GAME BOY® ADVANCE

AGB-ANRE-USA

CARTOON NETWORK™ speedway

INSTRUCTION BOOKLET

MAJESCO

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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:

Cor	**Eye or muscle twitching**	**Loss of awareness**
Alt	**Involuntary movements**	**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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms 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 during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE
Comic Mischief

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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CONTROLS

L Button
Use Power-Up

Control Pad
Control Vehicle/
Navigate Menus

START
Pause

R Button
Jump

A Button
Accelerate/
Confirm Menu Choice

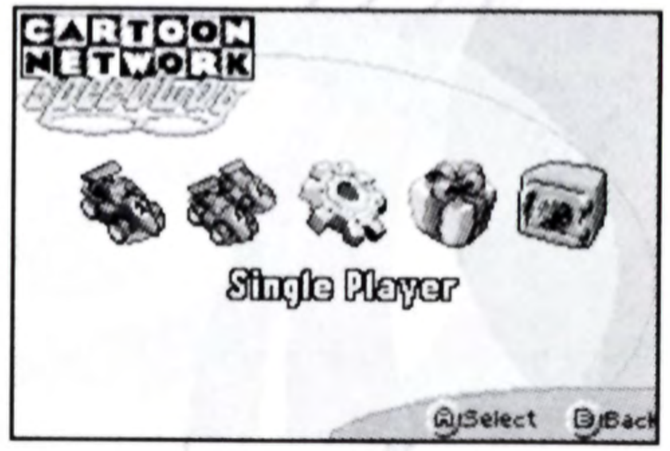
B Button
Brake

INTRODUCTION

The First Annual Cartoon Network Racing Championship is up for grabs, and all of your favorite Cartoon Network stars are revving their engines to compete for the grand prize! Cross the finish line as your favorite Cartoon Network character and perform hilarious stunts to gain the highest popularity rating from the crowd. Do you have what it takes to be the fastest, most skilled racer of all?

MAIN MENU

CARTOON NETWORK SPEEDWAY has a range of game modes for both single and two player action! Be the first to the finish line in CHAMPIONSHIP. Jump straight into the action in QUICK RACE. Maximize your Star Ratings potential in CHALLENGE mode. Rev your engine and conquer the speedway!



SINGLE PLAYER

Select to play single player game modes: QUICK RACE, CHAMPIONSHIP and CHALLENGE.

TWO PLAYER

Select to play two player races with a friend.

OPTIONS

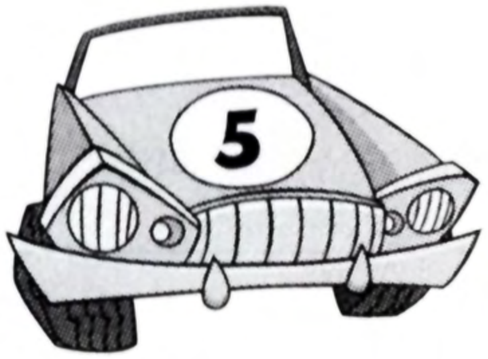
Choose OPTIONS to display the Options menu and adjust game settings.

BONUS ITEMS

Check how many items you have unlocked and how many you have left to obtain.

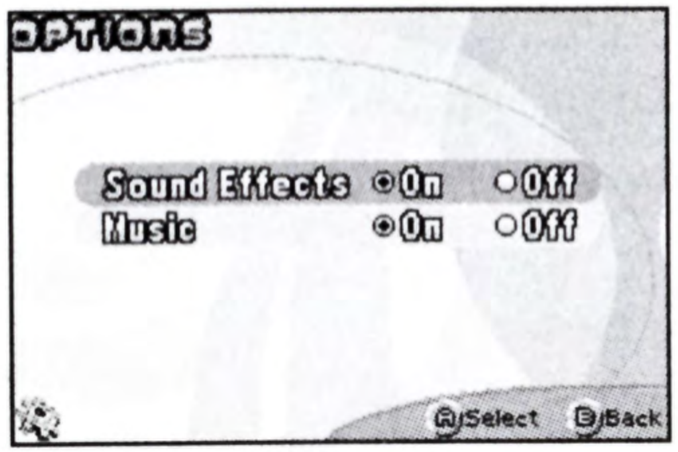
PASSWORD

Select this option to enter passwords to unlock new features.



OPTIONS MENU

Choose OPTIONS from the Main menu to display the Options menu and adjust:

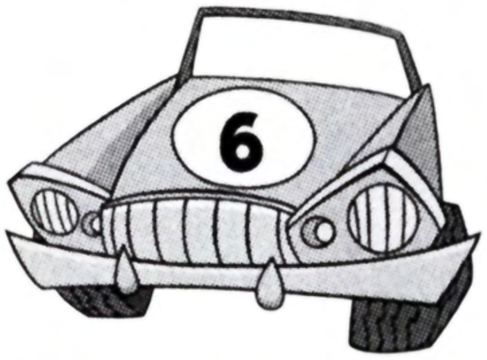


SOUND EFFECTS
Turn the sound effects volume On/Off here. The default is ON.

MUSIC
Turn the music volume On/Off here. The default is ON.

PASSWORDS / SAVING YOUR GAME

Once you have unlocked a new game feature, you will be given a password on the Rewards Screen. A new password appears every time you unlock a new feature. When you return to the game at a later time, you will need to input the last password received in order to resume play where you left off so be sure to write it down!



BONUS ITEMS

Select BONUS ITEMS from the Main menu to display a rundown of how many hidden items you have unlocked and how many still remain locked. An unlocked item displays an icon next to it while locked items show silhouettes. You can unlock power-ups, characters, tracks and trophies. See ***Unlocking Stuff*** on pg. 22 for more information.

