

Nintendo

GAME BOY™

6

THE ORIGINAL

Micro Machines

SCALE MINIATURES

DMG-H3-AUS



INSTRUCTION
BOOKLET

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Cautions During Use

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.*
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.*
- 3) Do not touch the connectors or let them come into contact with water, as this may cause malfunction.*
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.*
- 5) Store the Game Pak in its protective case when not in use.*



STARTING-UP

1. Set up your GameBoy System as described in the instruction manual.
2. Make sure the power switch is OFF before inserting the game cartridge into the GameBoy.
3. Turn the power switch ON and in a few moments, the Title screen appears.

Micro Machines is a car racing game where you race 8 different Micro Machines on up to 28 different tracks across 8 different environments. There are 11 different characters to compete against, each with his or her own skill level.

In Micro Machines Challenge (1 player game) if you keep winning you will race against each character on more difficult tracks. The idea is to knock out every one of the characters until none remain, leaving you as the Micro Machines Champion.

In the Head to Head (2 player game), you can race against a friend or a group of friends one at a time. There are only 2 cars on the track at a time and the race is over 3 laps of the course.

You can also link two, three or four GameBoys together for multi-player racing (see chapters on different games for more details).

GETTING STARTED

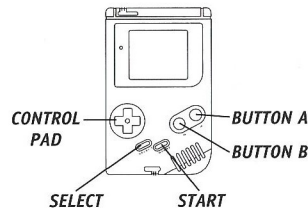
Press the START button to get you out of the demo mode.

If you are using 1 GameBoy, push the control pad left or right to choose whether you want to play 1 or 2 player games.

If you have 2 GameBoys connected together it will automatically take you into a 2 player Head to Head game.

If you have 3 or 4 GameBoys connected together it will automatically take you into a special mode where you will race directly against the other players.

CONTROLS



Using left and right on the control pad will turn your vehicle anti-clockwise and clockwise. It doesn't matter which direction your car is facing, the controls will rotate it. You can practice this in the qualifier race, in the Micro Machines Challenge.

Button A - (Accelerate) Hold down to accelerate until you reach full speed.

Button B - (Brake) Hold down to brake, when you stop it will send the car backwards.

Note: In the tank Micro Machines, pressing A and B buttons simultaneously will fire a shell. Start - Press the start button to pause and un-pause the game.

SPECIAL CONTROLS - 2 PLAYER SIMULTANEOUSLY, HEAD TO HEAD

This game is played by both players sharing the controls on the GameBoy as follows:

Action	Player 1	Player 2
Rotate anti-clockwise	PAD UP	B BUTTON
Rotate clockwise	PAD DOWN	A BUTTON

Brake* PAD LEFT START BUTTON

***Note:** When you are not braking the car will automatically be accelerating.

THE RULES OF THE MICRO MACHINES CHALLENGE

In the Micro Machines Challenge you get to race all the different Micro Machines in their own environments, building up your collection of Micro Machines shown in your display case at the start of each race.

During the race the car order is shown at the top left corner of the screen as a column of dots representing the cars. The race lasts for 3 laps.

First or second place in a race qualifies you for the next race on a different track with a different vehicle. Third or fourth place means you lose a chance and have to race the same track again.

You start with three chances - if you lose them it's game over!

CHOOSING A CHARACTER

After selecting the Micro Machines challenge you have to select the character you want to be for the whole challenge. Press left and right on the control pad to move through the characters. They all have different abilities when they are your opponents, but whichever you choose it will not affect your driving.

Press A to choose the character.

Press START to continue.

THE RULES OF THE MICRO MACHINES HEAD 2 HEAD RACE

CHOOSING A CHARACTER

After selecting the Head to Head

choose the character you wish to play by pressing left or right on the control pad to move your choice through the characters. Press A to make your selection and START to continue.

HOW TO WIN THE HEAD TO HEAD CHALLENGE

8 coloured lights are shown in the top left corner of the screen at the start of each game. Each player has 4 lights the same colour as their Micro Machine.

Whenever a player gets a whole screen length in front of the other they win a bonus. The loser's lights will change to the colour of the winner's.

When a player has all 8 lights showing their colour, they have won the race.

If neither player has all 8 lights at the

end of 3 laps, the player with the most lights showing their own colour wins the race.

If both players' lights are equal at the end of the game, then the competition enters into a sudden death play-off where the first player to gain a bonus light wins the game.

THE 2 PLAYER SIMULTANEOUS HEAD TO HEAD CHALLENGE - USING 1 GAMEBOY

A special option in Micro Machines enables two players to do battle on one GameBoy. From the 2 player menu choose the 2 player simultaneous option.

Both players must first choose who they want to be in the same way as the single player games, player 1 choosing first.



Now select whether you wish to play single race or tournament.

Handicapping and scoring works in the same way as both the 1 and 2 player games. The only difference is how the player controls work.

PLAYING THE 2 PLAYER GAME

Having selected your character you must now choose if you want to compete in a single or a tournament race.

In the single race you choose which Micro Machine vehicle you wish to drive. In the tournament game you race a random selection of Micro Machines in their environments one after another. The first player to win 4 races is the champion.

HANDICAPPING

If one of you is more experienced than the other, choosing Annie, Mike or Walter will handicap that player in the 2 player mode to give the other player a fighting chance. Annie has a slight handicap, Mike a higher handicap and Walter is the highest.

SCORES

The scores and ratings on the results screen are affected by the results of the single race game as well as the tournament. This means you can make up competitions for more than 2 players, providing each player competes as the same character and you play a series of single race 2 player games. A good way of doing this is to have a group of people playing a "winner-plays-on" series of races, with the newcomer choosing the course to race.

MULTI PLAYER - TWO, THREE OR FOUR GAMEBOYS CONNECTED TOGETHER.

THE 2 PLAYER HEAD TO HEAD GAME

You will need two GameBoys, two copies of Micro Machines, a GameBoy to GameBoy cable... and a friend!

With the power switch in the off position insert one end of the cable in the socket of Player 1's GameBoy. With Player 2's power switch in the off position, insert the other end of the cable into Player 2's socket. Now switch the power switch on for both Player 1's GameBoy and Player 2's GameBoy.

Player 1 and player 2 must now select the character they wish to play for the rest of the game. Do this the same way as you would select a character in the

1 player version of the game.

You are now ready to race!

THE 3 OR 4 PLAYER GAME

You will need 3 or 4 GameBoys, each with a copy of Micro Machines, enough GameBoy to GameBoy cables, a 4 player adapter and some friends.

Connect the cables according to the 4 player adapter they wish to play. Do this in the same way as you would select a character in the 1 Player version of the game. You will see an indication of the other players' choices on your screen. When all players have chosen their players the screen will change to the race selection screen. Choose the race in which you wish to compete, which will be over 3 laps.



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