

Nintendo®

U/CGB-ARNE-USA

GAME BOY<sup>®</sup> COLOR

# MICKEY'S RACING ADVENTURE

INSTRUCTION BOOKLET

ONLY FOR  
GAME BOY  
COLOR

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.

*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 Nintendo product.*

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



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



©Disney. All rights reserved. Licensed to Nintendo.

TM, ® and Game Boy Color are trademarks of Nintendo of America Inc.

Rareware logo is a trademark of Rare.

©1999 Nintendo of America Inc.

Thank you for selecting the Mickey's Racing Adventure Game Pak for your Nintendo® Game Boy® Color system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

## Contents

|                  |    |                                |    |
|------------------|----|--------------------------------|----|
| The Story        | 2  | Upgrading Your Vehicle         | 16 |
| Getting Started  | 5  | Magic Spells                   | 17 |
| Controls         | 7  | Pluto's Bone Hunt              | 18 |
| Adventure Mode   | 8  | Collectible Items              | 20 |
| Riding the Train | 10 | Post Office                    | 21 |
| Race Worlds      | 11 | Print Shop                     | 22 |
| Race Results     | 15 | Warranty & Service Information | 25 |

### NEED HELP WITH A GAME?

*For free, automated game play tips and news, call Nintendo's Power Line at:*

**1-425-885-7529**

*This may be a long distance call, so please ask permission from whomever pays the phone bill.*

### ***Rather talk with a game counselor?***

**1-900-288-0707** (U.S. \$1.50 per minute)      **1-900-451-4400** (Canada \$2.00 per minute)

*6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday*

*Callers under age 18 need to obtain parental permission to call (prices subject to change)*

# The Story

Mickey and his friends arrived bright and early outside Professor Ludwig Von Drake's workshop. As promised, Von Drake had all the carnival floats built and in perfect working order. However, they still needed to be decorated, and the carnival was only two days away!

"These are wonderful, Professor!" cheered Minnie. "I can't wait to get started!"

The sun seemed to smile down upon the five friends as they set about their task of adding banners, balloons and papier mâché flowers to the floats. It was difficult work, but they were having so much fun that they hardly noticed. As they laughed and joked with one another, the hours seemed to fly by.



But not everyone in the town was so cheerful. High atop a lonely hill on the outskirts of town, sat a creepy, run-down mansion. In the topmost room of the highest tower, sat Pete, spying on the happy clan in the town far below. He scowled at the thought of how much fun they were having.

As he lowered his telescope, his eyes sparkled maliciously, and an evil grin spread slowly across his face. Hurriedly he gathered his henchmen together and began spelling out the details of his dastardly plan...

As the sun began to set, and the day drew to a close, Mickey, Minnie, Donald, Daisy and Goofy stopped to admire their work. "These are the best floats ever!" cheered Goofy. "I can't wait to show them off at the carnival!"

Suddenly, the peace was shattered by the harsh sounds of roaring engines and squealing tires. "What is that?" Donald shouted above the noise.

It was Pete and his gang speeding toward town in their souped-up race cars. The next thing the friends knew, they were engulfed in a cloud of dust and exhaust fumes so thick they couldn't see what was going on.

As the air cleared and the sound of engines faded into the distance, they could see what was left of all their hard work. The floats had been stripped of their decorations, and not even one balloon remained. In the middle of the wreckage sat Pluto with a letter in his mouth. It read, "If you want your stuff back, you'll have to beat my cronies. - Pete."

Professor Von Drake ran out of his workshop just in time to see the catastrophe. "Don't worry," comforted the Professor. "There may not be time to make new decorations, but I can whip up something to help you beat those brutes. Go home now and rest, and I'll have something ready for you first thing in the morning..."

# Getting Started

Properly insert the Game Pak into your Game Boy Color system and turn the power ON.

1

Press START to begin the game.

2

You'll see a screen with five flags. Use the + Control Pad to move Mickey's hand and press the A Button to select the desired language.

3

You'll see a screen with three paintings, each representing a save slot. Use the + Control Pad to illuminate one of the save slots and press the A Button to select it.

