

Nintendo

GAME BOY COLOR

Officially Licensed Product:

LE MANS 24 HOURS

Instruction Booklet



CGB-B24E-USA

TEST DRIVE[®] LE MANS[®]



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 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.

EVERYONE

For information on this product's rating,
please call 1-800-771-3772

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.

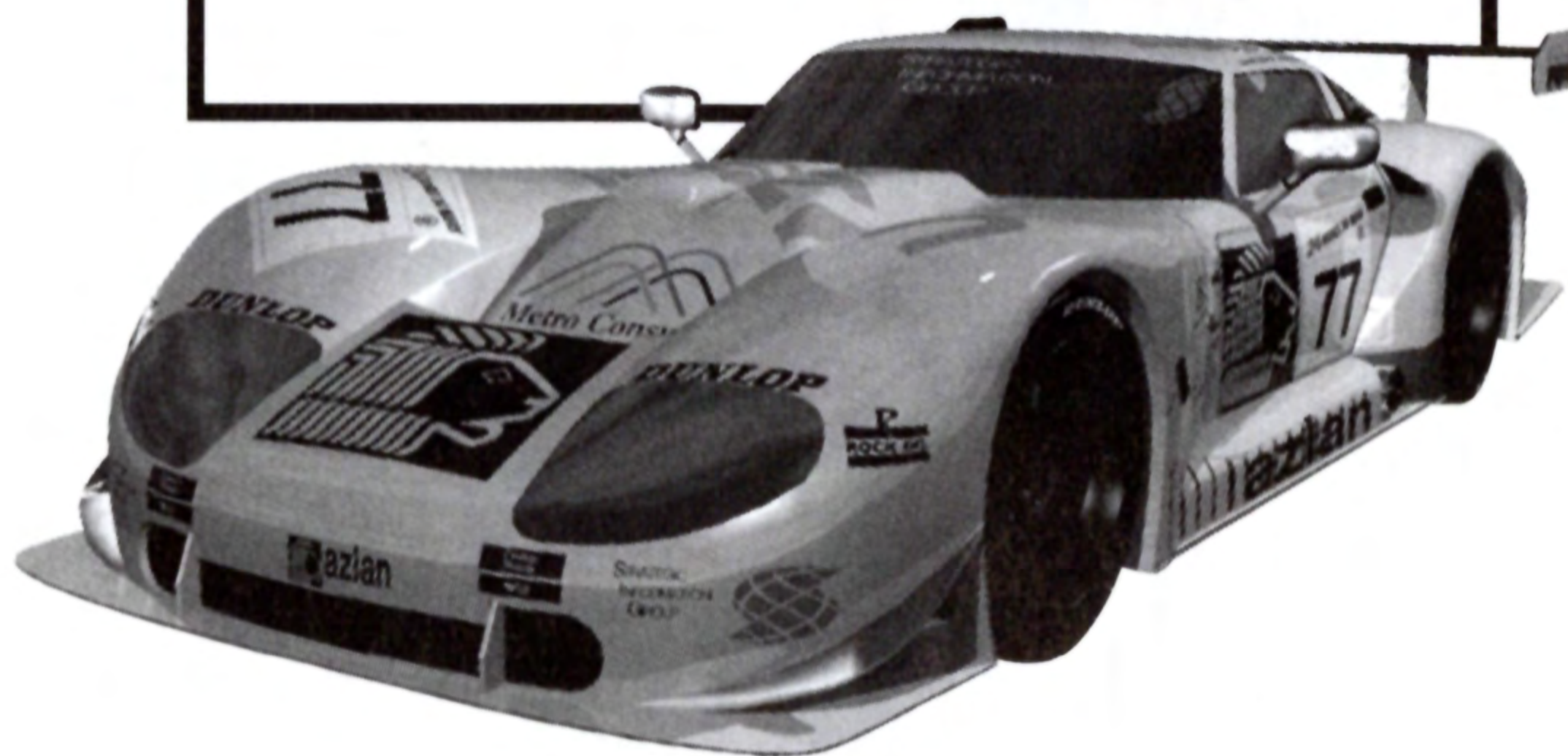
**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® COLOR VIDEO GAME SYSTEM**

Contents

• Le Mans 24 Hours	2
• Your Controls	3
• The Main Menu	4
• Le Mans mode	5
• Arcade mode	6
• Championship mode	7
• Options	8
• Your Dashboard	9
• Workshop	10
• Cars	11
• Flags	12
• Pit Stops	12
• Power-ups	13
• Load and Save	13
• Customer Service	16

TAKE CARE OF YOUR GAME PAK

- Do not expose the Game Pak to water, dirt, excessive heat or cold. If your Game Pak gets wet, be sure it is completely dry before you use it again.
- Don't try to take your Game Pak apart, bend it or expose it to violent shocks.
- Clean your Game Pak by wiping it with a cloth dampened with soapy water. Don't use paraffin, solvents, alcohol or other cleaning products.
- This game has been especially designed to fully exploit the capabilities of your Game Boy® Color.



