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GAME BOY COLOR

STAR WARS
EPISODE I
RACER

GAME BOY COLOR

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

Contents

Thank you for selecting the *Star Wars*®: Episode 1 Racer™ 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.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

A long time ago in a galaxy far, far, away...

Five systems on the outer fringes of the Galactic Republic set the stage as the ultimate 1-on-1 competition for fame and glory unfolds across the Podracing circuit...

You are Anakin Skywalker, piloting your very own hand-built Podracer. On five planets, four Podracer pilots and their favorite jet-powered steeds await you, each on a different racetrack. Choose to launch your challenge from any of the five planets. After arriving on each planet, you must defeat the local champions if you wish to proceed to the next race. As challenger, your goal is to pilot your Podracer through 20 courses and defeat each of the 20 champions.

If you are victorious in a race, the Podracer you have defeated is added to your collection and can be used to challenge the next champion! Use the Force to guide you and your collection of Podracers as you seek out and challenge new pilots!

Controls

All pilots must know the switches and toggles on their Podracer! Use these controls to pilot your way to victory!

+ Control Pad

Menu Screens
- Move Cursor

Racing Screen
- Steering (← →)
- Activate Boosters (A + ↑)
- Controlled Cornering (A + ↓)

START
- Pause

A Button

Menu Screens
- Confirm Selections

Racing Screen
- Accelerator

B Button

Menu Screens
- Cancel Selections

Racing Screen
- Air Brakes
- Repair (A + B)

Getting Started

Insert your *Star Wars*: Episode I Racer Game Pak into your Game Boy Color system and turn the power ON.

Entering the Podrace Challenge

All pilots must register to enter the Galactic Podrace Challenge. Press START on the Title Screen the first time you play the game to access the Entry Screen. On the Entry Screen, register the name you wish to race under (up to 8 letters), select OK and press the A Button. Select "BS" and press the A Button to delete one letter, and select "AC" and press the A Button to delete the entire name.

After registering, select 1 PLAYER and press the A Button to access the Vehicle Selection Screen, or select ENTRY again to change the registered name. When changing the registered name, press the B Button to cancel the change and return to the Main Menu with the previously-registered name.

NOTE: Only one pilot's name is registered at any time. All records will be recorded under the currently-registered name.

ANAKIN SKYWALKER

Radon-Ulzer 620C
racing engine

Body Strength B
Turn Response A
Acceleration B   Max 612 mph

On the Vehicle Selection Screen, use the + Control Pad to scroll through the list of available Podracers. A close-up of the pilot and a brief description and side-view are included for each Podracer. The description includes the Podracer's engine type, its top speed and ratings for body strength, turn response and acceleration. Ratings range, in order from best to worst, "A" through "D." Initially, the only Podracer available is Anakin Skywalker's. Once you have made your selection, press the A Button.

On the Track Selection Screen, choose the planet and stage in which you wish to race. Initially, only the first stage on each planet can be selected. After selecting a course and pressing the A Button, select START and press the A Button. Your rival's Podracer data will then be displayed.

Baroonda

1ST STAGE
vs. 'Bullseye' Navior

The Racing Screen

After viewing your rival's Podracer data, press the A Button. Your Podracer will be seen leaving the paddock for the racetrack. Once the start clock counts down, the race begins!

The Display Panel

Keep your eyes on your Display Panel as you race to monitor Podracer status and performance. The Display Panel on the right side of the screen includes the following indicators:

Lead Indicator

Race Clock

Speedometer

Booster Indicator

Engine Status Indicator

8

9

Rocket Start!

If you press the A Button accelerator at just the right moment as the race begins, excess engine fumes will ignite, giving you a powerful rocket start!

Acceleration and Steering

Press and hold the A Button accelerator to maintain your Podracer's maximum speed. Steer using ✦ and ➔ on the + Control Pad. By pressing the B Button, you can use your air brakes to control your speed.

Watch for navigation indicators as you race. Green arrows point in the direction of upcoming turns or the nearest branch in the course. Double yellow arrows point in the direction you should go to avoid hazards and obstacles. When obstacles are dead ahead, double yellow arrows will point both left and right.

Cornering

For easier steering around corners, press and hold ✦ on the + Control Pad while holding the A Button and steering. Your speed will fall, but you'll corner much better.

Engine Damage and Repair

If your Podracer hits an object on the race track, is driven over excessively rough terrain, or if it overheats, its engines can be damaged. The Engine Status Indicator displays how much damage your engines have taken, gradually changing from green to red. As it approaches zero, you will hear a warning signal. When that happens, you had better repair your engines, or they will catch fire and explode!

You can sacrifice speed to repair engine damage by pressing and holding both the A and B Buttons simultaneously. When the indicator turns to green, your engines are fully repaired.

Engine Boosters

After cruising at max-speed for a short while, your engine boosters will be enabled, indicated by a blinking yellow Booster Indicator. While holding down the A Button, press ↑ on the + Control Pad to activate your boosters.

The Booster Indicator changes to red while in boost mode, and your top speed increases, allowing you to race past your rival! However, if you remain in Boost Mode for too long, your engines will overheat and may explode, so watch your Engine Status Indicator. The indicator will beep and the red light will blink when your boosters are damaging your engines. Release the A Button or press the B Button to turn off Boost Mode. Boost Mode will also be turned off if your Podracer hits an object too hard or if you drive it over rough terrain.

Pausing Your Race

To temporarily stop the race, press START. Choose from one of the following options on the Pause Menu:

- CONTINUE: Return to the race at the point where you paused it.
- RESTART RACE: Start the current race over.
- QUIT: Drop out of the race and return to the Main Menu.

There is no pause feature in 2-player Podracing.

