

**GAMETEK**

2999 N.E. 191st Street, Suite 500, Aventura, Florida 33180 U.S.A.  
PRINTED IN JAPAN

Nintendo

**GAME BOY**

**GAMETEK**

DMG-ARDE-USA

**RACE**  
2 FULL GAMES ON 1 GAME PAK *Days*

**INSTRUCTION BOOKLET**



**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

## Game Hint and Tip Line 1-900-903-GAME (4263)

- 80¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1989 NINTENDO OF AMERICA INC.

**GAMETEK**

2999 N.E. 191st Street, Suite 500,  
Aventura, Florida 33180, U.S.A.  
© 1994 GameTek, Inc.

## INSERTING YOUR RACE DAYS GAME PAK

1. Make sure that you have inserted your Game Pak into your Game Boy properly, and that it is securely locked in place.
2. Switch on your Game Boy.
3. Press any key twice, and you will be taken to the intro screen. Pressing any key from here will take you to the first options screen, where you will decide on the level of difficulty.

## 4 WHEEL DRIVE CONTENTS

Introduction .....	2
Getting STARTed .....	2
Enter Name Screen .....	3
Game Set-Up Screen .....	3
Player Options Screen .....	4
Game Options Screen .....	5
START Your Engines .....	5
Controls .....	6
Scoring .....	6
Point Scale .....	6

## DIRTY RACING CONTENTS

Introduction .....	7
Selecting Difficulty .....	7
Entering Your Name .....	7
Selecting Your Race .....	8
Ready to Race .....	9
The Shops .....	10
Game Over .....	11
Compuserve Membership .....	12
Warranty .....	12



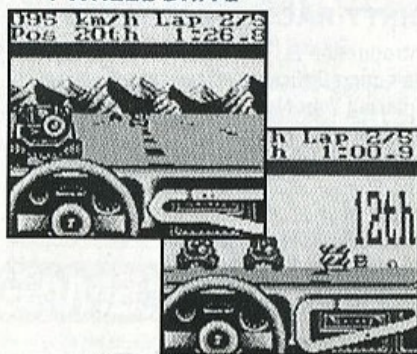
## INTRODUCTION

After loading the game pak and the Copyright screens have appeared, pressing the **START** button will bring up a **MENU SELECT SCREEN**.

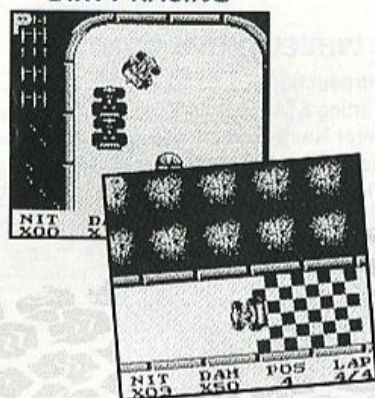
Using the **CONTROL PAD** highlight the game you wish to play and press the **START** button. This will load and start the game selected.

To Quit out of either of the games, hold the **START**, **SELECT**, **A**, and **B** buttons simultaneously to reset the game back to the Copyright screen.

### 4 WHEEL DRIVE



### DIRTY RACING



## ENTER NAME SCREEN

Use the **CONTROL PAD** to enter your name. Press **Up** and **Down** to change the letters; press **Left** and **Right** to move the cursor **Left** and **Right**. When you have finished, press **A** to advance to the Game Set-Up screen.

## GAME SET-UP SCREEN

Move the **CONTROL PAD** **Up** and **Down** to move between the options, and **Left** and **Right** to change them. Press **A** once you are happy with the options you have selected. There are six options:

1. **DIFFICULTY LEVEL NOVICE/INTERMEDIATE/PRO**

2. **SPEED KM/MPH**

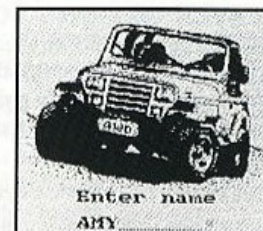
3. **STEERING LEFT/RIGHT**

4. **TRACK MAP ON/OFF**-Allows you to see the shape of the track and your position, represented by the darker dot. Since you start every one-player race in 20th place, the lighter dot represents the vehicle in first place. If you overtake the leader, the lighter dot will still appear to show the location of your nearest opponent.