4

On the following screen, select the letters of your name. Move the + Control Pad and press the A Button to choose a letter. When you are finished, press START. Your progress will automatically be saved to this slot.





# Controls



## Adventure Mode:

**+ Control Pad** — Move character

**A Button** — Read signs

**B Button** — Dig (as Pluto)

**SELECT** — Pause game and show inventory (press  
← and → on the + Control Pad to choose spells  
if available for use during races)

## Racing Mode:

**← and → on + Control Pad** — Steer vehicle

**↑ on + Control Pad** — Change angle of  
car when airborne

**↓ on + Control Pad** — Brake

**A Button** — Accelerate

**B Button** — Activate spell

**START** — Pause game and activate in-game options

# Adventure Mode

You'll begin your adventure in Mickey's home town, playing as Mickey himself! Use the + Control Pad to explore the area, and you'll come across many interesting places...

## **Mickey's Home Town**

Mickey and his friends live here. When you want to change characters, simply visit the house of the character you wish to play. You can only play as certain characters as you progress through the game. You'll also find the Post Office and the Print Shop nearby.

## **Casey Jr. Junction**

This is where you'll need to go when you're ready to head out to the Racing Worlds. Bring your Railroad Pennies to the train station, buy your ticket from Clarabell and hop aboard Casey Jr.!

## **Magica de Spell's Caravan**

Magica may be persuaded to brew up some magic to help you win the race... if the price is right.

## **Treehouse Glade**

What do chipmunks love more than anything? If you can figure that out, you just might be able to trade with Chip 'n Dale for some useful items...

## **Ludwig Von Drake's Garage and Test Track**

When you're ready to buy a new vehicle, or just upgrade your old one, go see the Professor.

## **Warp Zone**

If you get tired of all that walking around, take a short cut! Look for an arrow pointing to the ground. Use Pluto to dig there and open up the warp zone. Then jump right in, and you'll immediately be whisked away to another area in the Adventure World.

## **Wandering Cronies**

While out and about, you'll likely meet up with some of Pete's cronies. If you bump into them, they'll steal your Disney Dollars. Do your best to stay away from them — the place for a challenge is on the race track, not your home town!

## **Question Marks**

As you explore the Adventure World, you will see flashing question marks. These act as guides to tell you where collectible objects are located. You must be controlling the correct character for the question mark to become a collectible object.

# Riding the Train

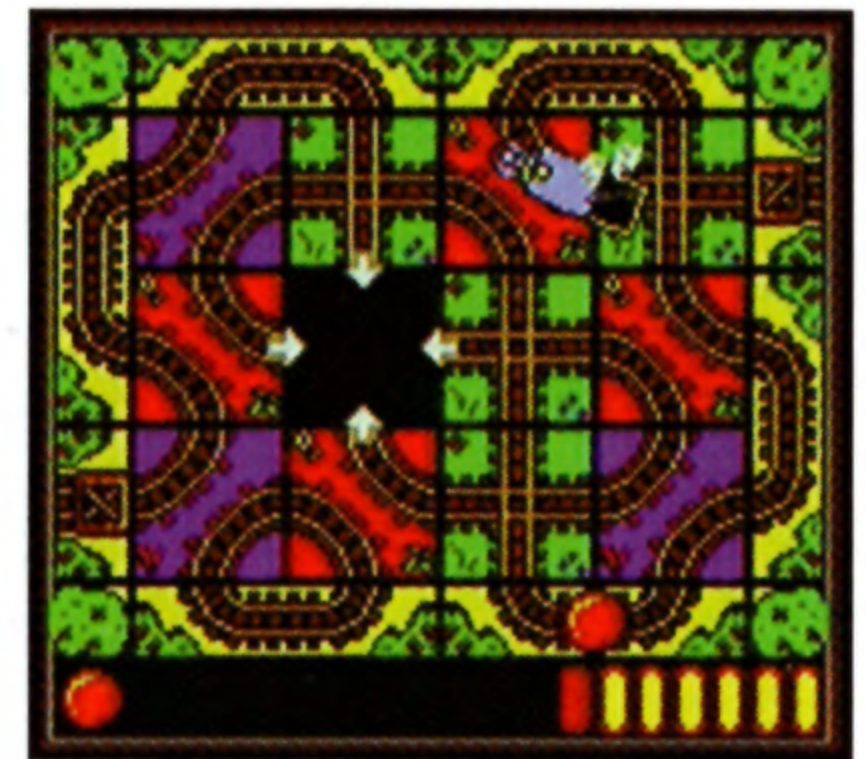
When you're ready to race, you'll need to hop aboard Casey Jr. for a trip to the Race World. Each character (except Pluto) has a certain world to which only he or she may go. Bring the appropriate number of Railroad Pennies to the station, then off you go! Each character only has to pay for a ticket the first time he or she travels to a Race World. After that, ridin' the rails is free! All aboard!

