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FOR

GAME BOY ADVANCE

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Hot Wheels
ADVANCE
**STUNT TRACK
CHALLENGE**

**2 GAME
PACK!**

Hot Wheels
ADVANCE
WORLD RACE

EVERYONE

E

CONTENT RATED BY
ESRB

**DSI
GAMES**

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:
 1. Sit or stand as far from the screen as possible.
 2. 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.

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To avoid battery leakage:

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- Do not disassemble, attempt to repair or deform the battery.
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Rev-D (1)



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



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HotWheels™ Stunt Track Challenge™

GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of HotWheels™ Stunt Track Challenge™ into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

START YOUR ENGINES

Welcome to HotWheels™ Stunt Track Challenge™ for the Game Boy® Advance!

If you're looking for tire-smoking action and death-defying stunts, you're in luck! Get ready for some fast and furious action as you push your favorite HotWheels™ vehicles to the limit on national television, and become a celebrity when you leave your rivals in the dust. Be sure to buckle up, because you're in for one wild ride!

MAIN MENU

There are six options to choose from on the Main Menu:

GAME SHOW – Complete stunt challenges and championship races across six unique environments in a bid to become the Stunt Track Challenge champion.

ARCADE – Jump straight into a Quick Race, Check Point Challenge or Test Track.

STUNT SCHOOL – Master every skill and stunt you'll need to succeed in the other game modes.

MULTIPLAYER – Challenge a friend to a Timed Race to see who can get the fastest lap time or a Points Race to see who can score the most stunt points.

CHAMPIONS LEAGUE – Take on the best racers in the world in a 12-track championship circuit. Unlock Champions League by completing the Game Show.

OPTIONS – Adjust the game settings, enter a password, or view the game credits.

☞ MENU CONTROLS

BUTTONS	ACTION
+ Control Pad	Highlight menu selection
A Button	Confirm menu selection
B Button	Cancel selection/return to previous menu

☞ GAME CONTROLS (ON THE GROUND)

BUTTONS	ACTION
+ Control Pad	Steer
A Button	Accelerate
B Button	Brake
L Button + R Button	Activate booster
START	Pause game and bring up start menu

☞ GAME CONTROLS (IN THE AIR)

BUTTONS	ACTION
+ Control Pad Left	L-Barrel
+ Control Pad Right	R-Barrel
+ Control Pad Up	Hood Flip
+ Control Pad Down	Trunk Flip
+ Control Pad Down & B Button	Hood Air
+ Control Pad Up & B Button	Trunk Air
L Button	L-Saucer
R Button	R-Saucer
A Button	Not Used
START	Pause game and bring up Resume, Quit and Restart

GAME OPTIONS

You can access the following game options by choosing OPTIONS from the Main Menu:

SETTINGS – Adjust the volume levels of the sound effects (SFX) and background music.

PASSWORD – Enter a password from your last session to pick up where you left off.

CREDITS – Meet the hard working people who made this game.

PASSWORDS

Some of the HotWheels™ vehicles and tracks are locked and unavailable until you earn them in Game Show mode. When you unlock an item, you receive a password. Write this password down and don't lose it! You can enter the password into the Password section of the Options Menu the next time you play and instantly unlock those items again! Passwords are also awarded for successfully completing Lessons in Stunt School.

PLAY MODES

There are four single player game modes in HotWheels™ Stunt Track Challenge™: Stunt School, Arcade, Game Show and Champions League.

GAME SHOW MODE – Is the main game mode of HotWheels™ Stunt Track Challenge™. You must complete three stunt challenges and two championship races in each of six different environments to complete the mode. You will need to successfully complete the current stunt challenge or finish first in the current championship race before you can move on to the next challenge or race.

For every championship race, stunt challenge or Game Show episode that you successfully complete, a trophy appears next to it in the selection screen. Every championship race that you win in Game Show mode will unlock that race track for play in other game modes and award you a new car to use in races. Be sure to record the password displayed on the screen after you win a championship race!

Completing all of an environment's races and challenges lets you go on to the next environment. Completing all 30 races and challenges in Game Show mode unlocks the ultimate HotWheels™ vehicle, as well as the Champions League game mode.

