

GAME BOY color

Nintendo

CGB-BSNE-USA

MICKEY'S SPEEDWAY USA



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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Thank you for selecting the Mickey's Speedway USA Game Pak for your Nintendo® Game Boy® Color system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

Contents

The Race is On	2	Driving School	11
The Main Menu	4	Extras	12
1-Player Game	5	The Racers	13
Game Screen	7	Racing Tips	14
Controls	8	Warranty &	17
Power-ups	9	Service Information	
2-Player Game	10		

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Callers under age 18 need to obtain parental permission to call (prices subject to change)

The Race is On

Mickey strolled down the garden path with Pluto's breakfast in hand, whistling cheerfully in the morning sun.

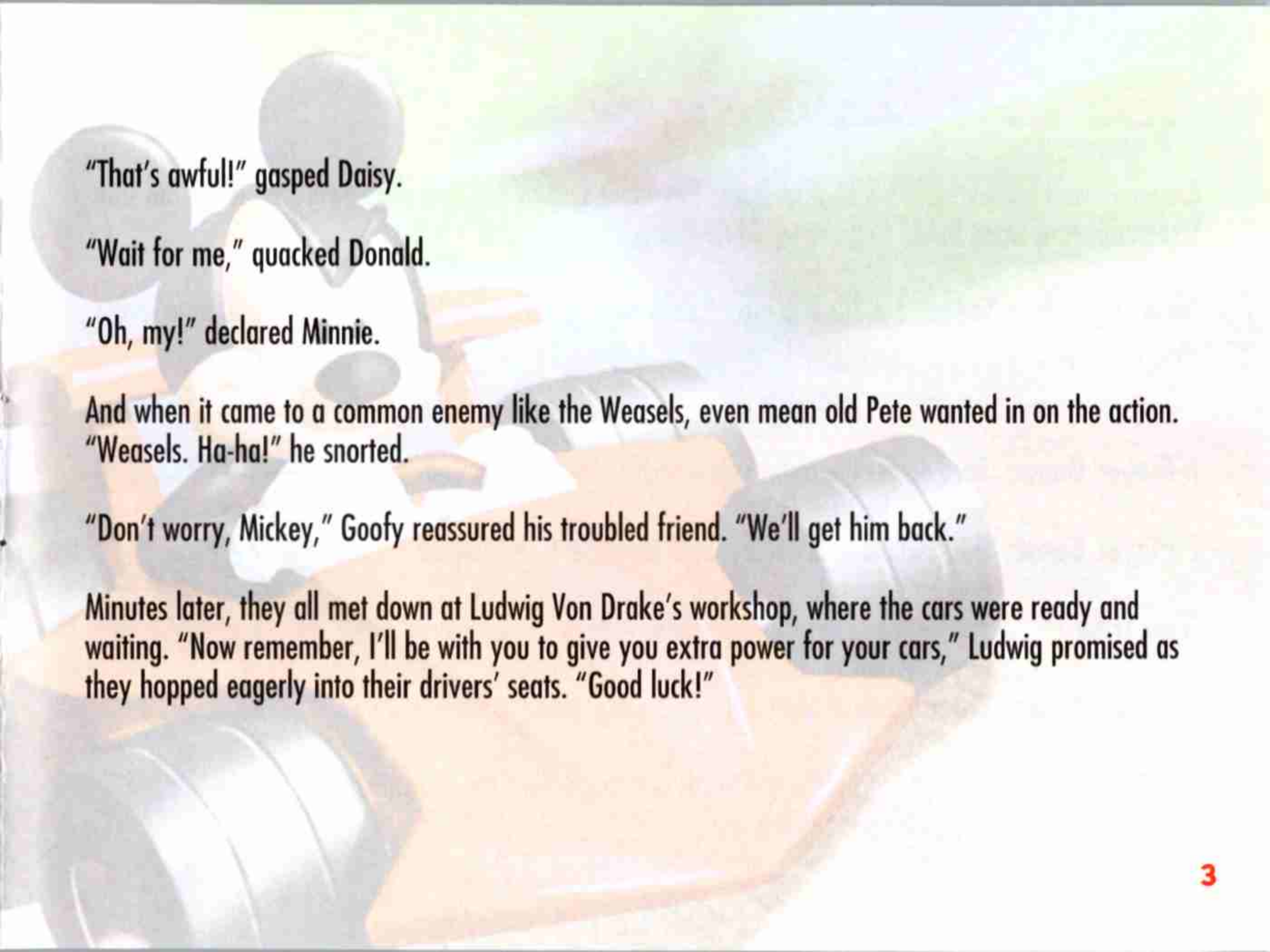
"Hi-ya, Pluto!" he called as he approached the dog house. "Look what I have for you here..."

His voice trailed off as he noticed that the dog house was empty. A piece of paper pinned to the front of the dog house showed a picture of Pluto locked in the back of a van, surrounded by several grinning Weasels. Mickey gasped and quickly scanned the writing above the picture:

"Hey, mouse! We have your dog and his diamond collar! Just try to catch us! Ha, ha, ha!"

