

Mindscape Inc. • 60 Leveroni Court • Novato, CA 94949

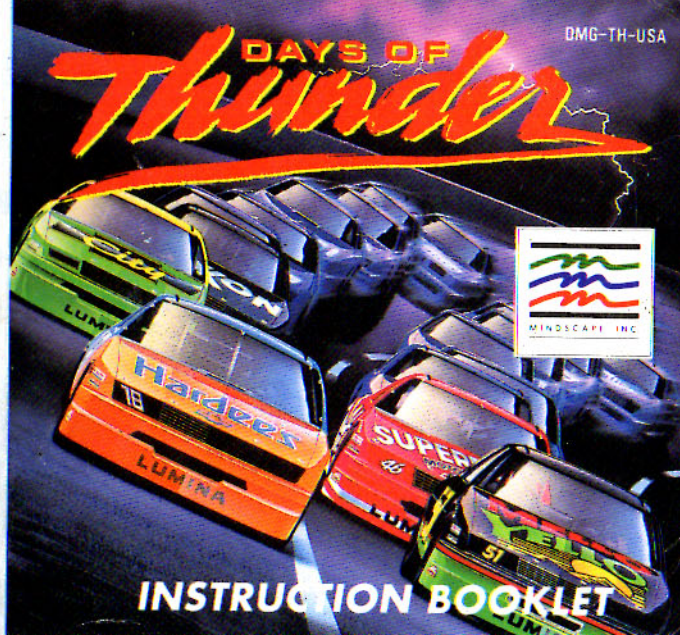
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DAYS OF Thunder



INSTRUCTION BOOKLET

INSTRUCTION BOOKLET FOR . . .

DAYS OF Thunder™



Mindscape Inc.
60 Leveroni Court
Novato, CA 94949

MINDSCAPE PRESENTS DAYS OF THUNDER

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Nintendo

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Objective

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 fulfill 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-screeching 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.

Objective

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?

On Your Mark, Get Set, GO!

To start play, 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)

Pit Stops

Pit stops are critical to your racing success. You need to make as few pit 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.

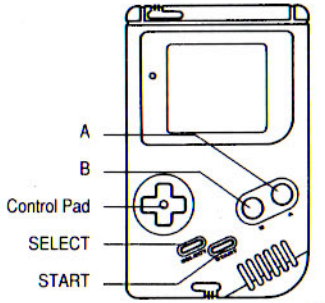
Pit Controls

Use the following controls during pits stops.

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

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

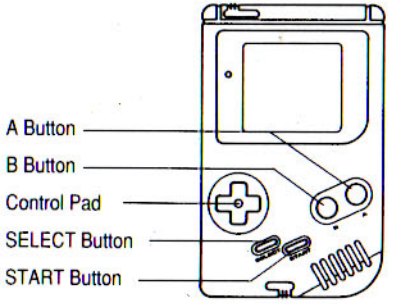
A or **B** - Zoom out of the pit and back onto the track when mechanics are clear of the car.



Racetrack controls

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

Start Pause and continue
A Gas pedal
B Brake
➡ Turn right
⬅ Turn left



Racetrack Controls

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.

Qualifying

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.

Qualifying

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.

Practicing

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.

Racing

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.
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.

Racing Strategies

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 your fuel.

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