STUNT SCHOOL: – You've never taken a driving test like this before! If you're new to HotWheels™ Stunt Track Challenge, this should be your first stop. Stunt School shows you how to master each and every driving skill in the game.

Complete each test successfully to continue on to the next lesson. After completing a lesson, you get a Stunt School password that you can use to record your progress through Stunt School.

ARCADE MODE: – If you're just looking for a quick HotWheels™ fix, look no further than Arcade mode! Choose from Quick Race, Check Point Challenge or Test Track to jump straight into the action.

Quick Race: Select Quick Race to jump straight into the action and take on all comers in a single three-lap race. The car and track are randomly selected for you from any that you have unlocked so far in Game Show mode.

Check Point Challenge: Similar to the Quick Race, except you must reach each Check Point in the three-lap race before your timer expires in order to continue.

Test Track: Go for a spin without having to worry about opponents or time limits. (To exit the mode, choose Quit from the Start Menu.)

CHAMPIONS LEAGUE MODE: – Think you're the greatest HotWheels™ racer of all time? Well, there's only one way to prove it—by completing the Champions League mode! This 12-race challenge puts you up against the toughest HotWheels™ racers on the planet. You have to finish first in all 12 races to be declared a HotWheels™ champion. Remember, you need to complete Game Show mode to unlock Champions League mode.

MULTIPLAYER

Select Multiplayer from the Main Menu to challenge a friend to some HotWheels™ competition! Choose either a Timed Race or Points Race, select a track and the number of laps you want, then each choose the car you want to use. Take turns racing for the best time, then check the results screen to see who's the winner!

TIMED RACE – Select the Timed Race option to find out who is the fastest driver! The winner is the player who has the quickest overall race time.

POINTS RACE – Select a Points Race if you want to prove who can pull off the wildest stunts! The winner is the player who scores the most stunt points over the course of a race.

PERFORMING STUNTS

Speed is only half of the game in HotWheels™ Stunt Track Challenge. Not only do you have to drive fast and avoid obstacles on the track, you also have to perform stunts during your races to increase your score. Every stunt you successfully perform also raises your boost meter. When your boost meter is full, you can activate your car's booster by pressing the L Button and R Button together, increasing your top speed. Take care when performing stunts – if you try to do too many and crash, your boost meter will empty and you'll have to raise it again!

Basic Tricks – Perform the following tricks to quickly build up your boost meter and set yourself up for advanced tricks. All tricks are performed in the air.

Advanced Tricks – If you can pull off multiple tricks from the same jump, you can really start to rack up the points!

POWER UPS- You'll find power-ups scattered along the tracks you race. To pick up a power-up, just drive into it. Power-ups can mean the difference between victory and defeat in a close race, so be sure to scoop up as many as you can!



REPULSOR

Repulsors push nearby vehicles away from you, making it easier to run them off of the road. The effect lasts for ten seconds.



MAGNET

Magnets pull vehicles toward you for ten seconds. If they hit you, they crash on impact!



FORCE FIELD

A vehicle with a Force Field is protected against Repulsors and Magnets for 30 seconds.



JET BOOST

Picking up a Jet Boost increases your car's handling, making it easier to drive around corners and perform stunts faster.



BOOST UP

Boost Ups instantly fill up your boost meter when you pick them up.



VEHICLES

HotWheels™ Stunt Track Challenge™ has 13 different vehicles for you to drive and race against. Some of these are locked until you earn them in Game Show mode. Vehicles are divided into three categories: Muscle, Heavy and Sports.

HEAVY VEHICLES – generally have high Grip and Top Speed ratings but suffer from low Acceleration, Braking and Handling.

Super Tuned™ • Deora® II • Mega Duty™ • Bedlam™

MUSCLE VEHICLES – are all-around good rides. They don't generally have any particular weak points, but they're not exceptional in any way either.

Vulture® • Rodger Dodger™ • The Gov'ner™ • Slingshot™

SPORTS VEHICLES – are flashy cars with high Acceleration, Braking and Handling, but this is offset by their relatively low Grip and Boost Efficiency ratings.

