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Nintendo

GAME BOY®

DMG-H3-USA

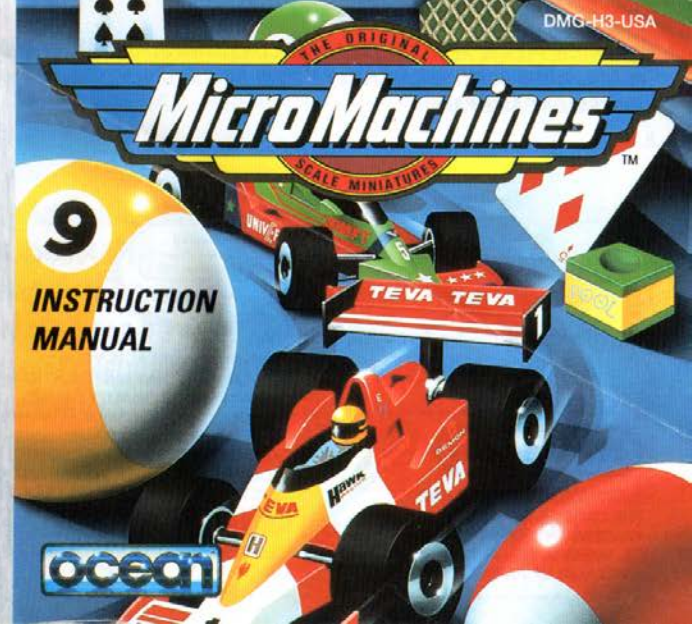
THE ORIGINAL

Micro Machines™

SCALE MINIATURES

9

INSTRUCTION MANUAL



WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



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SET UP

1. Set up your Game Boy System as described in the Game Boy Instruction Manual.
2. Make sure the power switch is OFF before inserting the game pak into the Game Boy unit.
3. Turn the power switch ON.
4. The Title Screen will appear.



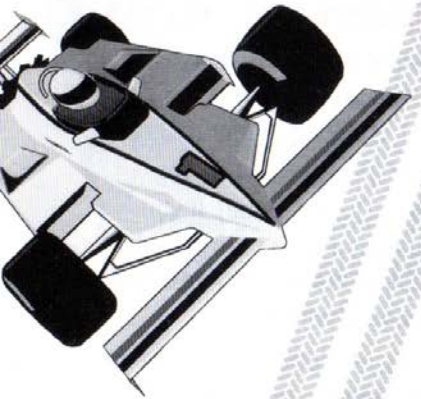
GET YOUR MOTOR RUNNIN'!

Ready to burn rubber? Race eight different Micro Machines on 28 different tracks across eight environments. Choose from 11 challenging competitors each with his or her own skill level.

In Micro Machines Challenge (1-Player game), if you keep winning you will race against each character on increasingly difficult tracks. Eliminate your competition until you are the Micro Machines Champion.

Race against a friend or a group of friends, one at a time in Head-to-Head play (2-Player game). In this true





head-to-head action, there are only 2 cars on the track at a time and the race is over 3 laps of the course.

You can even link 2, 3 or 4 Game Boys for multi-player racing. Rev up your engine and get started!

GETTING STARTED

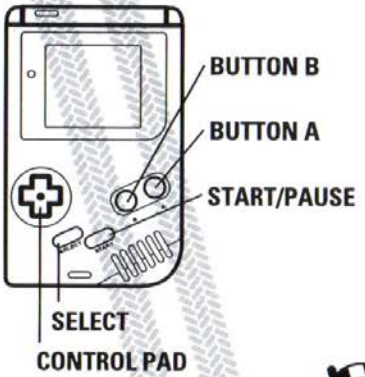
Press the **START** button to begin.

If you are using one Game Boy, press the **CONTROL PAD LEFT** or **RIGHT** to choose 1 or 2-Player.

If you have two Game Boys connected, you will automatically go into a 2-Player Head-to-Head game.

If you have three or four Game Boys connected, you will automatically go into a special mode where you will race simultaneously against the other players.

CONTROLS



CONTROL PAD LEFT/RIGHT:
Turns your vehicle clockwise and counter-clockwise. It doesn't matter which direction your car is facing, the controls will rotate it. You can practice in the qualifier race during the Micro Machines Challenge.

A BUTTON: Accelerate. Hold down to accelerate until you reach full speed.

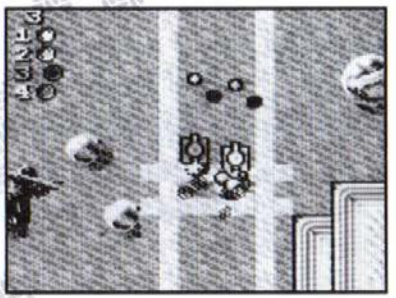
B BUTTON: Brake. Hold down to brake; when you stop, the car will go backwards.

START : Pauses and un-pauses the game.

Note: With a tank Micro Machine, pressing **BUTTON A** and **BUTTON B** simultaneously will fire a shell.

MICRO MACHINES CHALLENGE

In the Micro Machines Challenge, you'll race each Micro Machine in its own environment. With each win, you'll build up the collection of Micro Machines in your display case.



During the race, the car order is shown at the top left corner of the screen as a column of dots representing the cars. Each race lasts for 3 laps.

If you receive first or second place, you qualify for the next level and race on a different track with a different vehicle. If you get third or fourth place, you lose a chance and have to repeat the same track again. You start with three chances and if you lose them, the game's over!



