

**Nintendo**  
**GAME BOY** **COLOR**

**INSTRUCTION BOOKLET**

CGB-BXOE-USA



**ONLY FOR**  
**GAME BOY** **COLOR**

# WARNING

**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**



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.



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.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.  
© 1989, 1998 NINTENDO OF AMERICA INC.

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

# TABLE OF CONTENTS

|                                |           |
|--------------------------------|-----------|
| <b>GETTING STARTED</b>         | <b>3</b>  |
| <b>CONTROLS</b>                | <b>4</b>  |
| <b>MAIN MENU</b>               | <b>5</b>  |
| <b>OPTIONS MENU</b>            | <b>6</b>  |
| <b>TRACK AND CAR SELECTION</b> | <b>7</b>  |
| <b>PLAYING THE GAME</b>        | <b>8</b>  |
| <b>DOING TRICKS</b>            | <b>9</b>  |
| <b>GAME MODES</b>              | <b>10</b> |
| <b>USING PASSWORDS</b>         | <b>11</b> |
| <b>NOTES</b>                   | <b>12</b> |
| <b>CREDITS</b>                 | <b>13</b> |
| <b>WARRANTY</b>                | <b>14</b> |

# GETTING STARTED



Power ON / OFF

- Make sure the **POWER** switch is in the **OFF** position.
- Insert the Nintendo **GAME BOY** Game Pak into the slot on the back of the Game Boy Color body, label facing **AWAY** from play side.
- Slide the **POWER** switch to the **ON** position to turn **ON** the power.
- Follow gameplay instructions throughout this manual.

# CONTROLS

## GAME CONTROLS

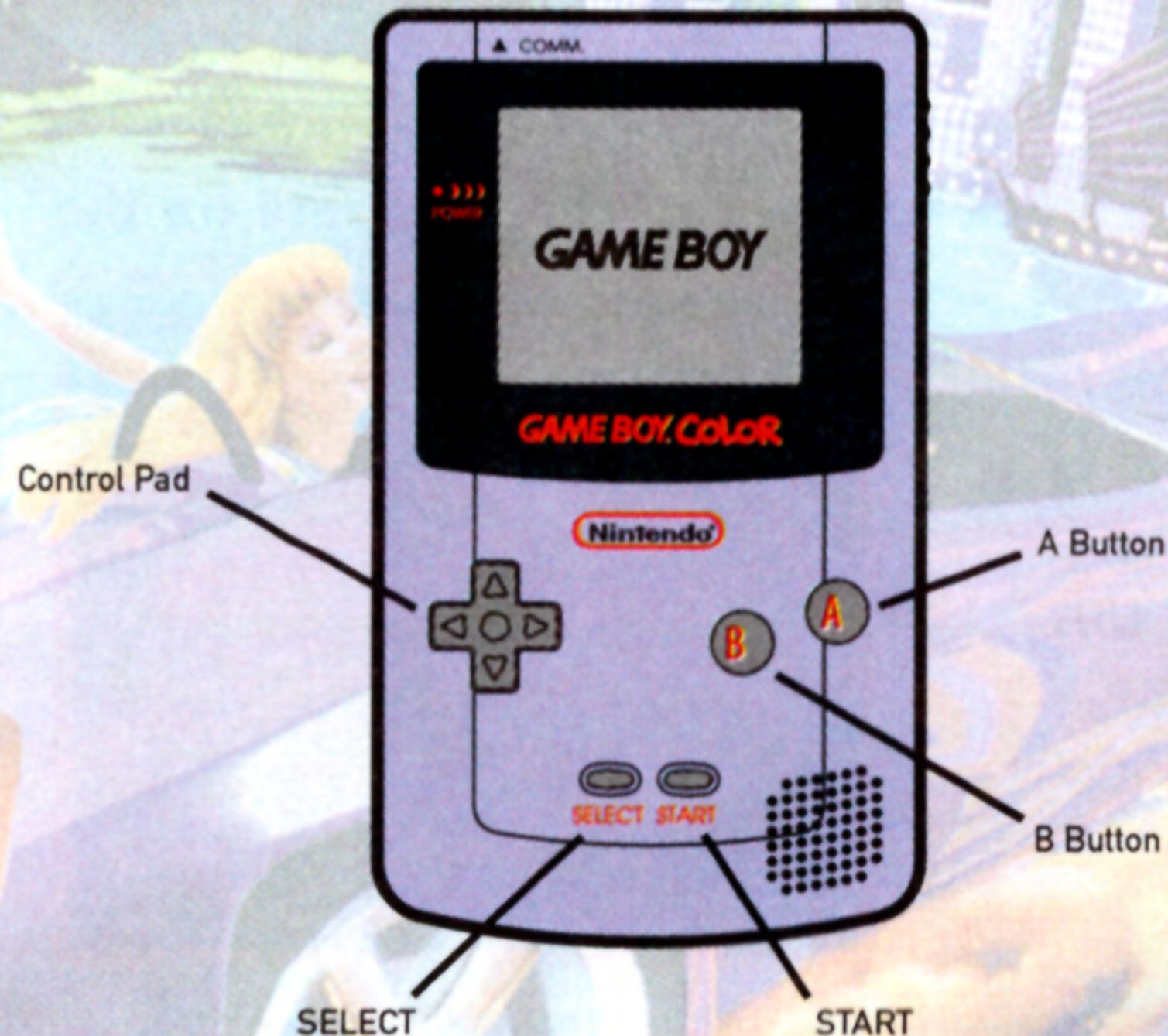
**CONTROL PAD** - Steer Vehicle / Menu Navigation

