GAME BOY® ADVANCE

AGB-BXME-USA

XS MOTO

INSTRUCTION BOOKLET

XS 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	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**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 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.

⚠ 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.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

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

EVERYONE ® E CONTENT RATED BY ESRB

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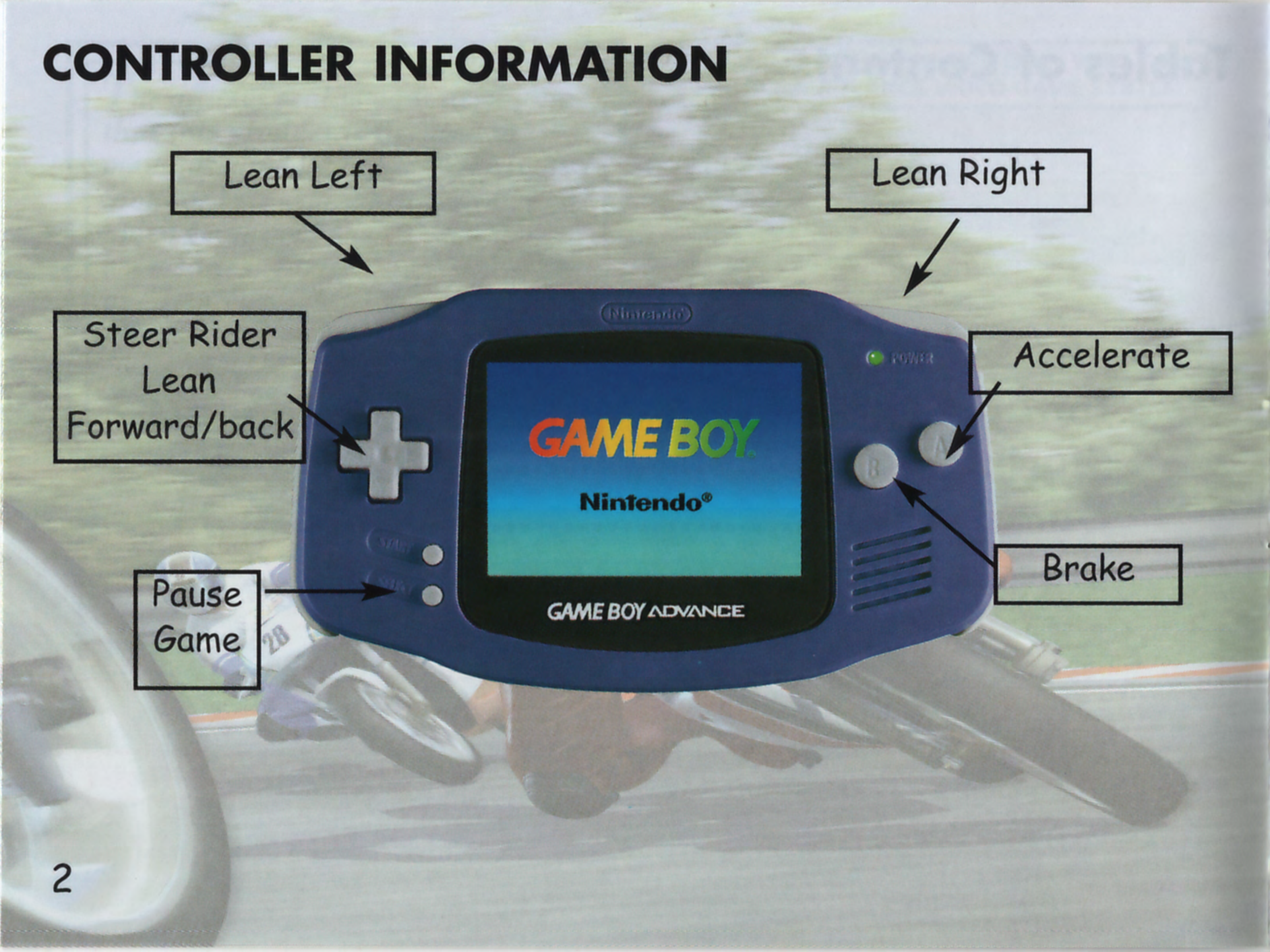
CONTROLLER INFORMATION



Introduction

Prepare yourself to race the fastest bikes around. Are you ready to get down? Sure you are! Four riders plus four tracks equals intense racing action! So what are you waiting for? Get in gear and race to the finish!

Starting the Game

Use the Control Pad to navigate around the menus and then press A Button to confirm your selection. You can press the B Button at any time to cancel a selection you have made.

Control Pad - Use this to navigate through the menus. It also allows you to steer your rider with left and right. Lean forward for more speed by pressing up, lean back to slow and take corners more sharply by pressing down on the pad.

L Button - Lean left. Use this to get around corners faster
R Button - Lean right. Use this to get around corners faster.
A Button - Accelerate / Confirm menu selection
B Button - Brake. Cancel in game selection
START - Pauses the game
SELECT - Not used.

Starting the Game

Main Menu

This is the Main Menu for the game:

Game Play

Quick Race - Use this mode to hone your skills to become the fastest rider. Choose any rider, any one track and a number of laps from 3-5.

Championship - Race over a series of all four courses and score points for your position at the end of each race! The racer with the highest point total after all of the races is declared the winner! The points are calculated as follows:

- the following are the point values awarded per Player position:

1st Place - 10 points
2nd Place - 7 points
3rd Place - 4 points
4th Place - 0 points

Options - Change your game options here! You can alter the sound properties and view the game credits here.

