

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

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

# **WARNING** - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a
  doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

### Convulsions Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

- To reduce the likelihood of a seizure when playing video games:
   Sit or stand as far from the screen as possible.
  - Play video games on the smallest available television screen.
  - 3. Do not play if you are tired or need sleep.
  - 4. Play in a well-lit room.
  - 5. Take a 10 to 15 minute break every hour.

# ▲WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- · Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- . Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- . If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

# **▲**WARNING - Battery Leakage

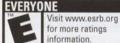
Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- · Do not disassemble, attempt to repair or deform the battery.
- · Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- · Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related

products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

ESRB CONTENT RATING

ONTENT RATING www.esrb.org

LICENSED BY



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DSTM VIDEO GAME SYSTEMS.

### IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo land/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

# **CONTENTS**

Race for the Piston Cup!	.2
Set Up	.2
Controls	.3
Main Menu	.4
Ready, Set, Race!	.5
Game Screen	
Pause Menu	.9
Special Driving Features	10
Credits	
Limited Warranty	22

# RACE FOR THE PISTON CUP!

It's Piston Cup season again. Time to go racing! Race as Lightning McQueen, The King, Doc Hudson, and Chick Hicks as you compete in a variety of racing events in Ornament Valley and onto the Piston Cup series. Just select the flashing race icons to start. So start your engine, hold on tight, and get ready to leave the competition in the dust!

### SET UP

- Turn OFF the power switch on your Nintendo Game Boy Advance. Never insert or remove a Game Pak when the power is on.
- Insert the Game Pak of Disney/Pixar Cars into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
- Turn ON the power switch. The title screen should appear (if you don't see It, begin again at step 1).
- 4. When the title screen appears, press START to proceed to the Main Menu.



NINTENDO" GAME BOY" ADVANCE SP



R BUTTON
Use Draft Meter
(During Piston Cup)

A BUTTON Accelerate

Brake

START Pause





# MAIN MENU

Use the Control Pad and A Button to choose from the following:

- . CONTINUE GAME Continues an existing game.
- . NEW GAME Starts a brand new Cars adventure.
- CREDITS Check out the pit crew who helped create this game.
- . OPTIONS Customize your game control scheme.





# READY, SET, RACE!

Disney/Pixar Cars features four exciting types of racing events: Road Races, Circuit Races, Route Races, and Piston Cup Races. Complete these races to earn enough Boltz for a chance to win the Piston Cup!

### ROAD RACES

Tear it up on the back roads of Radiator Springs in these competitive one-on-one races that award the player the opportunity to unlock brand new playable characters.







# READY, SET, RACE!



### CIRCUIT RACES

Set on a variety of surfaces, these lap races focus on handling and aggressive driving. Boltz will be awarded relative to the player's finishing place.



All about speed, these time trials supply Boltz to unlock additional races, paint jobs, and more!



# READY, SET, RACE!

### PISTON CUP RACES

Utilize all your racing skills and event experience in these high-octane, rolling start endurance races!







# GAME SCREEN

- POSITION: Shows your position in the race.
- 2 LAP COUNTER: Shows your current lap in the race. [
- 3 TIME: Shows your current time.
- MEARBY CAR: Shows how close you are to other racers.
- TURN: Shows the degree and severity of an upcoming turn in the track.





# PAUSE MENU

Press START at any time during gameplay to pause the game and access the Pause Menu.

- RESUME: Resume gameplay and get back in the race.
- . RETRY: Restart your current event.
- QUIT: Exit the current event and return to the Main Menu.







# SPECIAL DRIVING FEATURES



### BOOSTING

Boost Pads can be found on most tracks. When a car drives over a Boost Pad, it immediately receives a higher top speed and an instant Boost in acceleration.



### SPEED-NULLIFYING

Warning! These specially marked patches will instantly reduce a player's speed. Avoid at all costs.



# SPECIAL DRIVING FEATURES

### **POWERSLIDE**

By entering a turn and oversteering, you can cause your rear tires to slide out, allowing for a tighter turn.





### DRAFTING

When a car successfully drafts - or tailgates - another car, the drafting car will literally steal some Boost from the lead car. This allows racers to draft off of one another and then pick the time to accelerate past by pressing the R Button! Drafting is only available in Piston Cup races.





ather trademarks, logos and copyrights are property of their respective owners

www.esrb.org

The Incredibles © Dissey/Place. Licensed by THO Inc. THO and the THO logo are trademarks and/or registered trademarks of THO Inc.