**A Button** - Accelerate

**B Button** - Brake

**START** - Pause Game

**SELECT** - Change View



## MENU NAVIGATION

Press Up and Down on the Control Pad to highlight different sub-menus or options. To access a sub-menu, press the A Button. When adjusting game options (in the Options Menu), highlight the option to be changed and then press Left or Right to change the option. For more information on changing options, see **OPTIONS MENU** on Page 6.

# MAIN MENU

At the game's Title Screen, press **START** to access the Main Menu. From here you can enter the different game modes and Options Menu. Press the Control Pad to highlight your selection, then press the **A Button** to access the selection.

## CRUIS'N EXOTICA

This game mode challenges you to place First on each track before you can compete on the next one. More information is available on Page 10.

## CRUIS'N FREESTYLE

Basically a practice mode in the game, Cruis'N Freestyle allows you to pick any track to race on. Practicing in this mode will help you do better in the Cruis'N Exotica or Cruis'N Circuit game modes.

## CRUIS'N CIRCUIT

Take to the circuit and earn race points. These points give you access to the next tracks. More information is available on Page 10.

## OPTIONS

Choosing this will access the Options Menu. See the following page for more details.



# OPTIONS MENU

The Options Menu allows you to change the sound options in the game as well as the game's difficulty setting. You can also access the Password Entry screen which allows you to enter passwords. To adjust options, highlight the option to be changed using the Control Pad. Next, press Left or Right on the Control Pad to change the option. When you are finished adjusting options, press the B Button to return to the Main Menu.

## MUSIC

This allows you to turn the background music in the game ON or OFF.

## SOUND FX

You can turn the game's sound effects ON or OFF here.

## DIFFICULTY

This controls the game's difficulty. There are two choices (EASY and HARD) to select from.

## ENTER PASSWORD

This will access the Password Entry screen. More information on Passwords is available on Page 11.



# TRACK AND CAR SELECTION

## TRACK SELECTION

Selecting a track to race on depends on what game mode you are playing in. For example, Cruis'N Exotica will only give you access to one track. It's up to you to place First in order to advance to the next track. However, if you are playing in the Cruis'N Freestyle game mode, you will be able to race on any track you wish. To select your track, press Left or Right on the Control Pad to view the track. To choose that track, press the A Button.



## CAR SELECTION

Selecting a car is no different from selecting a track. Press Left or Right on the Control Pad to cycle through the cars. To select a car to race with, press the A Button. You will notice that each car features different statistics as well. Try using each car to find the one that suits you best. There are up to 13 different cars in the game. You are given five to begin with, but it's up to you to earn the other eight!



# PLAYING THE GAME

Here's a few things to pay attention to when playing the game.

## CHECKPOINTS

Each track contains checkpoints. As you pass each checkpoint, more time will be added to your race clock. If you fail to reach a checkpoint before your race clock expires, your game will end.

## END OF RACE SCREEN

After each race a screen will appear. This screen displays your statistics for the previous race.

**PLACE** - What position you finished the race in.

**TIME** - The amount of time it took you to finish the race.

**RECORD** - The record time for the track you raced on.

**MILES RACED** - The total number of miles you've raced. Miles are very important when racing in Cruis'N Circuit Mode.

**PASSWORD** - A password is given to you every 400 miles raced and / or a new car is unlocked.



While racing, you can do tricks to earn bonus seconds. These bonus seconds will subtract from your **TIME** statistic at the end of the race. For example, if you finished in 2 Minutes and earned 30 Bonus Seconds, your time will now be 1 Minute, 30 Seconds. See the next page for more information on performing tricks.

