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Nintendo

GAME BOY™

DMG-TH-ASI

DAYS OF
Thunder™



INSTRUCTION BOOKLET

MINDSCAPE PRESENTS DAYS OF THUNDER

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Let me drive. You build me a car and I'll win Daytona next year.

Think so, huh? You're raw, untested. You've never driven a stock car in your life. You're up against the stock car greats and you just made one very big promise. Now you've got to fulfil it. Put up or shut up. Lay it on the line.

You're *Cole Trickle*, rookie driver, and you're about to experience all the engine-roaring, tire-screaming stock car action of the movie *Days of Thunder*. Better buckle up!

You'll be up against 19 other skilled drivers in a five-race Season. Among them are your arch rivals, Rowdy Burns and Russ Wheeler. They are smart, experienced, and very aggressive drivers, who are tough to beat on the track.

After each race, see how you're measuring up against Rowdy and the other drivers on the *Final Positions* and *Season Standings* screens.

The races take place at five different tracks with the Season starting at Daytona. Each track varies in length and shape, to challenge your driving skill. You must qualify before each race to determine your starting position.

A rookie like you has never won the Season. You'll need to master driving tactics like slipstreaming and pipelining to get anywhere. But becoming a great driver won't be enough. You'll need the fastest pit crew to have a fighting chance. And monitoring your fuel, tires and mechanical condition and planning pit stops will give you plenty to think about while you roar around the traffic on the track.

Ready, rookie?

Up to four players can play *Days of Thunder*!

One Player

To play alone, follow these steps:

1. Put *Days of Thunder* in Game Boy.
2. Turn **on** Game Boy.
3. Press **Start** twice.

4. Press **↓↑→←** to select an option below; use **A** or **B** to change the track or laps and to **Enter Race** or **Begin Season**.

Enter Race (first select one track below)

Begin Season (drive all tracks)

Daytona (or Phoenix, Atlanta, Michigan, Miami)

Race Laps (1, 2, 3, 5, 10, 15, 20, 40)

Quit

Note: When beginning a Season, the first race is always Daytona.

5. Press **↓↑←→** to select an option, then press **A** or **B** to start:

Practice Pit (Tools)

Qualify

Practice

Positions (doesn't display until after a race)

Pit-Lane Indicator OFF (or ON)

Options (go back to previous screen)

For multiple players, each player needs a Game Pak. You also need video link cables. For 3 or 4 players, you also need a player adapter (DMG-07). Follow these steps:

1. Connect the Game Boys with the video link cables; for 3 or 4 players you must also connect the player adapter.
2. Put *Days of Thunder* in each Game Boy.
3. Turn **on** each Game Boy.
4. Press any key to display Game Boys connected together.

5. With 2 players, whoever presses **Start** is Player One. With 3-4 players, the ports on the adapter states who is Player One.
6. Press **A** to select the track.
7. Press **B** to select laps.
8. Press **Start** to begin the race.

The only cars on the track are you and your friends!

Note: If a player crashes a message appears,
Communication link broken.

Pit stops are critical to your racing success. You need to make as few stops as possible, and make them fast! During a pit stop, you automatically refuel as you change up to four tires. Only do what's necessary, because seconds count!

Practice Pit

Get experience with the **Practice Pit**. Use your arrow keys to insert the jack and make the flashing mechanics change tires and refuel.

Pit-Lane Indicator

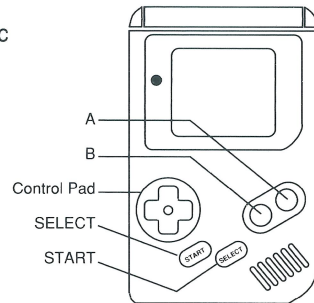
Pit stops are easier to make if you know when the pit is coming. Before you start a race, turn on the **Pit-Lane Indicator**. When you race, a flashing arrow appears in the upper left of your screen to let you know when the pit is coming.

Use the following controls during pit stops:

↓↑→← Moves the flashing mechanic to change that tire.

Start or Select – Select a mechanic or the car (the selection flashes).

A or B Zoom out of the pit and back onto the track when mechanics are clear of the car.



Use these controls during all practices, qualifying heats, and races:

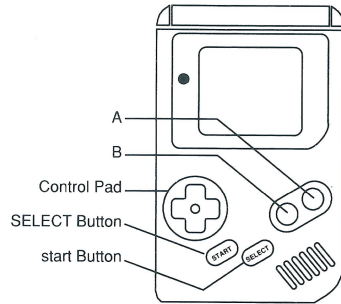
Start Pause and continue

A Gas pedal

B Brake

→ Turn right

← Turn left



Select Press to change information in the lower right window:

Speed and Position

Fuel and Laps Completed

Lap Time and Last Lap Time

Best Lap Time and Race Best Time

Gap Ahead/Behind

Tire Wear (percent worn)

Damage Meter (percent damage)

Off (remove display window)

Hint: Press **Start** then **Select** to end play and select another option.

Cars start races in ten rows of two cars each, based on qualifications. You run qualifying laps *alone* on the track. Your best single lap time is compared to other drivers to determine starting positions. The best position is the pole on the front row, inside track. (*Worst* qualifying time starts on the outside track, last row.)

To qualify:

1. At the *Options* screen, use arrows to select **Qualify** and press any key.
2. At the *Qualifying Session* screen, press any key.

3. Use **←** and **→** to steer; press **Select** to change the information in the lower right window; press **A** to speed up and **B** to slow down.

The track overview shows where your stock car is during qualifying laps.

4. When your qualifying laps end, the *Qualifying Positions* screen appears.
5. Press **↑** and **↓** to find *C. Trickle* and your qualifying position.
6. Press **Select** to go to the *Options* screen.

1. At the *Options* screen, use arrows to select **Practice**.
2. Press any key to start the practice.
3. Use **←** and **→** to steer; press **Select** to change the information in the lower right window; press **A** to speed up and **B** to slow down.
The track overview shows where your stock car is during practice laps.
4. Press **Start** to pause.
5. Press **Select** to go to the *Options* screen.

1. At the *Options* screen, press **↓↑→←** to select **Race**.
2. Press any key and GO!
The track overview shows where your stock car is compared to the other two top cars during races. Your car is shown as a small square, or as a number if playing with multiple players.
3. After a race, press any key to see your score on the *Final Positions* screen.
4. Then press any key to see your score on the *Season Standings* screen.
5. Press **Select** to go to the *Options* screen.

Here are some racing strategies that will improve your chance of success and give you the winning edge.

- ***Rubbing is Racing:*** Cutting off other cars, even bumping them aside is OK in this game. Watch your damage meter, as this causes wear and tear on your car – or you might crash!
- ***The Pipeline:*** The best path through a banked corner is to curve up the bank and plunge down the inside of the straight-away for a burst of speed. Of course, you may have to rub other cars to use The Pipeline.
- ***Slipstreaming:*** Tailgating a fast moving car drags your car along in its slipstream, saving you fuel.

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