CHOOSING A CHARACTER

After selecting the Micro Machines Challenge, select your character. Press **LEFT** and **RIGHT** on the **CONTROL PAD** to move through the list of characters, then press **BUTTON A** to select. All the characters have different abilities when they are your opponents, but choosing one over the other will not affect your driving.

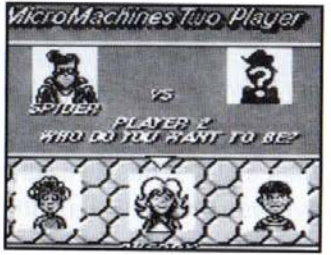
Press **START** to continue.



HEAD-TO-HEAD CHALLENGE

CHOOSING A CHARACTER

After selecting Head-to-Head, choose your character by pressing **LEFT** or **RIGHT** on the **CONTROL PAD** to move through list of characters. Press the **BUTTON A** to make your selection, then press **START** to continue.



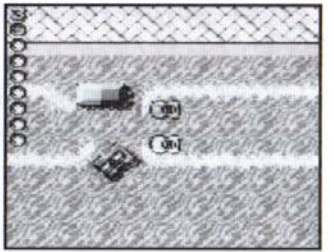
HOW TO WIN THE HEAD-TO-HEAD CHALLENGE

At the start of each game, 8 colored lights are shown in the top left screen. Each player has 4 lights that are the same color as their Micro Machine.

Whenever a player gets a whole screen's length ahead, the player wins a bonus. The loser's lights will change to the color of the winner's lights.

When a player has all 8 lights showing their color, they have won the race. If neither player has all 8 lights showing their color at the end of 3 laps, the player with the most lights in their color wins the race.

At the end of the game, if both player's lights are equal, the game becomes a sudden death play-off and the next player to win a bonus light wins the game.



2 PLAYER SIMULTANEOUS HEAD-TO-HEAD CHALLENGE

A special option in Micro Machines enables 2-players to play on one Game Boy. From the 2-Player Menu, choose the 2-Player Simultaneous option.



First, both players must select their character. Player 1 chooses first.

Now select whether you wish to play Single Race or Tournament.

Handicapping and scoring works the same way as in the 1 and 2-Player games. The only difference is how the player controls work.

Special Controls for 2-Player Head-to-Head

In 2-Player Head-to-Head gameplay the players share the controls on the Game Boy as follows:

Action	Player 1	Player 2
Rotate counter-clockwise	**CONTROL PAD UP**	**B BUTTON**
Rotate clockwise	**CONTROL PAD DOWN**	**A BUTTON**
Brake	**CONTROL PAD LEFT**	**START BUTTON**

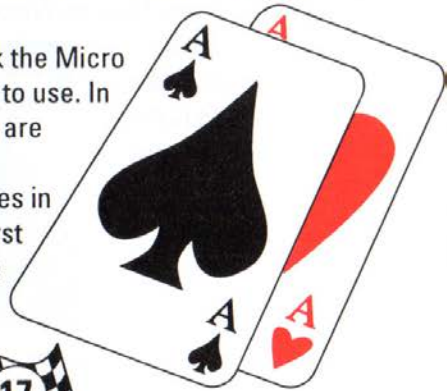
NOTE:

When you are not braking, the car accelerates automatically.

2-PLAYER GAMEPLAY

After choosing your character, select either the Single or Tournament race.

In the Single race, you pick the Micro Machine vehicle you want to use. In the Tournament game, you are challenged by a random selection of Micro Machines in their environments. The first player to win 4 races is the champion.



HANDICAPPING

If one of you is more experienced than the other, choosing Annie, Mike or Walter will give the other player a better chance. Annie's handicap is slight, Mike's is large and Walter's is the worst.



SCORES

The scores and ratings on the Results screen are affected by the results of the Single race game as well as the results of the Tournament. You can make up competitions for more than 2-Players, providing each player sticks to a particular character and you play a series of single race 2-Player games. A good way to do this is to have a group of people playing a "winner-plays-all" series of races, with the newcomer choosing which course to race.

MULTI-PLAYER GAMES USING 2, 3 OR 4 GAME BOYS CONNECTED TOGETHER

2-PLAYER HEAD-TO-HEAD CHALLENGE

To race in the 2-Player Head-to-Head Challenge, you will need:

1. Two Game Boys
2. Two Micro Machines Game Paks
3. One Game Boy-to-Game Boy cable
4. One friend



To set-up for the Head-to-Head Challenge:

1. Turn the power switch on Player 1's Game Boy OFF.
2. Insert one end of the cable in the socket of Player 1's Game Boy.
3. Turn the power switch on Player 2's Game Boy to OFF.
4. Insert the other end of the cable into the socket of Player 2's Game Boy.
5. Turn the power switch of both Player 1's Game Boy and Player 2's Game Boy ON.

Player 1 and Player 2 each must select the character



they want for the rest of the game. Each player should follow the 1-Player directions for Selecting a Character (see page 10).

You're ready to race!

3 OR 4-PLAYER GAME

For the 3 or 4-Player Game, you will need three or four Game Boys, each with a copy of Micro Machines, enough Game Boy-to-Game Boy cables to link all the Game Boys, a 4-Player adapter and two or three friends.

1. Connect the cables according to the 4-Player adapter instructions.



2. Follow the 1-Player Character Selection directions to select a character.
3. You will see the other players' choices on your screen.
4. When all players have chosen their players the screen will change to the Race Selection screen.
5. Choose your race and start your engines!



LIMITED WARRANTY

Ocean of America, Inc. warrants to the original purchaser only that the game pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the game pak to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

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