"" © Game Boy Advance. Mintendo D5 and the Nintendo GameCube are trademarks of Nintendo. © 2004 Nintendo. All rights reserved. All

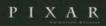
AVAILABLE NOW www.lncrediblesGame.com



DIENEY PRIVATE A PIXARITH

# THE INCREDIBLE









GAME BOY ADVANCE

© Doney Place. © 2004 THQ Inc. THQ and the THQ logs are modernaris and/or registered modernaris of THQ Inc. All other modernaris, logs and copyrights are property of their respective owners. THE INCREDIBLES IS A MAIL DISNEY PICTURES PRESENTATION OF A PILAR ASSIMATION STUDIOS FILM. TIM. ©, Genne Bay Advance is a modernaris of National

# CREDITS

### HELIXE

Lead Designer/Producer

Chris Bruser Same Design

Andrew Godzigła Ziegler

Lead Artist . John 20mbi Beauchemin

2D Artists . John Wombi Beauchamin

Jason D. Beene Juan Carlos Diaz Eric B. Orr

3D Artist

Christopher D. White Lead Programmer Pat McElhatton

Programming Xavier Javornicki

Michael Lamenzo Mat MacKenzie

Music Direction And SoundEFX Mashi Hasir

Music

David Lewis

**Project Manager** Mark Tsai

Associate Producer Dennis Bachman

Tester

Nicholas Warseck

Technical Director Jeff bodisata Dixon

Animation Director

John 20mbi Beauchemin Design Director

\*Dave Konieczny Studio Director

Kurt Bickenbuch

Office Manager Karen Brennan

IT Support Andy Meuse HELIXE SPECIAL THANKS

John Beauchemin thanks My wife, Chesh Our tamilies

Jason D. Beene thanks Steph, Bump, Mom and rest of Family Juan C. Diaz thanks:

Pani, Mami, Crystal, Aaron, friends and family

Jeff Dixon thanks

Deirdre Dixon, Riley and Hailey Dixon Xavier Javornicki thanks: Milly Garcia, the Javornicki and Garcia

Families . Dave Konieczny thanks: Becky for her support

Mat MacKenzie thanks: Ponsina the Rold Pat McElbatton thanks Nancy, Matthew, Keyin

Chase & Bailey Christopher D. White thanks: Dad, Mom, Katie & Molly

Andrew Ziegler thanks: Nicole Elizabeth 11 Tirri HID, Reech, Pepper, Kerber & other ignored loved ones

# CREDITS

### RAINBOW STUDIOS

**Executive Producer** Ken George

Localization Producer Andrew Johnson

Associate Producer Artdrew Stein Senior Producer

Piorre Hintza

Load Artist Shaun Roll

Character Artist Mark Van Haitsma

Animator Cortis Orr General Manager

Scott Novis Studio Director Roy Tessler

THO INC.

**Executive Vice President** World Wide Studies Jack Sprensen

Director Of Global Brand Management John Ardell

Senior Global Brand Manager Sarah Handley

Brand Manager Ali Rouda

**Marketing Coordinator** Sarah Harris

Director of Creative Services Howard Liebeskind

Creative Services Manager Kirk Somdal Creative Services Coordinator

Melissa Donges Global Localization Manager

Amy Small Director Of Media Rélations Liz Pinn

Senior Media Relations Manager Kristina Kirk

Media Relations Manager Kathy Mendoza Bricaud Instruction Manual Text

John E. Deaver

THO Special Thanks

Brandy Carrillo Debbie Fingerman Jenni Carlson tan Curran Brian Farrell Kelly Flock Germaine Sinia

Sam Guilland Trent Hershenson Dave Hoffman Jim Kennedy David Kim Ray Kowalewski Lupe Ocaranza

