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Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

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Nintendo

GAME BOY

DMG-RC-USA

# S·U·P·E·R R.C. PRO-AM®★

## INSTRUCTION BOOKLET

*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.*




All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™



Thank you for selecting the Super R.C. Pro-Am®★ Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure the maximum enjoyment of your new game. Then save this booklet for future reference.

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### Precautions

1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and /or GAME BOY unit.
4) Do not clean with benzene, alcohol or other such solvents.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Game Boy unit.
6) Store the Game Pak in its protective case when not in use.

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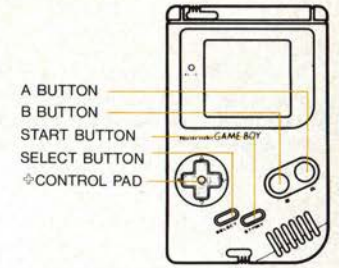
## OBJECT OF THE GAME/GAME DESCRIPTION

Race your R.C. car to the head of a pack of highly competitive opponents. Push it to the limit on every corner as your tires squeal and you jockey for position to take the lead. Increase your car's performance by collecting "battery," "motor," and "sticky tire" items found on the race courses. Completion of the race within the "Bonus Time" will add a bonus to your score. Look for missiles, bombs, and bonus letters while avoiding water puddles, oil slicks and other hazards. 24 exciting R.C. tracks and a variety of car types await your challenge.





## CONTROLLER OPERATIONS




SELECT BUTTON

The SELECT Button is not used.

START BUTTON

Used to start the game and to pause the game during play.

✣CONTROL PAD

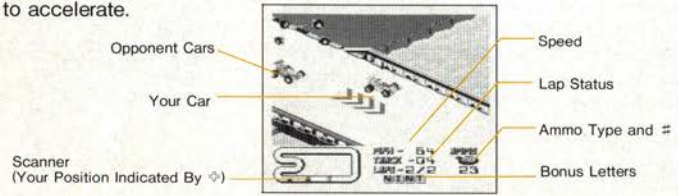
Pressing Left or Right on the ✣ Control Pad will steer the R.C. car to its left or right.

A BUTTON

Pressing the A Button will fire Missile/Bomb (when ammo is 1 or more).

B BUTTON

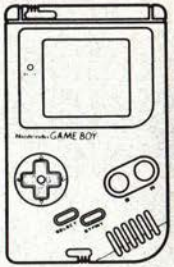
Pressing the B Button will cause the R.C. car to accelerate.



# HOW TO PLAY THE SOLO GAME

## • Before Beginning Play

Correctly insert the Super R.C. Pro-Am Game Pak into your GAME BOY Compact Video Game System and turn the POWER switch to the "ON" position.
"Nintendo" will appear on the screen followed by the title screens and a demonstration race.




## • Starting The Race

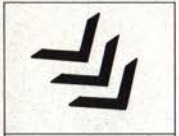
After the demo screens appear, press "START" to begin the race. Listen for the three warning chimes and on the fourth chime begin racing. As the cars leave the start line, a number indicating your current position will appear above your car. On each track, race to the finish. If you place 1st, 2nd, or 3rd, you proceed to the next track. If you place 4th, your game is over. Use the limited continue feature to return you to the same track.



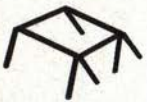


# TRACK ITEMS-TARGETS

## • Items That Help You



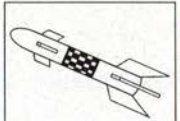
**Zippers**
Temporarily
Increases Speed



**Roll Cages**
Temporarily
Prevents Crashes
While Spinning



**Ammo**
Adds 1 To Ammo
Total



**Missiles**
Changes Weapon
To Missile-Adds 5
To Ammo Total



**Bombs**
Changes Weapon
To Bomb-Adds 5
To Ammo Total




**1 Up**
Gives 1 Extra
Continue

****NOTE: MAXIMUM AMMO TOTAL IS 25!!**

# POWERING UP YOUR R.C. RACER

## • Track Items That POWER UP Your Racer



**Tires**
Tire Type Determines Handling

**Motors**
Engine Type Determines Top Speed

**Batteries**
Battery Type Determines Acceleration

After the race your car will be upgraded.
See the chart on page 13 to see what is available.



# POWERING UP YOUR R.C. RACER

## • Bonus Letters For Faster Cars



**Bonus Letters**
If you collect the bonus letters to spell "NINTENDO", you will be awarded a faster, better handling R.C. car.



**R.C. Racer**
Slow



**The Spiker**
Fastest



**The Speed Demon**
Faster



**The Championship Trophy**
Spell "NINTENDO" again while racing The Spiker to be crowned champion.

# TRACK ITEMS-OBSTACLES

## • TRACK ITEMS TO AVOID



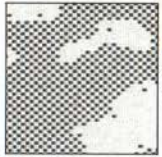
**Puddles**
Driving through standing water puddles slows you down.