Finishing the Race

Once you cross the finish line, your results will be displayed. After reviewing your results, press the A Button. If you won the race, you will have unlocked a new Podracer belonging to the champion of that track and may continue to the next race.

2-Player Podracing

With the Game Link® cable (sold separately), you can challenge a friend to the excitement and drama of 2-player linked Podracing!

The following are required to enter a 2-player linked Podrace challenge:

      Game Boy Color systems: 2
      Star Wars: Episode 1: Racer Game Boy Game Paks: . .2
      Game Link cable: 1

Make sure the power on both Game Boy Color systems is OFF. Properly insert one Star Wars: Episode 1: Racer Game Boy Game Pak into each Game Boy Color system. Properly insert one end of the Game Link cable into the EXT connector on each Game Boy Color system and turn the power ON.

On the title screen, select 2 Player and press the A Button. In 2-player mode, each player will be able to select from the Podracers he or she has already defeated in a Podrace, so the player with more victories has a definite advantage. When selecting a course, the first player to select 2 Player on the Title Screen and press the A Button will be able to select from the greater of the two players' lists of opened courses. Press the A Button to confirm your selection. Then it's on to the paddock and racetrack!

Record Times

The five fastest times are recorded for each of the 20 tracks. To view record times, simply select RECORDS on the Course Selection Screen and press the A Button. Select any record and press the A Button to see which Podracer recorded that time. To see a replay of your most recent 1st place record, select that record and press → on the + Control Pad. (Look for the VCR logo in the top-right corner of the screen.)

After completing a two-player race, record times will be updated to include the combined 5 best times of you and your friend. **NOTE: Your best records will all be overwritten if all of your friend's times are faster than your own.** The more 2-player races you enter, the more your own best times will be passed around. If you're fast enough, your times may end up in the top 5 record times of someone on the other side of the globe - or across the galaxy!

To erase records for an individual stage, simply select any record on that stage and press SELECT. Choose YES to delete all records for that course. It is not possible to erase single records. **Once deleted, all records for that course are lost and cannot be recovered.**

To erase all of your high scores and all saved data, including opened Podracers and courses, enter "ALLCLEAR" on the Entry Screen, select OK and press the A Button. **All saved data will be erased, and cannot be recovered.**

Options

Select Options on the Title Screen to access the Options menu. Set the rumble feature to ON or OFF, turn the sound ON or OFF, or reverse the break and acceleration button settings.

Racer Worlds

While Podracing flourishes on fringe planets across the galaxy, the best racers always seem to come from one of the following five systems:

Tatooine

Anakin Skywalker's home planet, Tatooine, is a bleak desert planet marked by huge mesas and deep canyons.

Ando Prime

An ice-covered planet, Ando Prime is home to vast glaciers and large frozen lakes. A massive pipeline brings water from deep within glaciated mountain ranges to the populated regions at their feet.

Baroonda

This planet of swamps and volcanoes is home to the Majan, a people living in a modern metropolis built amongst the ancient ruins and statues of their ancestors.

Mon Gazza

A planet heavily mined for its spices, Mon Gaza has grown polluted from the mining industry, and its surface is speckled with shanty towns, flaming gas flues and strip mines.

Malastare

Malastare's Podrace courses are among the fastest and most dangerous in the galaxy and include one rumored to be designed by Sebulba himself.

Podracer Characteristics

Each Podracer's ratings are listed on the Vehicle Select Screen. Below is a more detailed description of the first Podracer found on each of the five planets:

Teemto Pagalies (Tatooine)

What this huge Podracer from lacks in acceleration, it makes up for in turn response. Handling is average.

Slide Paramita (Ando Prime)

This extremely sensitive, highly responsive Podracer gives you good turning and handling, with below average acceleration.

"Bullseye" Navior (Baroonda)

The most sensitive craft you can choose, this small Podracer delivers excellent turn response and very good handling, although acceleration is slow.

Ody Mandrell (Mon Gazza)

This is a fairly average Podracer all around--a good, middle-of-the-road beginner's Podracer with better than average acceleration.

Dud Bolt (Malastare)

This medium-sized Podracer lives up to its name, with below average handling and way below average turn response. Acceleration is above average.

Game Boy® Rumble Pak® Function

This Game Pak has a built-in rumble feature that allows you to experience real-time feedback when used with the Game Boy Color system.
Before using the Game Boy Rumble Pak, install the battery as follows:
Note: The game play features of this Game Pak will operate when loaded into the Game Boy Color system, but the rumble vibrations will only be felt when the battery has been installed.

Caution: Make sure to remove the Game Boy Rumble Pak from the Game Boy Color system when inserting or removing the battery.

1. Remove the battery cover and insert one AAA battery as shown. Make sure to use only fresh alkaline batteries. Do not use nickel-cadmium batteries (rechargeable type).

2. Replace the battery cover. Load the Game Boy Rumble Pak into a Game Boy Color system then turn the Game Boy Color system power on.
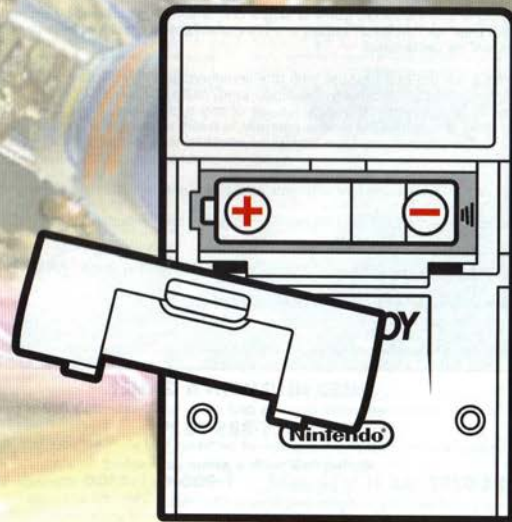
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