SINGLE PLAYER GAME MODES

QUICK RACE

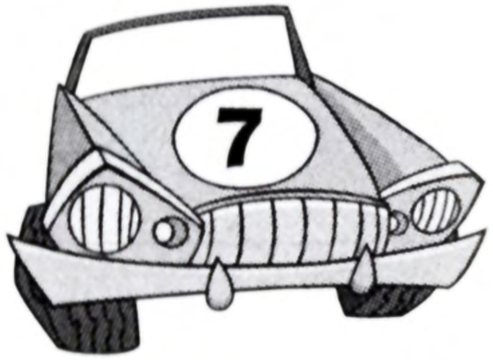
Jump straight into the action in QUICK RACE! Choose your driver and track, then race against random drivers in this one to five lap race. You may choose to race the available three tracks or any track you've already unlocked in CHALLENGE mode. QUICK RACE is ideal for checking out which drivers are best on which courses. Use this mode to hone your skills!

CHALLENGE

CHALLENGE is single player only. Race each course in order and beat the Star Ratings total to unlock the next course (only three of 12 tracks are available when you first begin play). You unlock an extra character for each two courses you complete. See ***Star Ratings*** on page 23 for more information.

CHAMPIONSHIP

CHAMPIONSHIP is also single player only. Each CHAMPIONSHIP is composed of four separate races; there are five different championships to compete in, all of varying difficulty. Points are awarded for the top three positions in each race after three laps around the track. At the end of the fourth race, the driver with the highest overall point total is the winner. CHAMPIONSHIP play also lets you unlock additional power-ups and trophies. If you come in 4th place or lower, you lose the CHAMPIONSHIP. However, you may retry the track three times before you have to start the entire CHAMPIONSHIP over.



ADVANCING

You must place in the top three positions to advance to the next championship course. If you do not, and you have already used your three chances to retry the race, you are eliminated from the competition.

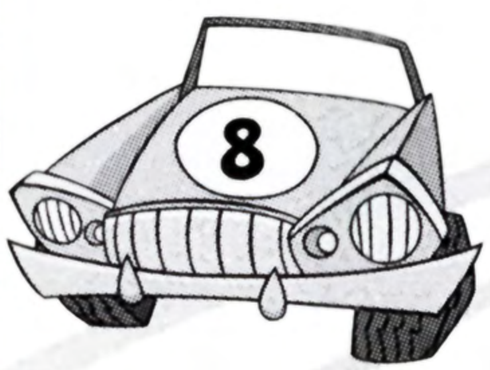
RETRYING A RACE

You have three chances to retry a course during a championship in order to improve your position. However, when you retry a race you lose your previous position and start in last place.

Position Points

You are awarded the following points for the position you place:

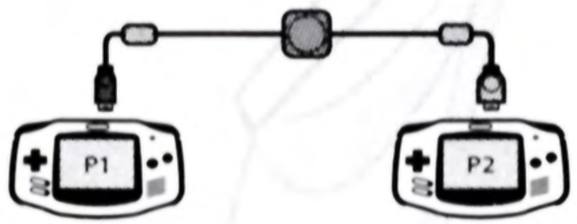
1st Place: 10 points
2nd Place: 7 points
3rd Place: 4 points
4th-6th Place: no points are awarded



TWO PLAYER RACE MODES

Select TWO PLAYER from the Main menu to play QUICK RACE mode with two players. You will be prompted to connect a second Game Boy Advance in order to continue onto the mode select screen.

LINKING UP



2-PLAYER GAME

CARTOON NETWORK SPEEDWAY can be played with one to two players. You need the following equipment for two player games:

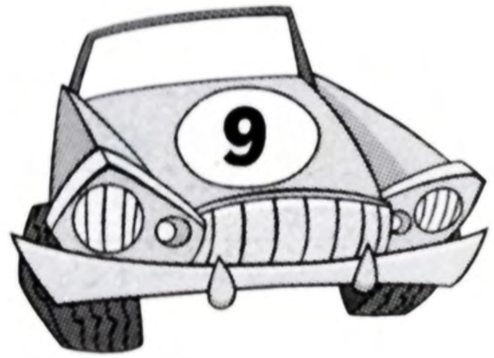
- **One Game Boy® Advance System per player**
- **One CARTOON NETWORK SPEEDWAY game per player**
- **One Game Boy® Advance Game Link® Cable**

LINKING INSTRUCTIONS

Each player should turn off his/her Game Boy® Advance System, then insert the CARTOON NETWORK SPEEDWAY game into his/her Game Boy® Advance System. Connect the Game Boy® Advance Game Link® Cable into the External Extension Connector (EXT) port of each Game Boy® Advance System.

Turn on each Game Boy® Advance System. In a few moments, the Main menu screen will appear.

Note: In Two Player Mode, all menu selections can only be made by the master unit. The "master unit" refers to the Game Boy® Advance System to which you have connected the purple end of the Game Link® Cable.



CHARACTER SELECTION

After choosing your game mode, choose your character at the Character Selection screen. Six characters are available at the start of the game and another six are locked until you earn them.

CHARACTER STATS

Each character has individual statistics for Weight, Speed, and Grip. These ratings determine how the character will handle in each race.