Derek Roth The Sales Team Terri Schiek

John Trudeau Director, Quality Assurance Monica Vallejo





# CREDITS

**QA Managers** Mario Waibel Michael Motoda

**Test Supervisor** -Nick Gardner

**Test Lead** Jerry Cortes

Testers

Joel Wells Scott Beskid Christopher Szymanski Brad Loffswold Sean Cannon

Rick Johnson Nintendo First Party Supervisor Adam Affrunti

Nintendo FirstParty Specialists

Scott Ritchie Todd Thommes Georgeina Schaller Russell Brock

**OA Technicians** Richard Jones David Wilson Jonathan Gill

Mastering Lab Technicians Charles Batarse Glen Peters\*

**Anthony Dunnet** T. Ryan Arnold

Database Applications Engineers Jason Roberts

**Brian Kincaid Game Evaluation Team** Sean Heffron

\*Scott Frazier Matt Elzie Eric Weiss

Philippe Juton

Ann Marie Riccio Director, Marketing

Senior Manager, Marketing Barbara Gleason

### BUENA VISTA GAMES.

Associate Producer Erik Guenther

Producer

Jacqueline Sandee Valle **Executive Producer** Rachel DiPaola

Chris Tellez Technology Manager

Lead Artist

Andrew Nigel Fisher Director, Game Design

Stephen Jarrett Producer, Game Design

Derek Dutilly Senior Manager, Localization

**Localization Manager** 

Dana Long

### CREDITS

Associate Marketing Manager

Mark Turosz

**Director Public Relations** Angela Emery

Director, Quality Assurance **Gary Stevens** 

**Certification Supervisor, Quality** 

Assurance Doug Quackenbush

Project Lead. Quality Assurance

Saaren Ghazi Testers, Quality Assurance Gerald Wada

**Certification Team** Conan Chamberlain Angelo Federizo Jason Furler

Marta Saylors

Media Coordinator Mario Donis

Special Thanks To ... Robert Coshland

Joel Goodsell Sean Krankel Luigi Priore Bob Quinn Tamira Webster PIXAR

Director John Lasseter

Co-Director Joe Ranft Producer

Daria K Anderson

**Production Designers** Bob Pauley William Cone

**Shading Art Director** 

Tia W. Kratter

**Director of Photography Camera** Jeremy Lasky

Script/Story Lead Joe Banft

Script/Story Team Kiel Murray Phillip Lorin Dan Scanlon Steve Purcell

**Garett Sheldrew** 



# **CREDITS**

Animators Scott Clark Tasha Wedeen Harris Bobby Podesta

-Vice President of Consumer Products Kerry Phelan Director of Marketing

Mary Conlin
Consumer Products Manager

Michele Spane,

Consumer Products Project Manager,

Interactive Anne Moore

Production Assistant
Jonathan Jrod Rodriguez

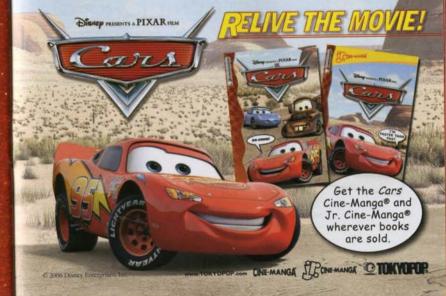
Consumer Products Artist

Ben Butchet
Special Thanks
Paul Cichocki
Leeann Alameda
Jeff Raymond
Andy Dreyfüs

In Memory of Joe Ranft

1960-2005

Cars © Disney/Pixar. Licensed by THQ linc. Developed by Helixa. THD, Helixa and their respective logics are tridemarks under registered trademarks of THQ linc. All rights respressed. All other trademarks of poss and copyrights are property of their respective owners. Disney/Pixar believen to the property of their respective owners. Disney/Pixar believen to the property of their respective owners. Disney/Pixar believen the property of their respective owners. On their pixar believen the property of their respective owners. On their pixar believen the





# NEW BOOKS BASED ON THE MOVIE!



LOOK FOR THESE AND OTHER CARS TITLES WHEREVER BOOKS ARE SOLD.

ANDOM HOUSE Visit www.randomhouse.com/kids/disney for more Disney/Pixar books!

Unlock ALL COURT VIDEO GAME ARCADE LEVELS!



Find Exclusive CHEAT CODE in these Tays!















# WARRANTY & SERVICE

### Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THO Inc. (THO) Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 32227, Please use this code to identify your Product when contacting us.

### Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold 'as is,' without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THO's satisfaction, that the product was purchased within the last ninety (90) days.

### To receive warranty service:

Notify the THO Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-ofpurchase within the ninety (90) day warranty period to

Costomer Service Department



# WARRANTY & SERVICE

THO is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THO (including but not limited to, nonlicensed game enhancement and copier devices, adapters and power supplies), (c) the Product is used for commercial purposes (including rentall; (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

### Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof-of-purchase is provided to THO. Make checks payable to THO Inc. and return the product along with the original proof-of-purchase to the address listed above.

#### **Warranty Limitations**

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THO. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS. INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state

### Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

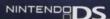




# Help the Tank Gang find their way home!

# AVAILABLE NOW!









PIXAR

THO INC., 29903 Agoura Road, Agoura Hills, CA 91301

Finding Nemo. © Disney/Pizar. Licensed by THO Inc. THO and the THO logo are trademarks and/or registered trademarks of THO Inc.

All other trademarks, logos and copyrights are property of their respective owners. Finding Nemo is a Wall Disney
Pictures Presentation of a Pizar Animation Sulpice Film.

107543

PRINTED IN USA