pay the appropriate amount in Disney Dollars. She'll need some time to work her magic, so leave and compete in a few more races. When you get back to her caravan, your spell will be waiting for you!

<i>Name of Spell</i>	<i>Cost</i>	<i>Conjure Time</i>
Mickey's Sticky Net	\$10	1 Race
Mickey's Magical Portal	\$20	2 Races
Mickey's Magic Gloves	\$30	1 Race
Spirit of Mickey	\$50	3 Races
Donald's Duck Bomb	\$10	1 Race
Donald's Cloud of Frustration	\$20	2 Races
Goofy's Turbo Tires	\$5	1 Race
Goofy's Gumball Rally	\$10	2 Races
Goofy's Knockout Punch	\$20	2 Races

Pluto's Bone Hunt

Though Mickey's faithful hound can't race, Pluto has a game of his own! He's got a nose for sniffing out bones which he'll use to help the rest of the characters reach the final showdown. When an exclamation point appears above his head, it means he's hot on the trail. Press the A Button to start digging, and you should soon uncover a mini-game.

Each mini-game has its own objective. Be sure to read the objective carefully before starting your game. When you're ready, press the A Button to begin. Use the + Control Pad to dig and press START to activate the in-game options.



Dirt — Pluto can dig right through.

Walls — Impassable but may sometimes be destroyed.

Bones — Collect all the bones, but don't let them fall on your head!

Rocks, Ducks and Barrels — If one of these falls on Pluto's head, your game is over. However, they may be useful in getting rid of an annoying enemy...

Robot Butch — These mechanical terrors can only move in cleared areas, but meeting up with one spells instant failure. However, there are several ways of ridding yourself of this threat...

Slime — This green sludge will ooze its way into any open area. It can block your path, but it won't hurt you. However, if an unfortunate Robot Butch comes into contact with it, you'll be rewarded with a bone!



In addition to the eight Bone Hunt mini-games in the Adventure World, each Race World has four Bone Hunts of its own. Once you have beaten Pete in a Race World, he will give you a parcel. By using this parcel, you will activate Pluto's Bone Hunt game on a different character's world. To get Pluto to that Race World, mail him from the Post Office (see pg. 21). Once you have completed all four Bone Hunts on a world, you will receive a Golden Bone.

Collectible Items

Mickey Tokens: Each race track requires a certain number of Mickey Tokens before you'll be allowed to compete there. You can collect them by winning races.

Disney Dollars: Pay for vehicle upgrades and magic spells with your Disney Dollars. You can win them in races or find them lying about in the Adventure Mode.

Railroad Pennies: Purchase train tickets with the Railroad Pennies you find in the Adventure Mode.

Nuts: Eighteen nuts are hidden throughout the Adventure World. Any idea who might like to get their paws on them?

Golden Bones: Pluto gets a Golden Bone for completing all four Bone Hunt mini-games in a world. You'll need them to get past Butch to reach the final showdown.

Missing Keys: You'll need to find something to trade with Chip 'n Dale if you want to get these keys back.



Post Office

Mail Pluto

Dogs aren't allowed to ride on Casey Jr., so Pluto will need to get to the Race Worlds a different way. Once you find the key to the Post Office, you'll be able to mail Pluto in a parcel to any of the race worlds, provided you have first beaten Pete! Use the + Control Pad to select the required parcel. There is one for each world.

Send/Receive E-Mail

The e-mail link allows you to send messages you have won to a friend via the Infrared Communications Port. Place two Game Boy Color systems together with the Infrared Communications Ports facing each other and press the A Button to connect. Once connected, use the + Control Pad to select the message. To send the message, press the A Button. To exit the e-mail link, press START to activate the in-game options.

Check Mail

The mail service lets you access cheats for use within the game. Select a letter using the + Control Pad and toggle the cheat on and off with the A Button. You cannot use cheats on tracks that you have not completed.

Print Shop

The Print Shop is locked at first, but once you find the key, you can use the Game Boy® Printer (sold separately) to print out all kinds of cool pictures! Select Access Computer using the + Control Pad. Once activated, you have four options:

File - This will display a list of pictures. Use the + Control Pad to highlight and press the A Button to select the picture.

Options - This allows you to determine the darkness of the print. Use the + Control Pad to highlight Dark, Medium or Light and press the A Button to select.

Print - This will print the chosen picture. Use the + Control Pad to select Yes or No.

Exit - This will return to the Print Shop.



Notes

Important:

REV. B

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