WEIGHT

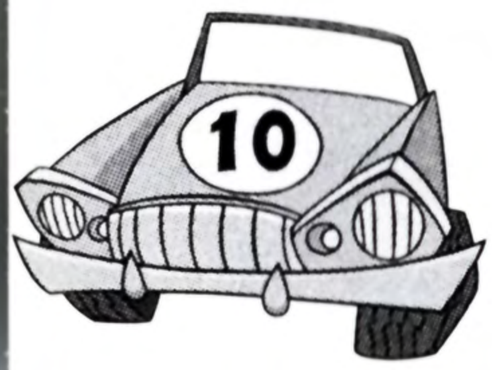
Weight affects Acceleration, Top Speed, Turning Ability and Jumping Ability.

ACCELERATION—The heavier the weight, the slower the acceleration and vice versa.

TOP SPEED—Heavier racers have a higher top speed than lighter racers. Once they get all that bulk moving, there's no stopping it!

TURNING ABILITY—Lightweight racers have an easier time making turns than heavy racers that tend to have less control.

JUMPING ABILITY—Lightweight racers have a distinct advantage over heavyweight racers in this category.



SPEED

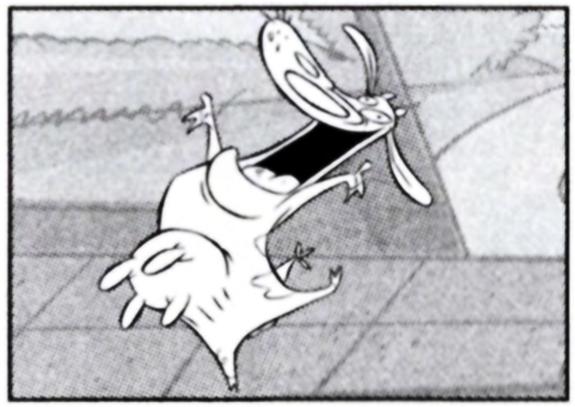
Speed measures actual horsepower a character has under the hood. The higher the stat, the faster the vehicle goes!

GRIP

Grip measures how well a character "sticks" to the track. With a high grip rating, the character navigates the course easily but the audience may get bored. Onlookers prefer the slides, thrills and spills that a character with less grip offers!

Here are the statistics for the six characters available at the start of the game:

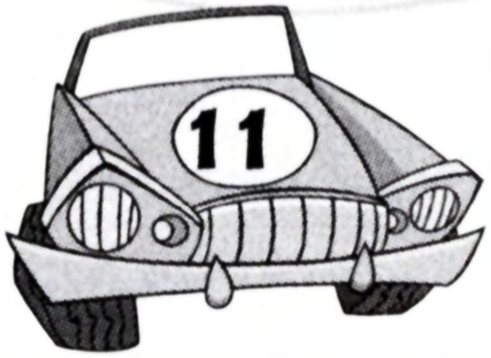
Cow



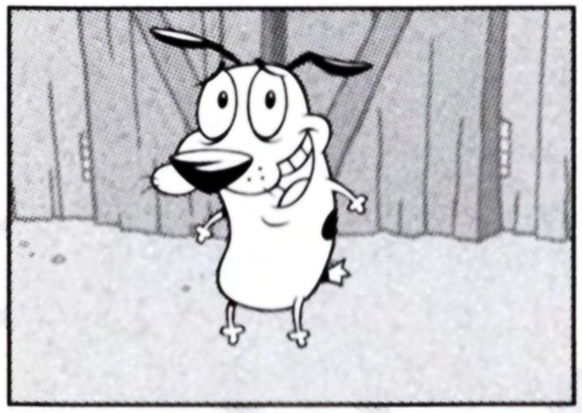
Stats:
Weight: 8
Speed: 4
Grip: 3
Sidekick: Chicken