## Train Game

It looks like Pete will do anything to keep you out of the race. Now he's rearranged the tracks leading to the Race Worlds! You'll have to set them right if Casey Jr. is to reach his destination safely.

Use the + Control Pad to slide a tile into the empty space and continue the track. You'll need to lead Casey Jr. over each of the red detonators to blow up the boxes of dynamite in his way before you can get to the exit. Don't let the train hit a dead end!

Press the A Button repeatedly to speed up the train, and press the B Button to slow it down. You can press START to pause and activate the in-game options.



# Race Worlds

When your train arrives, you'll see an overview of the Race World. A Mickey symbol marks each of the first three tracks. When you use the + Control Pad to move your character to one of these spots, the name of the course will appear, along with the number of Mickey Tokens required to race there.

## **Mickey's Medieval Adventure**

Train Ticket: 1 Railroad Penny

| <i>Track</i>        | <i>Mickey Tokens</i> | <i>Vehicles</i> |
|---------------------|----------------------|-----------------|
| Round Table Trouble | 0                    | car             |
| Drawbridge Derby    | 1                    | car & boat      |
| Moat Madness        | 3                    | boat            |
| Pete's Dungeon      | —                    | car             |

### **Minnie's Frontier Adventure**

Train Ticket: 2 Railroad Pennies

| <i>Track</i>           | <i>Mickey Tokens</i> | <i>Vehicles</i> |
|------------------------|----------------------|-----------------|
| Pioneer Prairie        | 1                    | car             |
| Frozen Frontier        | 2                    | car & boat      |
| River Ruckus           | 5                    | boat            |
| Pete's Hunting Hideout | —                    | boat            |

### **Daisy's Wonderland Adventure**

Train Ticket: 3 Railroad Pennies

| <i>Track</i>            | <i>Mickey Tokens</i> | <i>Vehicles</i> |
|-------------------------|----------------------|-----------------|
| Raceway                 | 3                    | car             |
| Crazy Curves            | 6                    | car             |
| Doughnut Derby          | 7                    | boat            |
| Pete's Dessert Disaster | —                    | boat            |

### **Donald's Pirate Adventure**

Train Ticket: 4 Railroad Pennies

| <i>Track</i>             | <i>Mickey Tokens</i> | <i>Vehicles</i> |
|--------------------------|----------------------|-----------------|
| Swashbuckling Sand Chase | 5                    | car             |
| Cutthroat Cove           | 7                    | boat            |
| Jolly Roger Ramps        | 10                   | boat & car      |
| Pete's Treasure Oasis    | —                    | car & boat      |

### **Goofy's Fairground Adventure**

Train Ticket: 5 Railroad Pennies

| <i>Track</i>            | <i>Mickey Tokens</i> | <i>Vehicles</i> |
|-------------------------|----------------------|-----------------|
| Rollercoaster Roadway   | 10                   | car             |
| Really Rapid Rapids     | 12                   | boat            |
| Fairground Follies      | 14                   | car & boat      |
| Pete's Big Top Showdown | —                    | car & boat      |