# DOING TRICKS

As you learned on the previous page, you can earn bonus seconds by performing tricks. There are three different tricks that you can do in the game.

## **SUPER FLIP**

The easiest trick to do is the Super Flip. To do this trick, quickly press the A Button twice. Your car will rear back on its wheels and launch forward. If you hit a car or go off of a jump in this position, your car will flip over and you will earn a 1 second time bonus. This is an easy trick that can help take off lots of time.



## **HELI SPIN**

A slightly more difficult of a trick is the Heli Spin. To do this trick, press Left or Right on the Control Pad while you are in the air. Your car will do a 360° spin and you'll earn a 2 second time bonus.

## **MONDO ROLL**

The most difficult trick to execute is the Mondo Roll. To perform this trick correctly, your timing must be perfect. Press Left or Right Control Pad and the A Button at the same time as you are about to jump off of a ramp. Timing is crucial, but the 2 second time bonus you'll get is worth it.

# GAME MODES

*At the Main Menu, highlight the game mode you want to play in and press the A Button.*

## **CRUIS'N EXOTICA**

*In order to advance in this game mode, you must place First in each race. This is the most difficult game mode to beat.*

## **CRUIS'N FREESTYLE**

*As mentioned before, this game mode is a great way to practice on different tracks. You don't have to worry about placing in a certain position to advance, just put the pedal to the metal and have fun!*

## **CRUIS'N CIRCUIT**

*When you complete a race, you will earn Race Points. The total number of points that you've raced are displayed at the End of Race Screen (Page 8). You must earn 50 points in Round 1 to advance to Round 2.*