Chicken

Stats:
Weight: 5
Speed: 5
Grip: 5
Sidekick: Cow

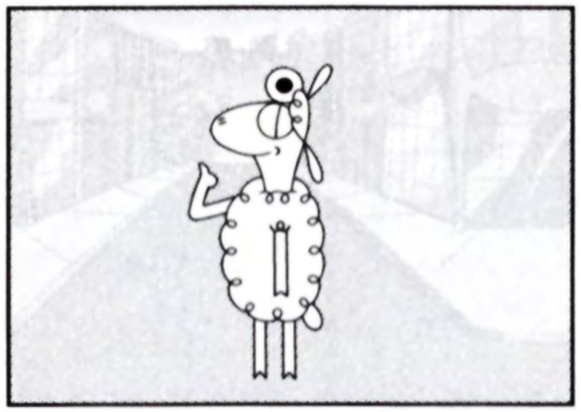


Courage



Stats:
Weight: 3
Speed: 6
Grip: 6
Sidekick: Muriel

Sheep

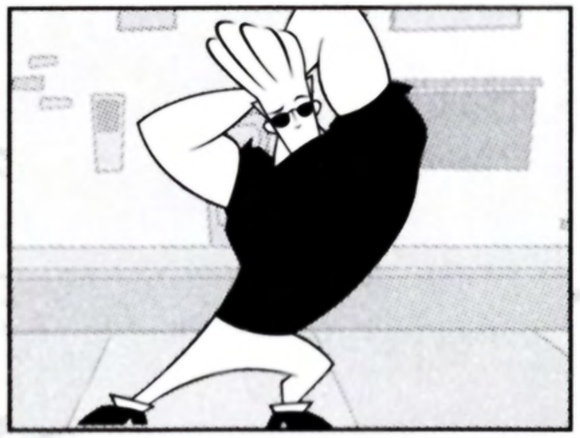


Stats:
Weight: 6
Speed: 6
Grip: 3
Sidekick: Swanky

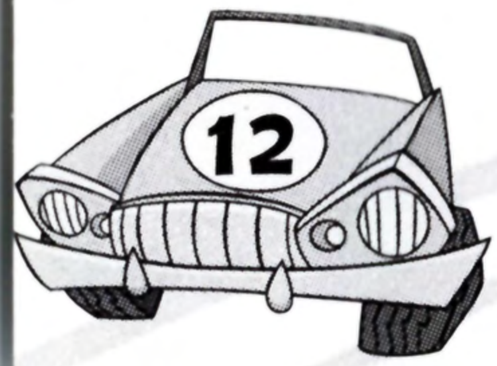
Ed, Edd and Eddy

Stats:
Weight: 7
Speed: 4
Grip: 4
Sidekick: Johnny 2x4

Johnny Bravo



Stats:
Weight: 7
Speed: 6
Grip: 2
Sidekick: Little Suzy



GAME SCREEN

Lap time

Current rating

Ratings score

Character portrait

Current power-up

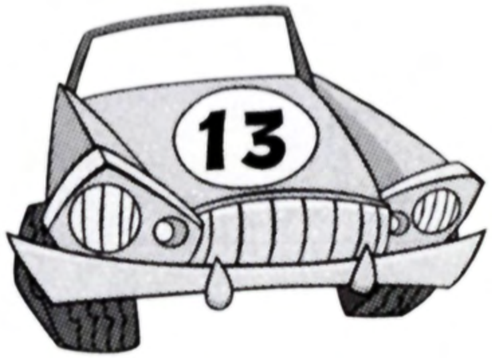
Sidekick

Race position

Stars collected

Lap counter

Course map



TRACK FEATURES

Each of the 12 tracks is themed after a specific Cartoon Network show. The tracks are called: Big City, Playground, Bravo Burbs, Edopolis, Down on the Farm, Farm Frolics, Alpine Antics, Hot Rod Johnny, Desert Drive, Scary Speedway, Movie Mayhem and Construction Derby.

In QUICK RACE and CHALLENGE modes, only Big City, Playground, and Bravo Burbs are available for play until you unlock the remaining 9 courses. In CHAMPIONSHIP mode, four tracks are available and the remaining eight must be unlocked.

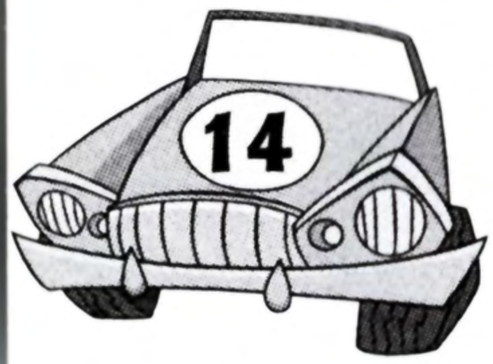
Each course has its own characteristics, but all of the courses have the following track features in common:

ZIPPERS

Zippers have a simple function: they make you go super fast! When you run over a trail of arrows, you'll get a massive burst of speed that lasts for 5 seconds.

JUMPS

Jump ramps have a strip across the take off point with arrows pointing in the direction of the jump. When you hit this strip, you will automatically take off! You can control your character left and right when in mid air so you can better position your landing.



SLIPPERY SURFACES

Slippery surfaces will send you spinning if you're not careful! These surfaces will appear as small patches on the course and once you run over them, your kart will start to swing from left to right. You have two seconds to gain control of your vehicle by tapping the brakes. If you do not apply the brakes, your vehicle will spin out of control and come to a dead stop. Slippery surfaces include ice, oil, puddles, manure and mud.

ROUGH SURFACES

Rough surfaces will slow your cart down to a crawl and jeopardize your lead. Many shortcuts and secret areas have rough surface areas so be careful! These surfaces include mud, grass, snow, sand and stone.

DROP-OFFS

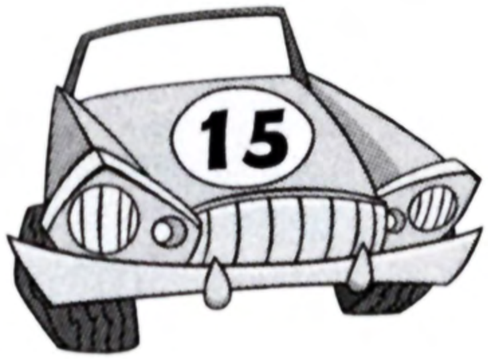
Some tracks have drop-offs that will send your vehicle over the edge. If you fall off, your character will disappear from view with a small puff of smoke. Your kart will reappear in the center of the track after a short delay.

OBJECTS

There are various objects on the tracks that you'll need to avoid. If you hit them, it will cost you time and speed in the race so navigate each course with maximum skill.

SHORT CUTS

Many tracks have short cuts that you can take advantage of to get to the finish line more quickly.



POWER-UPS

Power-ups appear on the track as presents. You can pick one up when you drive into it. Each present contains a variety of power-ups that will cycle in quick succession at the top of the screen. You can select your power-up by pressing the L Button to stop the cycle. If you don't, a power-up will be automatically chosen for you after four seconds.

Once you have a power-up in your possession, you can use it at any time. However, you cannot pick up another power-up until you use the one in your possession (stars and sidekicks are the exception to this rule). Nine power-ups are available at the start of the game. You'll need to unlock the other ten through game play.

Note: Some power-ups are cumulative once activated. For example: You can fire a missile or drop mines while having a shield in operation.

PORTABLE HOLE

Drop this behind you to create a hole in the racetrack that opponents can fall into (you can also fall into this trap so be careful). The hole vanishes once a character has fallen in and the character will reappear several seconds later.