Le Mans 24 Hours®

The best drivers in the World will be there...

24 Heures du Mans®. The most famous race in the world. The ultimate challenge known to man and machine — a grueling 24-hour contest where drivers pit their skills against one of the most unforgiving race tracks ever. Do **you** have what it takes to triumph over the legend?

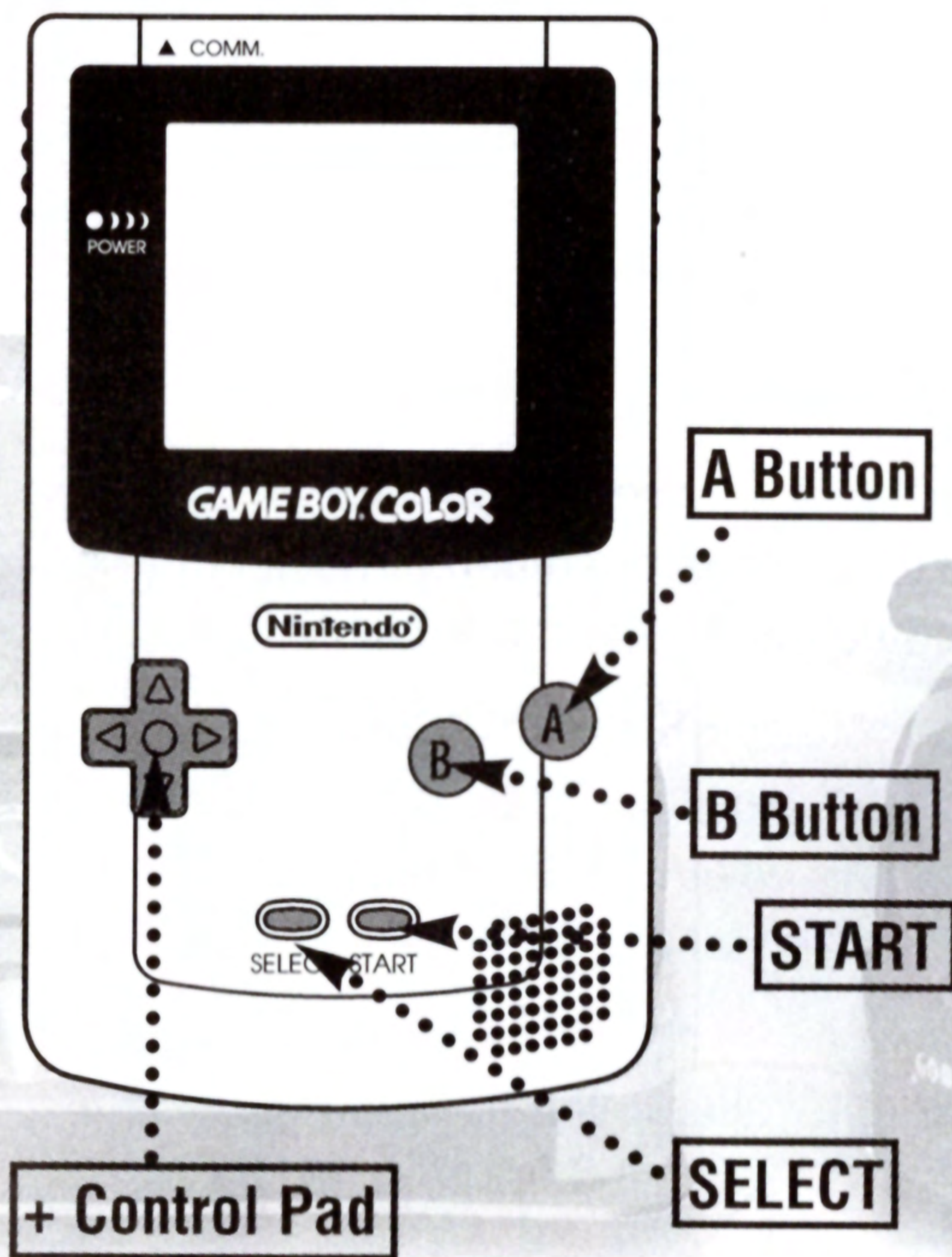


— The Race, The Organizer (ACO) —

Ever since the first Le Mans 24 Hours® race in 1923, car manufacturers and drivers have dreamt of victory at the legendary Circuit International de la Sarthe. The emotion is still intense 75 years later: the variety of competitors, the originality of the race regulations and the party atmosphere that take hold of the region contribute to make Le Mans® the mother of all races.

The Automobile Club de l'Ouest is the keeper of the tradition, maintaining the spirit and the passion of Le Mans.

Your Controls



Hold the **A Button** to accelerate your car. The **A Button** also confirms your choices on menus.