This was terrible! They'd dognapped Pluto for his collar? There was no telling how long they'd been gone, and Mickey knew that he had to recruit some help as soon as possible. He called his friends right away.

"Hey, everybody! The Weasels took Pluto! Meet me at Ludwig's shop. We have to get the racecars and go after him!"



"That's awful!" gasped Daisy.

"Wait for me," quacked Donald.

"Oh, my!" declared Minnie.

And when it came to a common enemy like the Weasels, even mean old Pete wanted in on the action.

"Weasels. Ha-ha!" he snorted.

"Don't worry, Mickey," Goofy reassured his troubled friend. "We'll get him back."

Minutes later, they all met down at Ludwig Von Drake's workshop, where the cars were ready and waiting. "Now remember, I'll be with you to give you extra power for your cars," Ludwig promised as they hopped eagerly into their drivers' seats. "Good luck!"

The Main Menu

Properly insert the Game Pak into your Game Boy Color system and turn the power ON. When the Title Screen appears, press START to go to the Main Menu.

On the Main Menu Screen, use the + Control Pad to highlight a mode, then press the A Button to make your selection.

1-Player Game: Race across the country in search of the Weasels and Mickey's best pal Pluto.

2-Player Game: Use a Game Link[®] cable (sold separately) to compete against a friend.

Time Trial: Try for the fastest time possible, without all the distractions of power-ups or other racers on the track.

Driving School: Practice your driving skills by taking Professor Von Drake's tests.

Extras: View your trophies, postcards and any other little souvenirs you pick up along the way.



1-Player Game

-  You can save up to three games in this single-player mode. Choose one of the three disks that appear on the screen shown on the right. Each time you complete a race or driving test, your game will automatically be saved to that disk.
-  If you choose an empty disk, you'll need to enter your initials. Press  and  on the + Control Pad to rotate the letter wheel. Press the A Button to select a letter or the B Button to remove a letter. When you are finished, rotate the wheel to END or press START. After that you must choose a difficulty level.
-  Next, press  and  on the + Control Pad to rotate the character wheel, then press the A Button to see the chosen character's statistics. If you want to use that character, press the A Button again to get started. If not, press the B Button to return to the character wheel.



 Finally, choose the circuit that you want to race. Only Traffic Troubles will be available at first. You must complete this circuit before you can race on to the next one.



You'll receive a certain number of points based on how you place in each race. The totals for each of the four races will be added together to determine the overall winner of the circuit. If you place first, second or third overall, you'll win a trophy and be able to race in the next circuit.

1st Place:	7 Points
2nd Place:	5 Points
3rd Place:	3 Points
4th Place:	1 Point

Game Screen



Controls



+ Control Pad:

- ← and → - Steer
- ↑ - Use a power-up / Adjust landing angle when airborne
- ↓ - Drop weapon behind car

A Button:
Accelerate

START:
Pause

B Button:
Brake/Reverse in
Driving School

Power-Ups

As you race, you'll notice barrels in the middle of the tracks. Each barrel contains a power-up that can be used either to help you or hinder your opponents. Run over a barrel to grab a power-up, then press  on the + Control Pad to use it or  to drop a weapon behind your car. A picture of your current power-up will appear in the top-right corner of the screen. If you run over another barrel before you've used your current power-up, the first power-up will be replaced with the new one.

Baseball Chucker

Makes any vehicle it hits spin out.

Magno Flyer

Homes in on the nearest opponent in front of you.

Paint Splotcher

Causes any car that hits it to skid.

Stormy Weather

Slows down the next vehicle ahead of you.