CUSTARD PIE MINE

These are available as singles or triples. Drop them behind you onto the track to provide explosive obstacles. It will take victims a few seconds to recover so make sure you gain some ground!

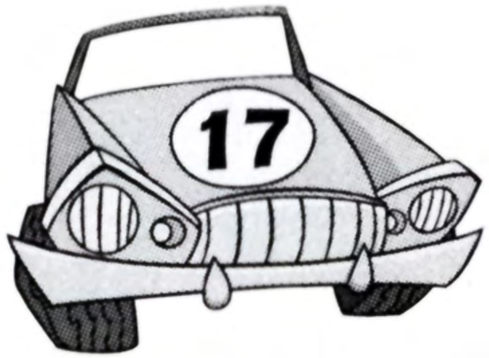
DISPOSABLE SHIELD
Once activated, the shield protects you from all attack-type power-ups for 15 seconds.

MAGNETIZOR
The magnetizor is a strong magnet that pulls cars ahead of you backwards while pulling you forward, closing the gap between. This power-up is a great way to gain ground while your opponents lose it.

MR. KEVIN'S TRIPLE STRENGTH HAIR TONIC
Characters who fall prey to this sticky bomb are slowed down for 10 seconds.

LIGHTNING WHEELS
Lightning wheels create a spinning barrier of electricity around the kart that lasts for 15 seconds. Any opponent hitting a kart with this active power-up will spin out of control. Great for stopping opponents from passing you!

WIENER MISSILE
This missile is a single fire and flee missile. Victims spin out for three seconds before they recover.



X3 WIENER MISSILE

Three-wiener-missiles-in-one means more firepower for you! This power-up is not spent until all missiles have been fired individually. Like the single version, victims spin out for three seconds before they recover.

HOMING WIENER

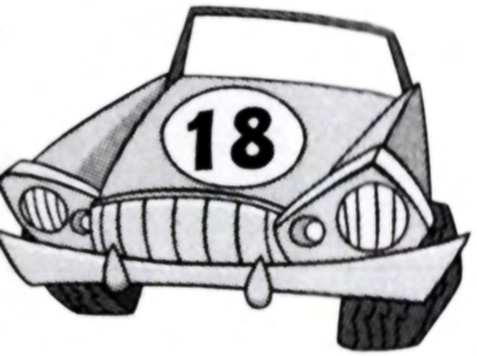
This power-up is a wiener with lock-on! When fired, it locks onto the next character along the track. Victims spin out for three seconds before they recover. You can try to shake the target lock and avoid a missile by jumping repeatedly. However, this slows you down and may be dangerous in certain situations.

X3 HOMING WIENER

Three-homing-wieners-in-one! This power-up is not spent until all missiles have been fired individually. You can try to shake the target lock and avoid a missile by jumping repeatedly. Like the single version, however, this slows you down and may be dangerous in certain situations.

LEADER MISSILE

Very similar to the homing wiener, it homes in on the leader of the race. You can try to shake the target lock and avoid a missile by jumping repeatedly. However, this slows you down and may be dangerous in certain situations.



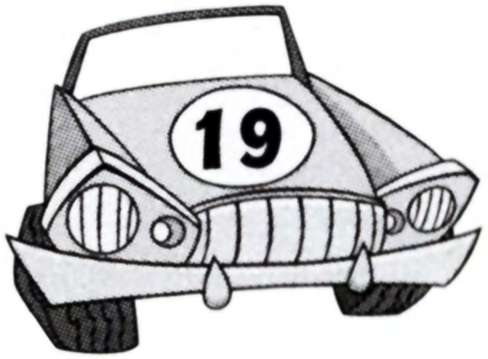
ROCKET FUEL
Rocket fuel gives you a five second speed boost.

X3 ROCKET FUEL
This rocket fuel power-up is usable three times!

RUBBER FRISBEE
When fired it flies straight ahead, stuns its target for five seconds, then vanishes on impact. If this disc hits either side of the track, it will bounce. A great weapon for firing around corners!

TORNADO MISSILE
This missile sends one large tornado spinning down the track when fired. Characters caught in its path are sent swirling out-of-control for several seconds. The tornado missile vanishes after five seconds.

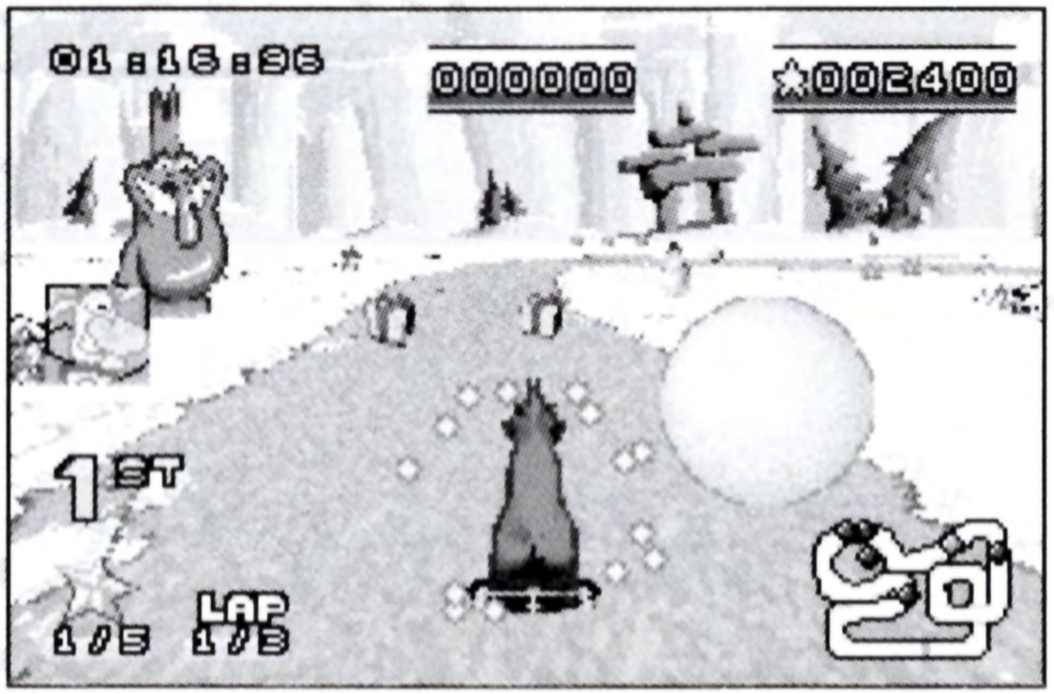
PHASE OUT POTION
Phase Out potion allows a character to drive through other characters and course objects.