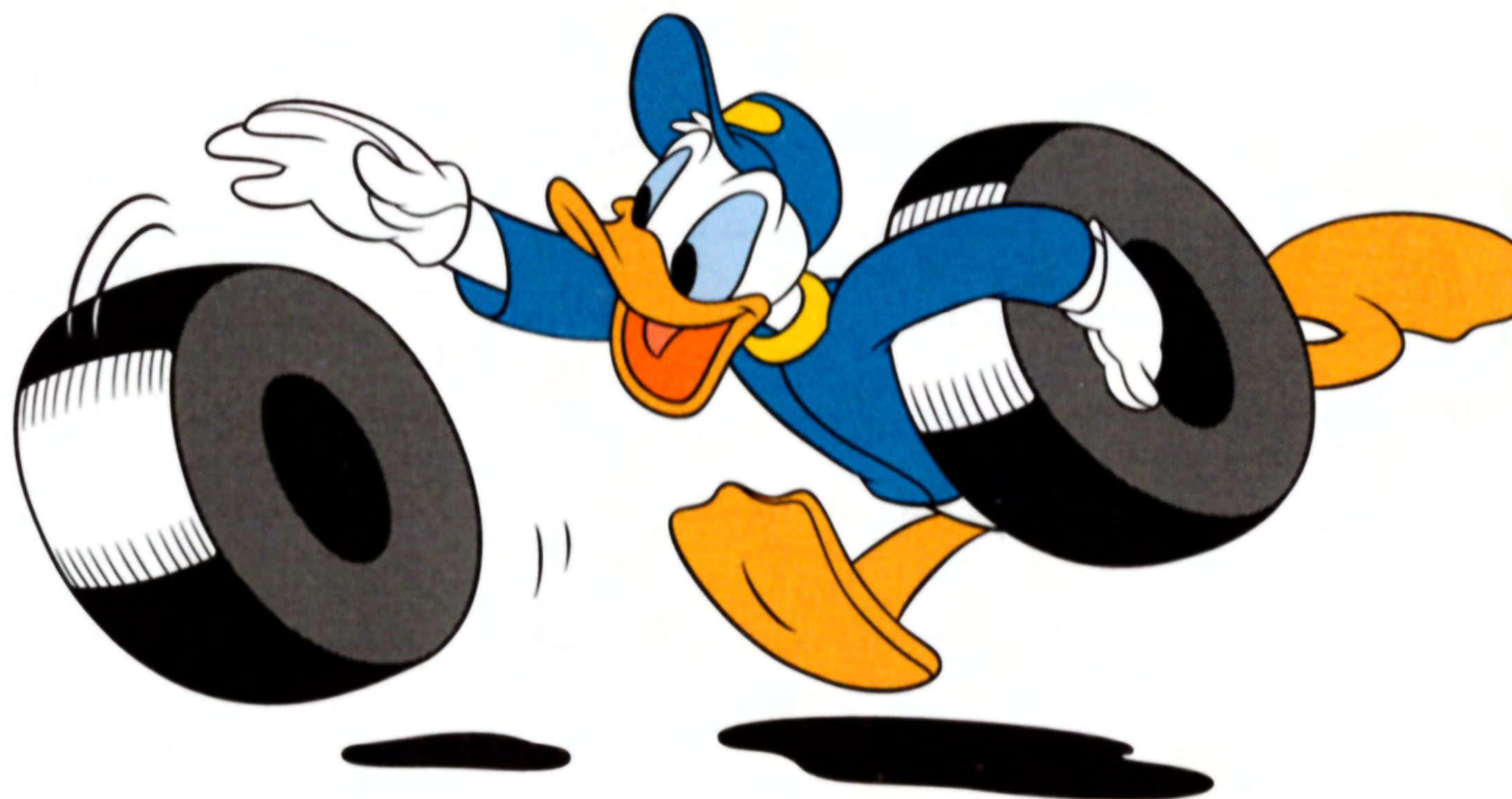
## Pete's Haunted Mansion

Train Ticket: 6 Railroad Pennies

| <i>Track</i>    | <i>Golden Bones</i> | <i>Vehicles</i> |
|-----------------|---------------------|-----------------|
| Haunted Mansion | 6                   | car             |

## Turbo Boosts

When racing in a car, look for a wrench on the track. If you run over the wrench, you will get a temporary turbo boost. To get a turbo boost when racing a boat, look for areas of white water.