Please Note: After the first race, your starting position is dependent upon where you finished the last race. In the Two Player Game Boy Game Link mode, the lighter dot represents your head-to-head opponent.

5. **CHEVRONS ON/OFF**-These alert you to the direction you should turn. The wider the curve in the road, the more arrows will appear.

6. **POSITION FLASH ON/OFF**-Indicates your position in the race.





### PLAYER OPTIONS SCREEN

**ONE PLAYER GAME**-Pits you against 19 other road hogs. If you select the **1 PLAYER GAME** option and press **A**, the **GAME OPTIONS** menu will appear.

**TWO PLAYER GAME BOY LINK**-Pits you against one other ruthless opponent in a head-to-head race to the finish line. To use the 2 Player Game Boy Link option, please follow the steps listed below:

1. Make sure both Game Boys are turned off.
2. Insert one Game Pak into each Game Boy.
3. Connect the two Game Boys by inserting each end of the Game Link into the **EXT. CONNECTOR** sockets located in both Game Boys.
4. Turn both Game Boys on.
5. Both players will follow the instructions listed previously for the **ENTER NAME, GAME SET-UP** and **PLAYER OPTIONS** screens. (Both players are free to choose their own level of difficulty, but it is probably best to keep the competition fair by choosing the same level of difficulty for each player.)
6. After both players have selected all of the options you would like at the **ENTER NAME, GAME SET-UP** and **PLAYER OPTIONS** screens, both players should then highlight the **2 PLAYER** options on the **PLAYER OPTIONS** screen. Then only one player should press the **A** button to move on. This will now be the controller Game Boy, which will then be used to select the options listed at the **GAME OPTIONS** screen further in the manual. Have no fear, once the race starts, both players will have control over their individual vehicles.

### GAME OPTIONS SCREEN

**1. PRACTICE**-The **PRACTICE** option allows you to compete against the clock to improve your time and position. After you have completed a practice run, a **PRACTICE SUMMARY** screen will appear showing your lap time for each individual lap of that track, as well as your position in each lap of that particular track, and your overall track time.

**RACING A PRACTICE JAMBOREE**-Once you have selected the **PRACTICE** option, the **SHORT** season list will appear. Pressing **left** or **right** on the **CONTROL PAD** will allow you to scroll through the **INTERMEDIATE** or **CHAMPIONSHIP** Jamboree lists. To select a track highlight the race of your choice by pressing **Up** or **Down** on the thumb **CONTROL PAD**. To start the race, press **A**. If you decide you do not like the track you have selected, press **B** to return to the main **PRACTICE TRACK** screen.

**2. RACE SEASON**-If you want to race an entire season and not individual practice races, choose from **SHORT**, **INTERMEDIATE**, or **CHAMPIONSHIP** at the **GAME OPTIONS SCREEN**.

If you choose **SHORT**, you will race five Jamborees. If you select **INTERMEDIATE**, you will race the seven Jamborees. If you select **CHAMPIONSHIP**, you will race ten Jamborees. After you have selected the race season you wish to compete in, pressing **A** will take you into the **COURSE DESCRIPTION** screen for the first race in the line up. Press **A** to start the Jamboree.

### START YOUR ENGINES

#### 1 PLAYER GAME

If you are playing a 1 player game, a screen will appear indicating what place you must come in to qualify for the next race.



## 2-PLAYER GAME

Pressing **A** at the **COURSE DESCRIPTION** screen will take you and your opponent right into the first lap of the first race in the race season line up you have selected.

## ALL PLAYERS

As your engine revs, you will see a display at the top of your windscreen showing Speed/Lap formation/Current position and time.