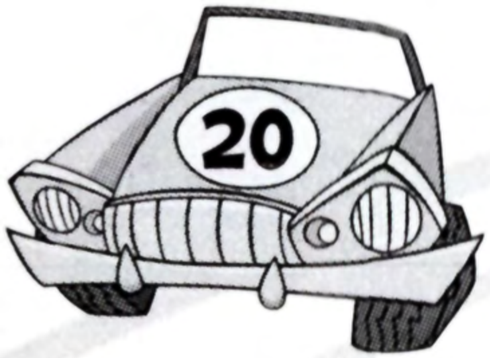


PORK BUTTS
This noxious bomb emits a green cloud that obscures the track ahead so no one knows what's coming! Pork butts last for 15 seconds.

THERMO-BOMB
Similar to pork butts, you fire the thermo-bomb at another player. Upon impact, the victim's engine overheats, and he/she has to continue racing with a big cloud of steam blocking the view for five seconds.

STAR
This unique power-up gives you a 1,000 point increase to your Star Ratings score. If you collect all five stars on the course, you'll earn an extra 2,000 point reward. When you collect a sidekick, the star power-up makes the sidekick effect last for an additional 10 seconds. See ***Sidekicks*** on pg. 21 for more information.



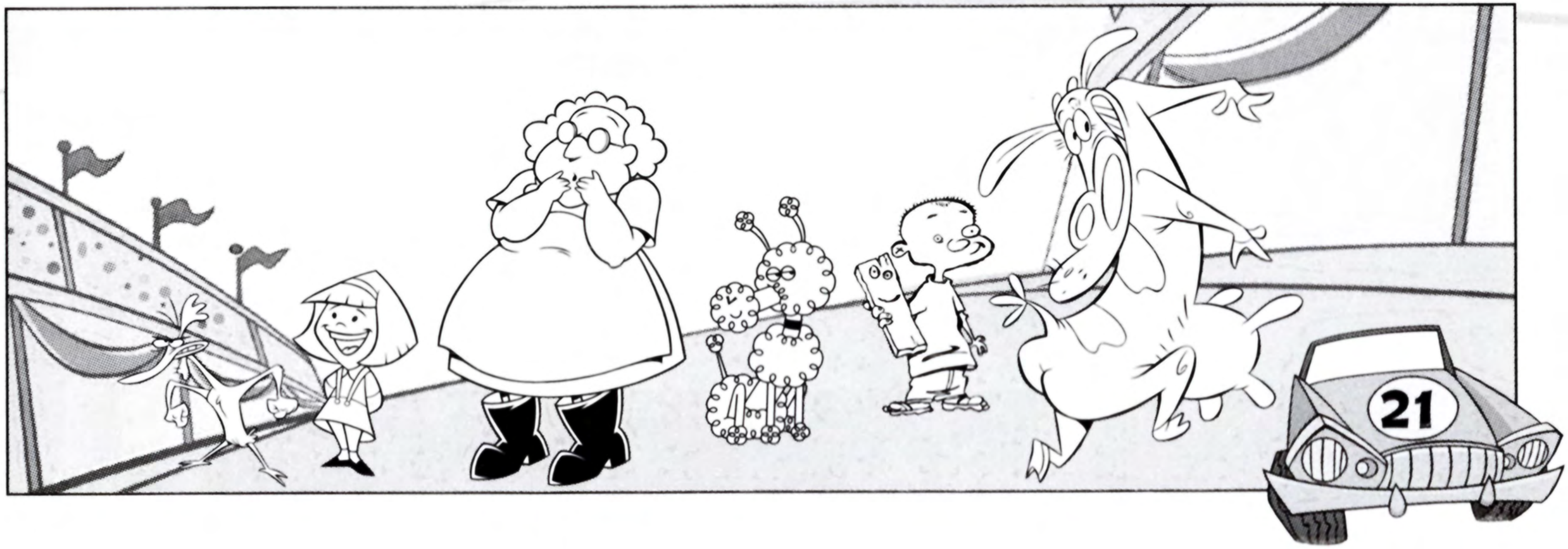


SIDEKICKS

Each character in CARTOON NETWORK SPEEDWAY has a unique sidekick. Using a sidekick properly will give you the advantage in close-run races. To pick one up, crash through the sidekick icon that appears on every course. In two player game modes, there is only one sidekick for both players so try to deprive your opponent of his/her sidekick!