Swoopy Doo™ • Power Pipes™ • Twin Mill™

HIDDEN GOLD CAR

Completing Game Show mode unlocks the hidden gold car, which is superior to every other vehicle in every way!



ENVIRONMENTS

There are six environments in HotWheels™ Stunt Track Challenge™. When you first start playing, only Jurassic Jam is available. The other five environments are unlocked by completing all five challenges for each in Game Show mode.

JURASSIC JAM™

This futuristic dinosaur park takes you on a wild ride through rocky canyons and towering rock formations. Carved dinosaurs, giant bones and prehistoric plants litter the sides of the track.

SPIDER ALLEY™

Spider Alley sports a variety of creepy crawly creatures that have taken over a once-peaceful town. Giant spiders crouch along the track, and the shadows of huge pincers can be seen as you race—all the more reason to finish as fast as possible!

BUCCANEER BAY™

Avast, ye scurvy swabs! This environment features tracks that run through a lost pirate cove, complete with a ship sporting a tattered Jolly Roger. Glass tunnels take you underwater for a race along the sea floor that you won't soon forget!

TIKI ISLAND™

This ancient temple attracts adventurous archaeologists from around the world who search for ancient treasures guarded by spike pits and other traps. Try not to disturb them as you speed through dimly-lit caverns and past giant stone statues!

ZERO GRAVITY ZONE™

This track is literally out of this world! Thanks to the miracle of artificial gravity, you can zip along this futuristic orbital racetrack without having to worry about flying off into space.

LAVA LAND™

The most dangerous track in the game, Lava Land requires you to race around an active volcano – it gives the phrase “burning rubber” a whole new meaning!



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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 HOT WHEELS™ WORLD RACE™ into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.

Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1)


GAME CONTROLS

The following is a list of the controls used in HOT WHEELS™ WORLD RACE™:

Control	Effect
START	Pause the game. (Where you can Continue the Race, Retry, or Quit to Menu)
A Button	Accelerate
B Button	Brake / Reverse
L Button	Activate Nitrox2 Boost or Pick-up.
R Button	Handbrake or Stunt Modifier.
Control Pad	Steering or Stunts (while in the air)

The World Of HIGHWAY 35™

Thousands of years ago, an advanced race of beings called Accelerons built an amazing network of speedways that wrapped around the world. When disaster struck, they hid these twisting, looping roads and the ultimate source of energy—the Wheel of Power—in another dimension. An eccentric scientist, Peter Tezla, has discovered the road naming it Highway 35™ and wants for himself the Wheel of Power. Unable to navigate the road himself, Tezla has assembled thirty-five of the world's greatest drivers, built them super-powered race cars and



offered them millions to be the first to find the Wheel of Power and cross the finish line. Drivers who take this challenge will need all of their skills to blast through World Race terrains: fiery volcanoes, menacing jungles, sweeping deserts, and icy oceans. Now it's up to you to navigate your World Race™ team through Highway 35™, find the Wheel of Power, and claim the riches and glory. Welcome to the HOT WHEELS™ WORLD RACE™ Drive the Impossible!™

GETTING STARTED



On the Game Select screen, you have the following selections to choose from. Use the Control Pad to scroll through the selections, the A Button to make the selection and the B Button to back out.

Quick Race

Quick Race gets you straight in the action. Get ready for the race of your life against five other opponents.

Multiplayer

With a Game Boy® Advance Game Link® cable you can sync up your Game Boy® Advance with three of your friends and let them find out who's really the master of the track.

Time Trial

Competing against others not your style? How about a quick race against an opponent? If you beat the car you race against, it will be unlocked on the car select screen.

PLAYING THE GAME

League

Here's where the elite end up—the World Race™ circuit. Challenge after challenge, may the best racer win.

Options

This gives you the opportunity to adjust the Sound FX or Music to your liking. You can also check out the credits if you want, and see the speed demons that created this game.

Password

Every time you unlock something new, you get a password. Enter your password to open up new levels or cars.



The Cars

Looking for the best car? So is every other racer on the track. What makes each car unique? There are three different categories that cover how they handle the track and the power of their engine.

Speed: It's pretty simple—the higher the speed the better.

From Quick Race to Time Trial to League Challenge, the beginning of the game is always the same—choose your car, pick your track then go, go, go!