## CONTROLS

To Accelerate: Press **A**

To Brake: Press **B**

To Steer Right: Press the right arrow on the **CONTROL PAD**

To Steer Left: Press the left arrow on the **CONTROL PAD**

Turbo Power: Press **A** and the Up arrow on the **CONTROL PAD** simultaneously

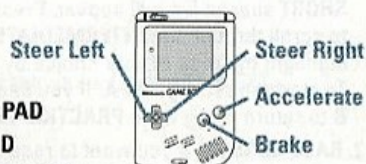
## SCORING

After you have completed the second race in a season, the **CURRENT TABLE** screen will appear showing your overall standing in the season.

This screen will appear after every race once you have completed the second race in the season.

## SCALE

FIRST PLACE - 20pts, SECOND PLACE - 15pts, THIRD PLACE - 12pts, FOURTH PLACE - 10pts, FIFTH PLACE - 8pts, SIXTH PLACE - 6pts, SEVENTH PLACE - 4pts, EIGHT PLACE - 3pts, NINTH PLACE - 2pts, TENTH PLACE - 1pt.



# DIRTY RACING

## ARE YOU READY TO RACE?!!

Your challenge in Dirty Racing is to finish first in the Grand Final Season, a set of nine grueling circuits to test even the most hardened driver. Successfully complete thirty two demanding and challenging racing meetings, to reach the Grand Final Season.

## SELECTING THE LEVEL OF DIFFICULTY

There are 3 levels of difficulty: 1. Taking it easy. 2. Hazardous. 3. Totally dirty.

Use the **CONTROL PAD** to move up and down between the three choices, and the **A button** to select the difficulty.

The following are affected by the difficulty levels:

**Hazards:** For example, slippery oil patches and sand patches.

**Maximum Speed:** You begin with a set maximum speed on each level, which can be increased.

**Nitro:** You can expand the nitro capacity each time you go to the shop.

**Acceleration:** You begin with a fixed acceleration factor, (maximum 16). This can be improved when you visit the shop.

**Off Road Sections:** Will prove to be more difficult to traverse than other sections.

## ENTERING YOUR NAME

To select a letter move the flashing cursor over the letter, and press the **A button**. If you make a mistake, move the cursor over the arrow close to the bottom right hand corner and click on '**A**'; the last letter entered will be deleted. When the name entered is correct, move the flashing cursor over the '**ED**', found in the bottom right-hand corner of the letters block, and press **A**.



## SELECTING YOUR RACE

You will then be presented with a map on screen, which will look something like this, showing:

1. Your current position
2. The available routes. The one to the right is a local meet, so if you need the practice this is one to choose. The one to the left, however, is a pre-qualifier, which requires you to finish in first place.

Your first race is a local meet, in which you must finish in the first three cars to go onto the next track. If you finish in the top three, you will be able to take two routes, either to the left or right. As they are both Cup Meetings, you must finish in first place to move on. Your map will show the following symbols.



**Meet:** This is a race indicator. It will contain one of the following symbols, each indicative of a different thing.



**Car:** Your car. You are at the track that the car currently sits upon.



**Cup:** This cup indicates that this race is one of the Cup Challenge races. You must win all five Cup Challenges prior to the grand final.



**Spot:** This represents a local meet.

Pressing the **B** button over a race icon will give information about each race. If you decide not to take part, press the **A** button. If you do want to take part in this race, press the **START** button.



## READY TO RACE!

In the first race, you will begin in fourth place, otherwise your position on the grid will depend upon where you finished in the last race.

## CONTROLS

Your controls are as follows:





The screen will look a little like this:

**Nitro:** Can be used to provide a temporary boost of power. To be used sparingly.

**Money Bonuses:** Littered around the track you will find Money Bonuses. Collecting these will boost your funds.

**Flashing Bumper Panels:** When bumping into side panels which will flash for a limited time, bonuses can be obtained. They are: Fire Power, Extra Points, Money, Nitro Replenish, Position Exchange, (exchange your race position with that of a computer car) and Supersonic, which will give permanent nitro boost for the rest of the race.