USING A SIDEKICK

When activated, stars appear and revolve around a character's vehicle during the 15 seconds it's effective. A sidekick provides the following bonuses: speed increase, invulnerability, and double Star Ratings Awards (see ***Star Ratings***, page 23). A sidekick becomes effective upon pick-up and lasts for 15 seconds. Once it's used, the sidekick icon reappears at a new location on the course. Collecting a star power-up while using a sidekick extends the sidekick's use for an additional 10 seconds.



UNLOCKING STUFF

There's plenty of hidden stuff in CARTOON NETWORK SPEEDWAY for you to unlock! New power-ups, characters, tracks, and championships are yours if you prove yourself on the speedway.

HOW TO UNLOCK HIDDEN STUFF:

- Place first, second or third in all races in CHAMPIONSHIP mode.
- Exceed the Star Ratings requirement for a course in CHALLENGE mode.
- Earn the highest Star Ratings score (See ***Star Ratings*** on pg. 23).
- Set track records.

REWARDS SCREEN

The Rewards Screen is displayed whenever you successfully unlock something. When you return to the game, use the password you're given to restore your game with everything you have unlocked.

STAR RATINGS

It's not just about speed; it's about style too! You can have fun without worrying about Star Ratings, but to unlock all the secrets of the game you need to win the approval of the audience. Stunts, jumps and short cuts will help you "wow" the crowd and earn rating points that will ultimately earn you bigger and better features. In Challenge mode, you must exceed the preset Star Rating total for that course in order to progress. The Star Rating total for each track is located on the Track Select screen underneath each track graphic.

The following actions earn you a Star Rating:

- Overtaking another player
- Being the fastest off the starting block
- Hitting an opponent with a weapon
- Setting a lap record
- Avoiding an attack (i.e. when your opponent has a homing missile power-up)
- Collecting all five stars on a track (see ***Power-Ups*** on pg. 16)

HINTS & TIPS

As you play, you'll develop your own tricks and strategies for winning. However, pay attention to the following and you'll be ahead of the competition from the start:

- If your opponent activates a missile power-up that has target lock capabilities, jump repeatedly to lose the lock! This may slow you down a bit but at least you won't get blown up on impact!
- Use the "zippers" on the track to get a massive five second boost of speed.
- Avoid racing off track, especially on tracks with drop-offs. If you "fall off," you'll lose time while your character regenerates.
- Avoid obstacles on the track to maintain a premium position.
- Slippery surfaces on the track will send you spiraling out of control. If you accidentally run over a slippery patch, you have two seconds to regain control of your vehicle. Tap the B Button to apply the brakes, but do not hold the button down. If you apply the brakes just a little bit, you'll regain control of your kart.

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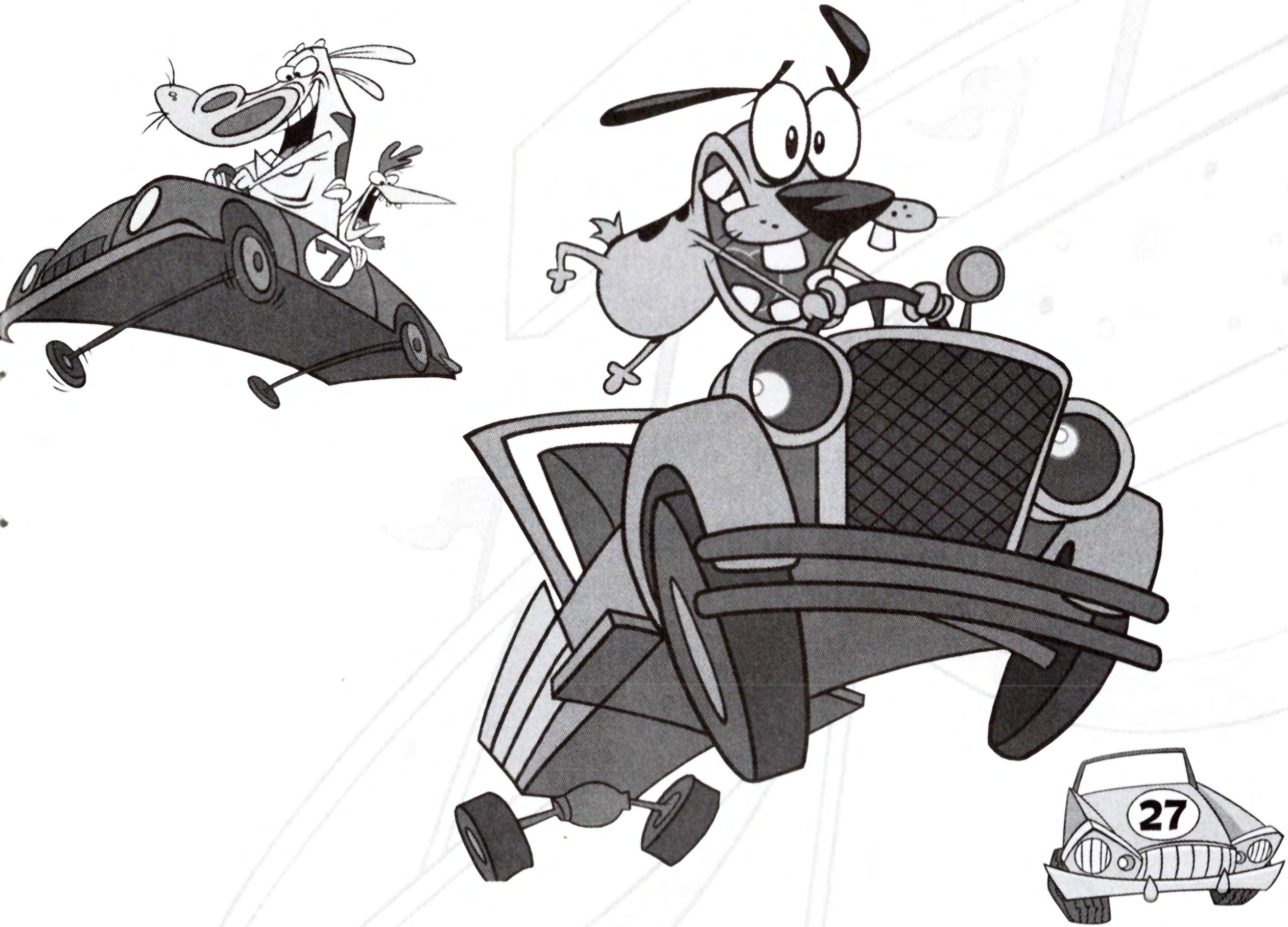
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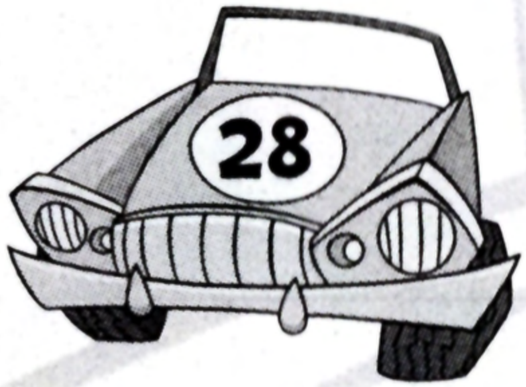