**Cones**
You cannot drive through this obstacle, so steer clear of it.



**Oil Slicks**
Driving through an oil slick will cause you to skid helplessly out of control.



**Sand**
Avoid driving through the sand to get the best time.



**Your Opponents**
The R.C. Drone cars can be fierce competition. When playing against a human opponent you'll find them to be quite ruthless.



# DRIVING TIPS

1) If you find the R.C. type control difficult at first, practice, practice, practice. R.C. driving demands the split-second instinctual controller inputs that come only with practice.

2) Save your missiles or bombs until you need them most. They are saved from one race to the next.

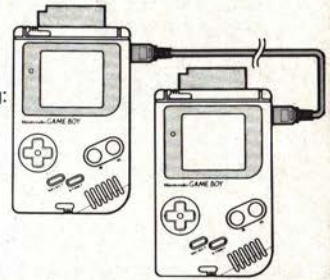
3) Pick up the Roll Cages as soon as possible. If you don't, the other R.C. cars will.

4) You cannot fire another missile until the previous shot explodes. In a tight race missing your target can make the difference.

## PLAYING AGAINST OTHER PEOPLE-USING THE GAME LINK™

Using the Game Link cable, two players can race head to head with two computer opponents.

To play with two players, you will need the following:
2 GAME BOY systems
2 Super R.C. PRO-AM Game Paks
1 Game Link Cable



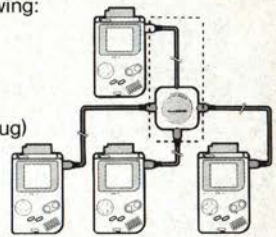
(1) Connect the Game Link cable as shown in the figure above. Insert both Game Paks and turn both units' POWER switches to "ON" at the same time.
(2) After making sure that the demonstration has begun on both GAME BOY units, one player should press the Start Button.

NOTE: If the Game Link cable is not securely connected, or it is pulled out and re-connected during play, the game will not function correctly. If this happens, turn both units OFF and start again from step one.



## PLAYING AGAINST OTHER PEOPLE-USING THE FOUR PLAYER ADAPTER

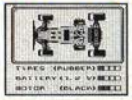
To play with three or four players, you will need the following:
3 or 4 GAME BOY systems
3 or 4 Game Paks
3 Game Link cables
1 Four player adapter
1) Player 1 uses the Four player adapter DMG-07 (Grey Plug)
2) Players 2,3, and 4 use the Game Link cables.



(1) Connect the first GAME BOY unit to the Four Player Adapter using the cable that is connected to it. Then use the three Game Link Cables to connect all other GAME BOY units to the Four Player Adapter.
(2) Correctly insert the Game Paks into all of the GAME BOY units. Starting with the first GAME BOY unit, turn all of the POWER switched to "ON".
(3) After making sure that the demonstration has begun on all units, player one should press "START", followed by players two, three and four. After all players have done so and the "READY TO RACE" screen is showing on units two through four, player one must press "START" once more to begin the race.

NOTE:
If the title screen or the "READY TO RACE" screen does not appear on all units, start again from step (1).

# Super R.C. Pro-Am Equipment Upgrade



| | Tires | Batteries | Motors |
|---|---|---|---|
| Stock | Sponge | 6 Volts | Red |
| Upgrade 1 | Rubber | 7.2 Volts | Blue |
| Upgrade 2 | Ribs | 8.4 Volts | Black |
| Upgrade 3 | Spikes | 9.6 Volts | Gold |
| Upgrade 4 | Lugs | 12 Volts | No.1 |



## 90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the product or component part, at its option, free of charge.

## WARRANTY SERVICE

To receive this warranty service:

1. **DO NOT** return your product to the retailer.
2. Please call Nintendo's **WORLD CLASS SERVICEsm** Center at 1-800-255-3700. Our hours of operation are from 4:00 am to Midnight, Pacific Time Monday through Saturday, and from 8:00 am to 5:00 pm, Pacific Time Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest Nintendo **WORLD CLASS SERVICEsm** location for prompt, professional warranty service.

   To satisfy the needs of our customers, Nintendo maintains a nationwide network of **Authorized WORLD CLASS SERVICEsm CENTERS** located in major metropolitan areas* and also offers express factory service. In some instances it may be necessary to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE to the nearest service location.

This warranty shall not apply if the product has been damaged by negligence, accident, commercial use, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial numbers have been altered, defaced, or removed.

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*United States only. In Canada Nintendo provides service through its Canadian Service Center.