A message will appear at the bottom of the screen telling you what the effect of that bonus is.

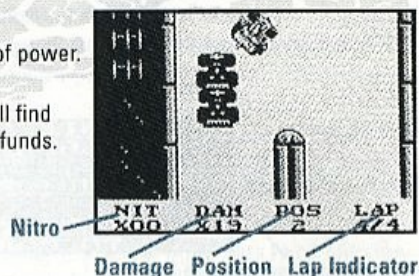
After the race the results panel will be screened. Pressing the **A button** will show you the current league table of drivers.

The points are distributed as follows: 1st position = 6 points, 2nd position = 4 points, 3rd position = 2 points, 4th position = 1 points.

**Money:** Collect money in 3 ways: 1. Collect money tokens scattered around the track. 2. Finish a race in first place with spare Nitro, which will be converted to money. 3. Bumping into the flashing wall panels.

### THE SHOP

Pressing the **A button** again will take you to the shop screen where you can make purchases to improve the quality of your car.



**Engine Tune Up:** Your purchasing options will improve your engine's performance in all subsequent races by ten, up to a maximum of two hundred.

**Tire Service:** This will repair any faulty tires that you may have, or will replace them, if they are too damaged.

**Damage Repair:** This will take care of any general wear and tear on your car. Each unit of damage costs one credit to repair.

**Larger Nitro:** A larger nitro will allow you to carry much more Nitro into a race, giving a speed advantage over your opponents.

**Extra Acceleration:** This will allow you to accelerate even faster. Use the **CONTROL PAD** to move the pointer over an item you wish to purchase. Press the **A button**, provided that you have sufficient funds and your car will be suitably repaired or improved. You can buy as many items as you can afford. Once you have selected, move the pointer over the exit square, and press the **START button** to move onto the map screen from which you can select the next race.

### GAME OVER

If you fail to reach the required standard in any race, then the game will be over. The player uses the **CONTROL PAD** to select either 'Y' to continue or 'N' to return to the 'front end'. If you choose to continue, you will begin at the meeting or race at which you proved unsuccessful. You are limited to five continues.



Your purchasing options



### FREE INTRODUCTORY COMPUSERVE MEMBERSHIP

As a valued GameTek customer, you are eligible for a special offer to receive a FREE introductory membership to CompuServe, the world's largest on-line information service.

By joining CompuServe, you can receive the latest news and product announcements concerning GameTek games. (GO GAMETEK) to get to the GameTek section of the Game Publisher's Forum. From the Game Publishers Forum (GO GAMEPUB), you can download updates to your favorite computer games or obtain demos of soon-to-be-released computer games. You'll also be able to trade tips, hints and strategies with other GameTek computer and game pak game players in the Gamers Forum (GO GAMERS).

To take advantage of this special offer, call toll-free 1-800-524-3388 and ask for Representative # 436 to get your introductory CompuServe membership which includes a personal User ID, password, \$15 usage credit and an entire month's worth of basic services free.

### GAMETEK LIMITED WARRANTY

GameTek, Inc. warrants to the original consumer purchaser of this GameTek game pak product that the medium on which this game pak program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This GameTek game pak program is sold 'as is,' without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this program. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any GameTek game pak product postage paid, with proof of date of purchase, at its Corporate Offices: GameTek, Inc. 2999 Northeast 191st Street, Suite 500, Aventura, Florida 33180 • (305) 935-3995.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the GameTek game pak product has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate GameTek. Any implied warranties applicable to this

GameTek game pak product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will GameTek be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of the GameTek game pak product.

Some states do not allow limitations on the duration of an implied warranty or exclusions of limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

### GAMETEK CUSTOMER RELATIONS

1-305-935-3995

• 8 AM to 8 PM, Eastern time

### GAME HINT AND TIP LINE

1-900-903-GAME (4263)

- 80¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours

### TO ORDER GAMETEK PRODUCTS

Call toll-free 1-800-GAMETEK (1-800-426-3835).

24 hours a day, 7 days a week.

Visa and Mastercard accepted.