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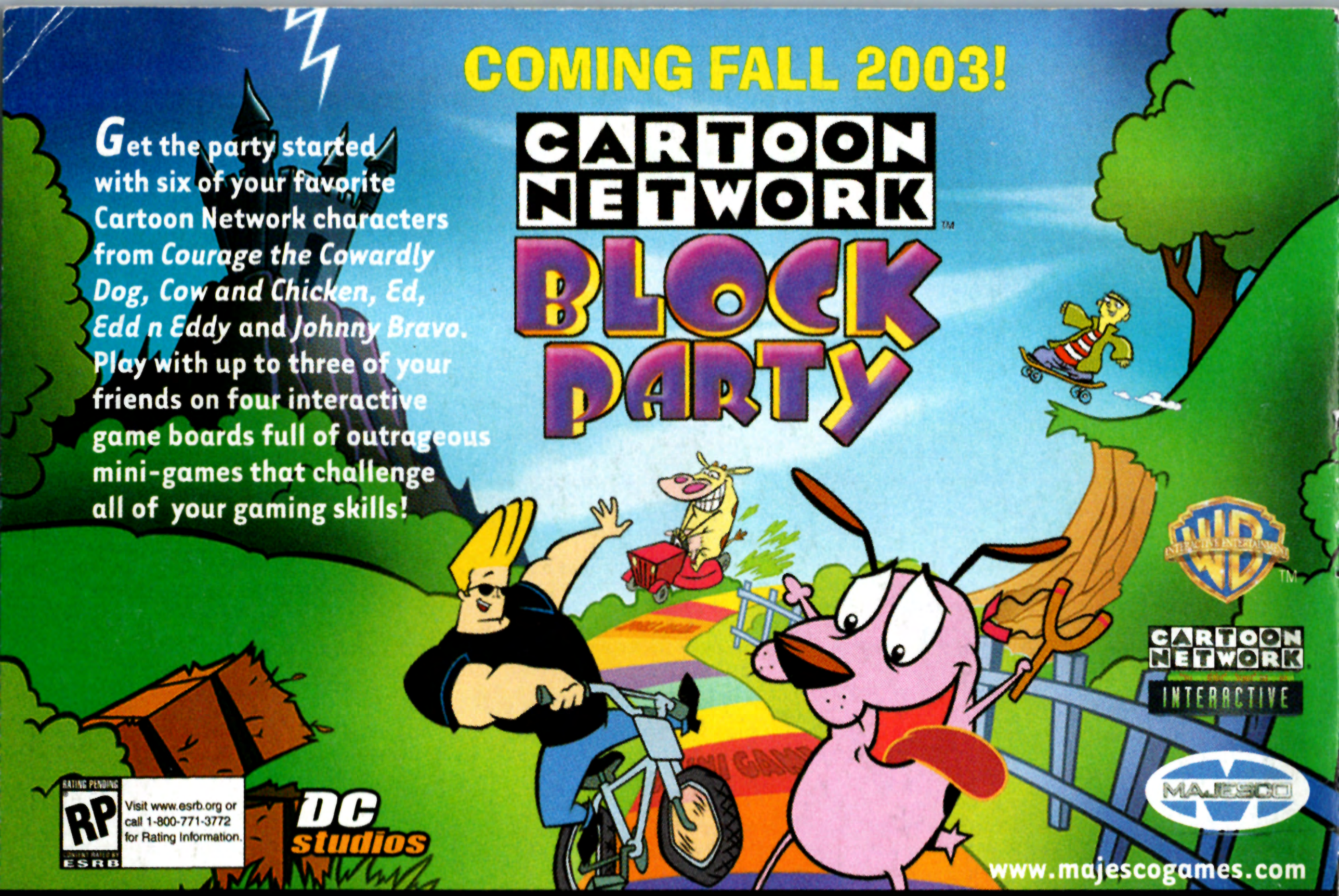

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