Game Play

Choosing a Rider

Each of the four riders has a different set of skills and it is up to you to find the rider that suits your driving style the best! Each rider has four in four separate categories:

Weight - The heavier the Weight, the slower the acceleration and the more difficult it is to turn, but the top Speed will be increased, and vice versa.

Game Play

Speed - This is a measure of how fast the player can go. It's the actual horsepower the player has in their bike! The higher the stat, the faster they go!

Braking - The higher the stat the sharper the player will brake when the brakes are applied.

Grip - This is how well the rider holds to the track. With a high Grip score the player will find navigation around the course a bit easier. However, a character with a lot less grip will be a little trickier to control but will be able to "ride the red" a lot easier making it more challenging and rewarding to use this rider.

Game Play

Choosing a Track

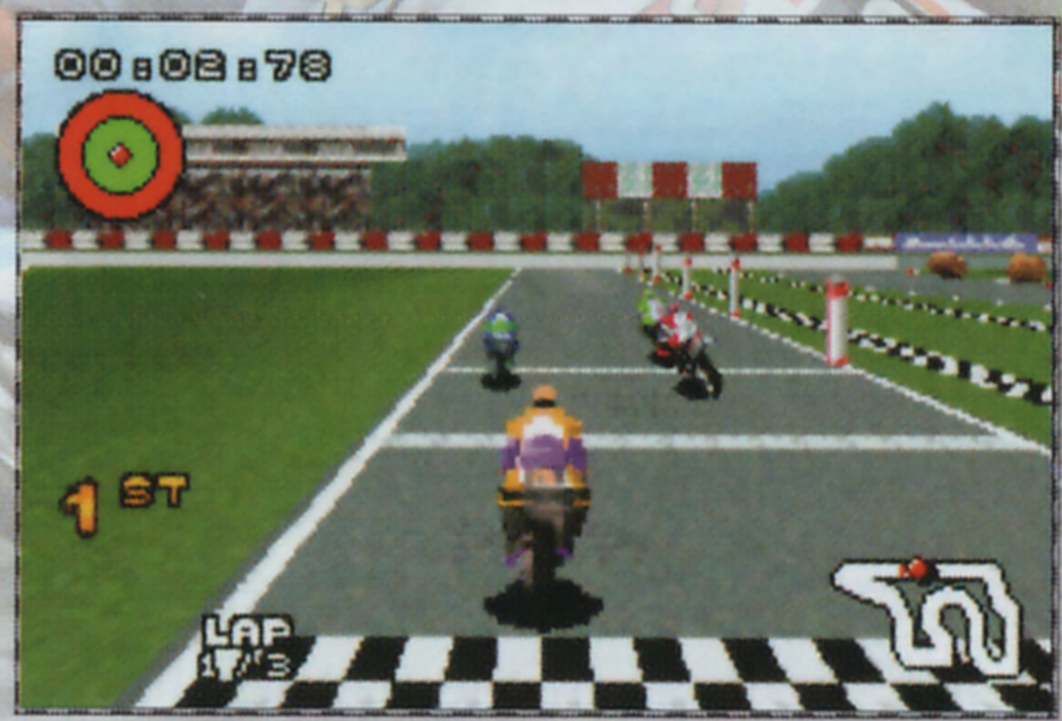
In Quick Race Mode you will be able to select the track that you wish to race on. Use the Control Pad to make a selection and then press A Button to confirm or B Button to back up.

Playing the Game

Your mission is to be the best rider and to master what XS Moto XS has to offer! You are down to the top four in the world and it's up to you to become number #1!

Game Play

The race is all about balance however and your skill at taking chances without falling off or crashing. A way to help you achieve this is the balance meter. The balance meter is displayed on your screen during a race and is made up of two; an outer red circle and a green circle sitting inside it. The small dot in the center represents your center of gravity as you move around the course. The green area is "safe" and you can navigate the course without fear of crashing or losing balance.



Game Play

The red area of the circle represents "danger" and for every second the dot is in the red area the chances of losing control of the bike and crashing are increased by 10%. The way to stop this is to "regain" balance by moving the dot into the green "safe" area again.

The trick to the balance meter to always keep the balance meter in the central area but fine tune the limits of turning and leaning so that in order to get the best race results and times the player has to "ride the red" section of the meter...a dangerous practice but one that will vastly improve your speed and performance if done correctly.

Crashing- Crashing occurs when the following conditions are met.

- Hitting a trackside object when going too fast.
- Hitting another rider when going too fast.
- When you "ride the red" section of the balance meter for too long.

Credits

DC Studios

Executive Producer - **Mark Greenshields**
Producer - **Wendy Ellis**
Game Designer - **Ollie Sykes**
Lead programmer - **Gerald Thom Greenfield**
Programmers - **Dan Batista, Brian Faber, Alex Ganea, Neil Galbraith, Rob Anderberg, Francis Bullen**
Lead Artist - **Andrew Macintyre**
Artist - **Alan Grier**
Music and Sounds - **Steve Szczepkowski**
Tests - **Derek Stobbs**

XS Games

Executive Producer - **Ron Rivkin**
Project Manager - **Trevor Grossman**
Creative Director - **Cindy K. Mui**
Director of QA - **Rene A. Zelada**
Lead Tester - **Hulls Charles Jr.**
Tester - **Alejandro K. Brown**
Packaging - **Moore Designs**

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