This tells you what the top speed is when the car isn't boosting on Nitrox².

Acceleration: Sometimes being the first is being the best. The higher this value is, the faster the car is off the line. This is also really useful when you're recovering from crashes and powering out of sharp turns.



Brake: You may not think this is held down or until the power bar (on the top left side of your important, but it is needed for negotiating corners and avoiding crashes. Once you've

got your car chosen, there's one feature every driver has to know about—Nitrox² Boosting. Every car has them and they're essential for racing. If you haven't gotten a pickup then you can trigger a Nitrox² Boost by hitting the L Button. This will give your car a turbo boost for as long as the L Button is held down

or until the power bar (on the top left side of your screen) reads empty.

The Circuits

You've got the speed but now you've got to select somewhere to go. Get ready for some of the most extreme tracks you've everseen. While you are testing out your need for speed, keep an eye out for Boost Pads.

These inventions of the strange Dr. Tezla will



give your car a sudden burst of speed. Be careful though—hitting some of these beauties could send your car hurtling straight into walls!



The League

The World Race™ event-proving who is best of th best-is here for you to experience in the League Mode. You start in the Rookie League and then take part in a series of grueling races set on the twisting tracks of the World Race. By winning, you will work your way through the Veteran and Elite leagues, as well to the Ultimate Championship and mastery of the World Race™ circuit. It also unlocks a number of new tracks, which can be played in the Quick Race and Time Trial modes as well.



Every race in League Mode has a points requirement—if you earn enough points you can continue in the league but if you fail then it's game over for you. Points are earned by how you place in the race:

Position	Points
1st	5
2nd	4
3rd	3
4th	2
5th	1

If you fail to earn enough points to keep going (or if you think you can do better), then select the Retry option from the Pause menu. You can also select a Retry after the race results are shown. Be careful, though—in each league you only get 3 Retries and that's it.

The Stunts

What's racing without some extreme stunts? Performing extreme flips and twists in your car not only looks cool but also fills your Power bar

which you can use for a Nitrox² Boost or a Pick-up later!).

To perform a stunt, hold down a direction on your Control Pad as you go over a jump ramp. Keep that button down while you're in the air to keep the car rotating. The car will perform



a different stunt depending on which button on the Control Pad that's held down. If you managed to catch only a little air on your jump, stick with one rotation. However, if you were lucky enough to catch big air, you might be able to do two or even three rotations in a single jump. With that much air, you can also use the R Button to modify the stunt when you hit the ramp.

Just remember, whatever you're doing, leave enough time to land safely. Try for too many flips and you'll end up crashing and burning.

And while we're on the subject, keep your stunts fresh. If you repeat the same stunt more than twice in a row, then and everyone knows you are totally stale, meaning no bonus (and no power) for you at all.

PICK-UPS PICK-UPS

The eccentric Dr. Tezla is certainly an interesting character; around each track, he has installed green-glowing Tezla spheres. If you drive over one of these, it will be absorbed into your car and give you a special pick-up. To activate a



pickup, press the L Button. All pick-ups last as long as you hold down the L Button or until the power bar is completely drained. The different pick-ups available are:

Negative Tezla Field—This field shields your car in a protective repulsion field. Your friction is reduced and you can use the outer track walls to slingshot your car around corners.

Positive Tezla Field—This field ramps up your car's traction and makes it stick to the track like glue. You can lock onto the inner tracks walls to whiz around corners.

Disruptor—This fires a plasma ball that homes in on the nearest car, shorts out its circuits and brings the car to a standstill for a short while.

EMP—This generates a powerful magnetic pulse that shorts out all of the other cars on the track for a set period of time.

HINTS AND TIPS

You can power slide smoothly out of most corners using the handbrake. Tap the normal brake to come out of the skid.

Keep your speed up by hitting as many boost pads as you can.

Sometimes it's better to slow down; try tapping the brake before hitting the harder corners.

Don't get greedy when pulling stunts. Remember, you get power if you land safely and, besides, crashing too often can cost you the race.

Save those Tezla fields to help you get round the trickier corners.

If a positively charged car and a negatively charged car collide then both cars return to a normal state.

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CREDITS

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