# Race Results

After you've completed three laps, the results screen will appear. You'll receive a prize no matter how you place in the race. However, the better you do, the greater the rewards! First and second place will net you both Disney Dollars and Mickey Tokens, while you'll only get Disney Dollars for third or fourth place. Once you have completed a race, a flag will appear on the overview map, along with a number indicating your best ranking so far.



## Pete's Brain Strain

Before you get to race against Pete in the world's fourth, and final, track, you'll have to solve another puzzle. This time, you must rearrange the tiles to correctly form a picture of Pete. Use the + Control Pad to slide a tile, hold down the A or B Button to see how the picture should look and press START to activate the in-game options. Once you solve the puzzle, you're ready to race!

# Upgrading Your Vehicle

At some point, you'll find that your vehicle just can't compete with Pete's cronies anymore. But don't lose hope! Visit Professor Von Drake who can equip you with a new vehicle or an upgrade for your current one—as long as you have enough Disney Dollars, that is.

To buy a new vehicle, simply move the cursor over the one you want and press the A Button. There are three vehicles to choose from, plus the Professor just may have something special hidden away for you if you're good enough...

If you're not quite ready for a new vehicle, try boosting the performance of your current one with one of the following upgrades:

**Top Speed** — Increases vehicle's overall speed

**Handling** — Reduces the amount of slide when cornering

**Acceleration** — Lets your vehicle reach its top speed more quickly

|                     | Car 1 | Car 2 | Car 3 | Car 4 |
|---------------------|-------|-------|-------|-------|
| <b>Initial Cost</b> | FREE  | \$100 | \$150 | \$200 |
| <b>Upgrade 1</b>    | \$10  | \$30  | \$50  | \$100 |
| <b>Upgrade 2</b>    | \$10  | \$30  | \$50  | \$100 |
| <b>Upgrade 3</b>    | \$10  | \$30  | \$50  | \$100 |

# Magic Spells

A great vehicle alone can't always win the race. When dealing with Pete's cronies, a little magic can be a big help. Visit Magica de Spell, tell her what you want and pay the appropriate amount in Disney Dollars. She'll need some time to work her magic, so leave and compete in a few more races. When you get back to her caravan, your spell will be waiting for you!

| <b><i>Name of Spell</i></b>   | <b><i>Cost</i></b> | <b><i>Conjure Time</i></b> |
|-------------------------------|--------------------|----------------------------|
| Mickey's Sticky Net           | \$10               | 1 Race                     |
| Mickey's Magical Portal       | \$20               | 2 Races                    |
| Mickey's Magic Gloves         | \$30               | 1 Race                     |
| Spirit of Mickey              | \$50               | 3 Races                    |
| Donald's Duck Bomb            | \$10               | 1 Race                     |
| Donald's Cloud of Frustration | \$20               | 2 Races                    |
| Goofy's Turbo Tires           | \$5                | 1 Race                     |
| Goofy's Gumball Rally         | \$10               | 2 Races                    |
| Goofy's Knockout Punch        | \$20               | 2 Races                    |

# Pluto's Bone Hunt

Though Mickey's faithful hound can't race, Pluto has a game of his own! He's got a nose for sniffing out bones which he'll use to help the rest of the characters reach the final showdown. When an exclamation point appears above his head, it means he's hot on the trail. Press the A Button to start digging, and you should soon uncover a mini-game.

Each mini-game has its own objective. Be sure to read the objective carefully before starting your game. When you're ready, press the A Button to begin. Use the + Control Pad to dig and press START to activate the in-game options.



**Dirt** — Pluto can dig right through.

**Walls** — Impassable but may sometimes be destroyed.

**Bones** — Collect all the bones, but don't let them fall on your head!

**Rocks, Ducks and Barrels** — If one of these falls on Pluto's head, your game is over. However, they may be useful in getting rid of an annoying enemy...