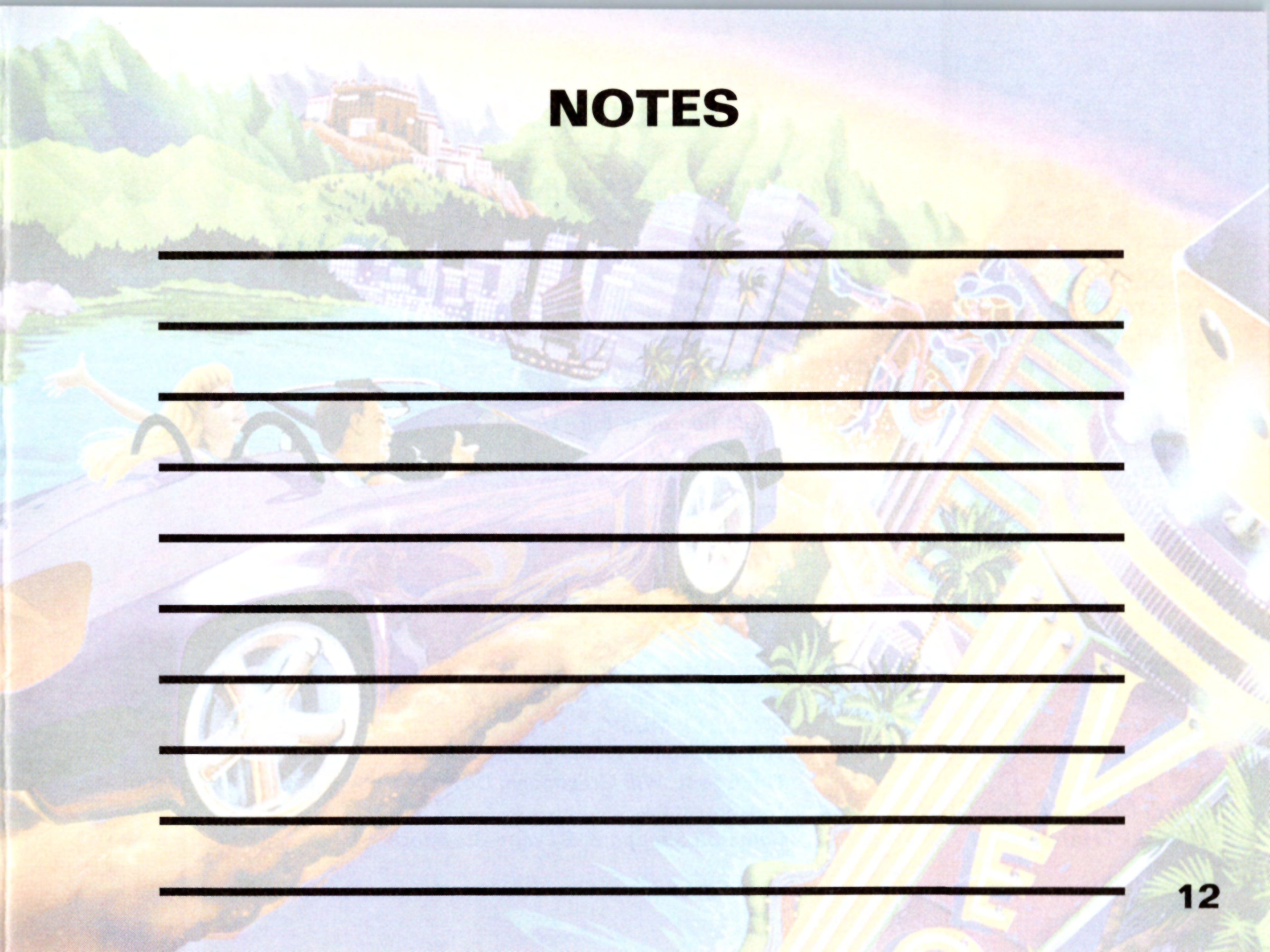
# USING PASSWORDS

Passwords can be used to access saved games. At the Main Menu, select **OPTIONS** and press the **A Button**. In the Options Menu, highlight **ENTER PASSWORD** and press the **A Button**. This will access the Password Entry screen.

Each password will be eight characters in length. To enter a letter, use the Control Pad to highlight the character you want to enter. After your character is highlighted, press the **A Button** to enter that character. If you want to go back a space, press the **B Button**. This will erase the previous character and allow you to enter a new one. After you have entered the eighth character of your password, press **START**. If your password was entered correctly, you will see **PASSWORD ACCEPTED**. If you entered the password incorrectly, you will see **PASSWORD NOT VALID**.



Passwords are given to you as you complete races, so make sure you write them down! Just to be nice, we've given you space on the next page to write down passwords or other notes that you find.



# NOTES

# CREDITS

## MIDWAY HOME ENTERTAINMENT TEAM

PRODUCER

ASSOCIATE PRODUCER

ASSISTANT PRODUCER

TECHNICAL DIRECTOR

PRINT DESIGN AND PRODUCTION

TEST MANAGERS

TEST SUPERVISORS

LEAD TESTER

TESTERS

PRODUCT MARKETING MANAGER

SPECIAL THANKS

Dave Brooks

Will Shen

Jason Shigenaka

Paul Lefevre

Midway Creative Services - San Diego

Rob Sablan & Hans Lo

Sheila Julaton & John Ubalde

John Kaiser III

Nick Munford, Christine Penley & Nick Cardoza

Patrick Dillon

Deborah Fulton, Rob Gustafson & Nancy Ramsey

## CRAWFISH INTERACTIVE TEAM

PROGRAMMER

GRAPHIC ARTISTS

MUSIC AND SOUND EFFECTS

ASSOCIATE PRODUCERS

TESTERS

DEVELOPMENT DIRECTOR

SPECIAL THANKS

Tom Prosser

Jon Trafford, Barry Armstrong & Paul Mitchell

ROCKETT MUSIC

Tim Mawson & Daimion Pinnock

Tim Coode, Will Greenough, David Murphy & David Hardcastle

Tim Bradstock

Cameron Sheppard & Lynne Bradstock

# WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**Midway Home Entertainment Inc.**

**P.O. Box 2008**

**Corsicana, TX 75151-2008**

**(903) 874-5092**

**[www.midway.com](http://www.midway.com)**

# SAN FRANCISCO **RUSH** 2049<sup>®</sup>

Also Available  
For Game Boy<sup>®</sup>  
Color!

**AVAILABLE  
NOW!**



## FEEL THE RUSH!

CRUIS'N EXOTICA and the NINTENDO RACETRACK LOGO are trademarks of Nintendo. MIDWAY and the M IN A CIRCLE DESIGN are trademarks of Midway Amusement Games, LLC. Used by Permission. Distributed by Midway Home Entertainment Inc.

SAN FRANCISCO RUSH<sup>®</sup> 2049 © 1999 Midway Games West Inc. All Rights Reserved. SAN FRANCISCO RUSH<sup>®</sup> 2049 is a trademark of Midway Games West Inc. MIDWAY and the M IN A CIRCLE DESIGN are trademarks of Midway Amusement Games, LLC. Used by permission.

Printed in Japan.



**MIDWAY**

MIDWAY HOME ENTERTAINMENT INC.  
P.O. BOX 2008 CORSICANA, TX 75151-2008  
[www.midway.com](http://www.midway.com)