Carbo Spritzer

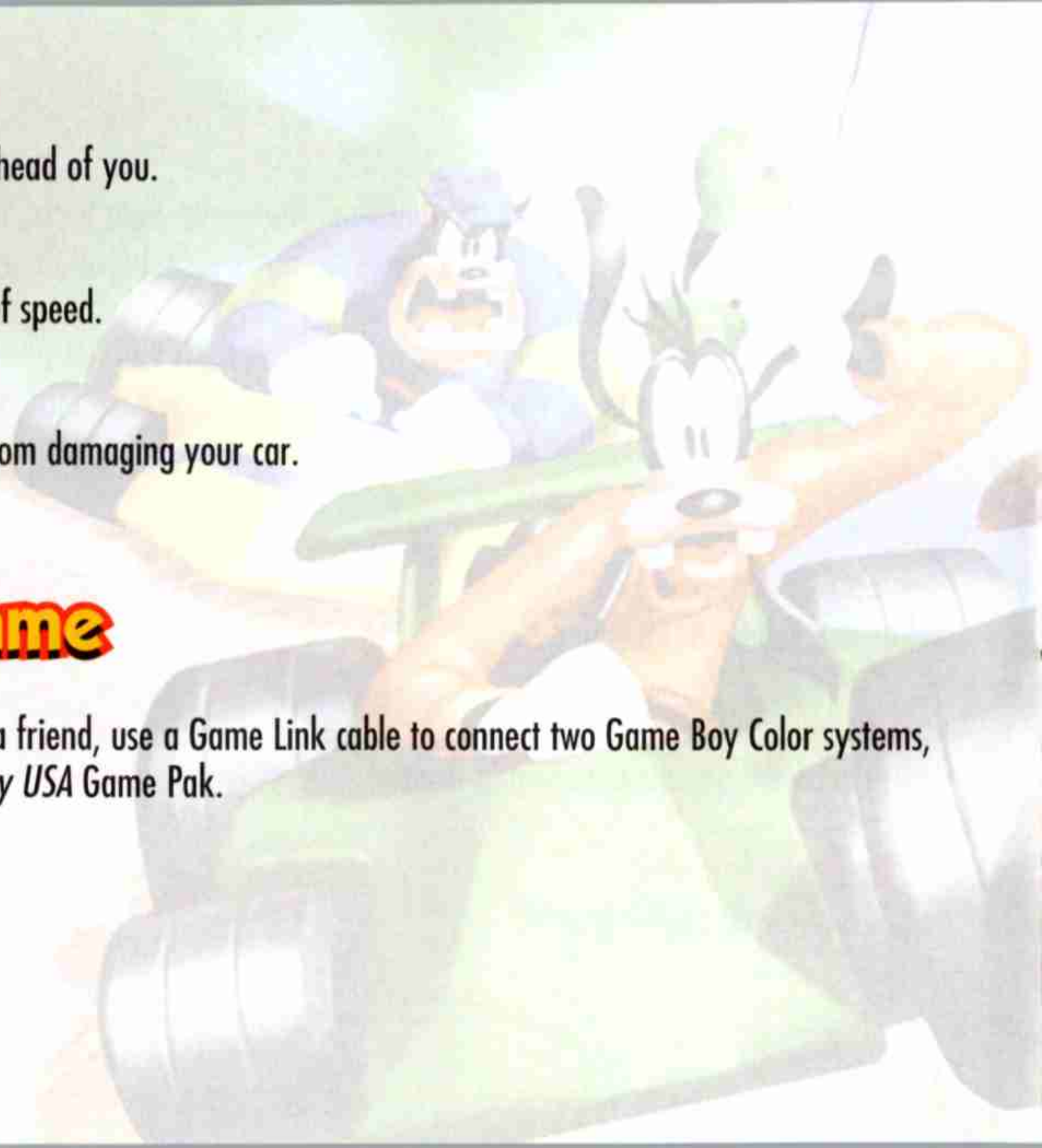
Gives you a temporary burst of speed.

Shield Shell

Prevents opponents' attacks from damaging your car.

2-Player Game

To race head-to-head against a friend, use a Game Link cable to connect two Game Boy Color systems, each with a *Mickey's Speedway USA* Game Pak.



Driving School

Professor Von Drake's school is the perfect opportunity for you to practice your driving skills before you head out across the country. There are five tests in all, and you must complete each one before you can move on to the next.

Don't just try to rush through the tests in order to beat the time limit. Remember that Von Drake will impose stiff time penalties for any mistakes you make!

Hitting a cone: 5 seconds

Hitting a wall: 10 seconds

Missing a slalom: 10 seconds

Missing a parking spot: 1 minute



TEST RESULTS	
TEST TIME	
00:20.05	
PARKING FOUL	00
CONES HIT	00
SLALOM FOUL	00
COLLISIONS	00
TIME PENALTIES	
00:00.00	
TOTAL TIME	★
00:20.05	

Extras

Tour Journal

Any postcards you collect on your trip will be saved here. You can even print them out using a Game Boy® Printer.



I.R. Link

There's a secret hidden in *Mickey's Speedway USA*! To uncover it, you must use the Infrared Communications Port to communicate with *Mickey's Racing Adventure* for Game Boy Color, then follow Professor Von Drake's instructions.

Save Options

This option allows you to copy a saved game to another file, erase a saved game, or erase all high-score data.



View Trophies

The trophy cabinet lets you look at the trophies you've won and information on other high scores.

Game Information

This shows you how many secrets you have unlocked and how much of the game has been completed.

The Racers



Easy Handling



Average Handling



Difficult Handling



Easy Handling



Average Handling



Difficult Handling

Racing Tips

- ❶ To get a Turbo Start at the beginning of a race, press the A Button just after the third light on the starting grid changes.
- ❷ For a more effective attack, use the Stormy Weather pick-up just before your opponents enter a curve.
- ❸ When going over bridges and ramps, press  on the + Control Pad to adjust your car's landing angle. This will give you a smoother landing, helping you maintain your speed.
- ❹ Use the Carbo Spritzer pick-up in straightaways to avoid crashing full-speed into walls.
- ❺ Avoid bumping into the other racers. Colliding with another car will most likely slow you down and may even give your opponent a little speed boost.

Notes



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REV. B

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