**Robot Butch** — These mechanical terrors can only move in cleared areas, but meeting up with one spells instant failure. However, there are several ways of ridding yourself of this threat...

**Slime** — This green sludge will ooze its way into any open area. It can block your path, but it won't hurt you. However, if an unfortunate Robot Butch comes into contact with it, you'll be rewarded with a bone!



In addition to the eight Bone Hunt mini-games in the Adventure World, each Race World has four Bone Hunts of its own. Once you have beaten Pete in a Race World, he will give you a parcel. By using this parcel, you will activate Pluto's Bone Hunt game on a different character's world. To get Pluto to that Race World, mail him from the Post Office (see pg. 21). Once you have completed all four Bone Hunts on a world, you will receive a Golden Bone.

# Collectible Items

**Mickey Tokens:** Each race track requires a certain number of Mickey Tokens before you'll be allowed to compete there. You can collect them by winning races.

**Disney Dollars:** Pay for vehicle upgrades and magic spells with your Disney Dollars. You can win them in races or find them lying about in the Adventure Mode.

**Railroad Pennies:** Purchase train tickets with the Railroad Pennies you find in the Adventure Mode.

**Nuts:** Eighteen nuts are hidden throughout the Adventure World. Any idea who might like to get their paws on them?

**Golden Bones:** Pluto gets a Golden Bone for completing all four Bone Hunt mini-games in a world. You'll need them to get past Butch to reach the final showdown.

**Missing Keys:** You'll need to find something to trade with Chip 'n Dale if you want to get these keys back.



# Post Office

## *Mail Pluto*

Dogs aren't allowed to ride on Casey Jr., so Pluto will need to get to the Race Worlds a different way. Once you find the key to the Post Office, you'll be able to mail Pluto in a parcel to any of the race worlds, provided you have first beaten Pete! Use the + Control Pad to select the required parcel. There is one for each world.

## *Send/Receive E-Mail*

The e-mail link allows you to send messages you have won to a friend via the Infrared Communications Port. Place two Game Boy Color systems together with the Infrared Communications Ports facing each other and press the A Button to connect. Once connected, use the + Control Pad to select the message. To send the message, press the A Button. To exit the e-mail link, press START to activate the in-game options.

## *Check Mail*

The mail service lets you access cheats for use within the game. Select a letter using the + Control Pad and toggle the cheat on and off with the A Button. You cannot use cheats on tracks that you have not completed.

# Print Shop

The Print Shop is locked at first, but once you find the key, you can use the Game Boy® Printer (sold separately) to print out all kinds of cool pictures! Select Access Computer using the + Control Pad. Once activated, you have four options:

**File** - This will display a list of pictures. Use the + Control Pad to highlight and press the A Button to select the picture.

**Options** - This allows you to determine the darkness of the print. Use the + Control Pad to highlight Dark, Medium or Light and press the A Button to select.

**Print** - This will print the chosen picture. Use the + Control Pad to select Yes or No.

**Exit** - This will return to the Print Shop.



# Notes

# Important:

REV. B

**WARNING:** Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo Licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

**For further information or assistance, please contact:**

Nintendo Consumer Assistance Hotline

1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer.

# Warranty & Service Information

REV. K

**You may need only simple instructions to correct a problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer.** Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER<sup>SM</sup>. Please do not send any products to Nintendo without calling us first.

## **HARDWARE WARRANTY**

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

## **GAME PAK & ACCESSORY WARRANTY**

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

## **SERVICE AFTER EXPIRATION OF WARRANTY**

Please call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO

AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

## **WARRANTY LIMITATIONS**

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

**NEED HELP WITH INSTALLATION,  
MAINTENANCE, OR SERVICE?**



**Nintendo®**

***AUTHORIZED REPAIR CENTERS™***  
**1-800-255-3700**

Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.  
[www.nintendo.com](http://www.nintendo.com)

PRINTED IN U.S.A.