The **B Button** will cause your car to brake, and will move you back to the previous menu.

Use the **+ Control Pad** to steer right and left, and to navigate through menu items.

You can pause a race by pressing **START**. While paused, you can either unpause the race by pressing **START** again, or exit from the race by pressing the **B Button**.

SELECT isn't used in this game.

The Main Menu

When you start **Test Drive® Le Mans®**, you'll have the opportunity to select the game language. Use **+ Control Pad ▲** and **▼** to move between the selections, and press the **A Button** to make your choice. Once you've done that, you'll move on to the Main Menu, where you will see four choices:

— **LE MANS** —

— **ARCADE** —

— **CHAMPIONSHIP** —

— **OPTIONS** —

Each of these options will be discussed in detail over the next few pages, but here's a quick overview of each of your choices.

— **LE MANS** —

Take part in the legendary Le Mans 24 Hours® race, where only your driving skills, smart race tactics, and endurance will win you the trophy. This is the king of auto races; if you can win here, you can win anywhere!

— **ARCADE** —

Race on one of ten different tracks to become the Arcade mode champion.

— **CHAMPIONSHIP** —

Drive an exciting 10-race season to see if you have what it takes to beat your rivals and prove you are the best.

— **OPTIONS** —

This entry allows you to adjust your game options; see page 8 for more details.

Le Mans®

Earn yourself a place in racing history by mastering the Le Mans 24 Hours® race. This gruelling contest will test your driving skills like no other challenge in the world. Twenty cars in three classes (GT1, GT2, and Prototype) compete in this race.

As you begin your career as a Le Mans driver, you'll only have access to a limited number of cars. As you win races (and win Championship seasons), you'll gain access to different cars. Use **+ Control Pad** ◀ and ▶ to move between the different cars, and press the **A Button** to make your choice. Press the **A Button** once again to move on to the Le Mans race screen.

The Le Mans race screen will display the number of laps, time of day, and weather conditions in the top left of your screen. You will also see four menu items:

— **START** —

Start your race by selecting this item.

— **TIME** —

Use **+ Control Pad** ◀ and ▶ to switch between 4, 24, and 100 laps.

— **WORKSHOP** —

Press the **A Button** to move to the Workshop (see page 10).

— **QUALIFYING** —

Press the **A Button** to run a qualification lap around the Le Mans track. You'll move straight into the race from there, with your starting position determined by how well you did.

Once you've started, pay attention to your tires and fuel (see page 12). Good luck!

Arcade

The Arcade mode allows you to run a race on one of ten different tracks. You'll be able to choose between five different GT1- or GT2-class cars in the Amateur (easy) mode, and five different GT1- and Prototype-class cars to race in the Pro (difficult) mode. Once you've selected your car, press the **A Button** to move to the track selection screen.

Use + **Control Pad** ◀ and ▶ to scroll between the tracks. The display in the upper left corner of the screen will show you the length of the race, the time of day, the weather conditions and the general difficulty. You can't change any of these conditions; they are pre-set for each track.

Once you've picked the track for the race, use + **Control Pad** ▼ to move to START and press the **A Button** to start your race!

Keep your eyes open for power-ups as you race! These useful little icons will help you win. The Arcade mode is the only place you'll find power-ups (see page 13).

You don't need to worry about fuel consumption and tire wear in the Arcade mode and you won't win any prizes or unlock any new cars. It's a great way to practice for the Championship or Le Mans races, though!



Championship

When you start a Championship race, you're agreeing to participate in a ten-race season. You'll drive the same car in each of the ten races, and you must pay attention to your tire wear and fuel consumption.

As in all of the race modes, you'll choose between racing on the Amateur (easy) and Pro (difficult) circuits. You'll start with a limited selection of cars, but as you win Championship seasons, you'll unlock more cars for your use.

Once you have selected your car, you'll move to the race setup screen. Here you can visit the Workshop (see page 10) to make modifications to your car. When you are satisfied, press the **B Button** to return to the setup screen, highlight START and press the **A Button** to start your race.

Keep an eye on your tire wear and fuel consumption. Make sure you make a pit stop (page 12) before you run out of gas or rubber! At the end of the race, you'll be awarded a number of points, depending on where you finished the race:

1 st Place	10 points
2 nd Place	6 points
3 rd Place	4 points
4 th Place	3 points
5 th Place	2 points
6 th Place	1 point

If you have the most points at the end of the season, you'll win! Winning will unlock new cars for use in Championship and Le Mans races.

Options

You can adjust your game options from this menu selection. Use **+ Control Pad ▲** and **▼** to move between the options and **+ Control Pad ◀** and **▶** to switch between the different choices. The current setting for the option you have selected is displayed in the upper right corner of the screen. When you are finished, press the **B Button** to return to the main menu.

Your options are:

— **MUSIC** —

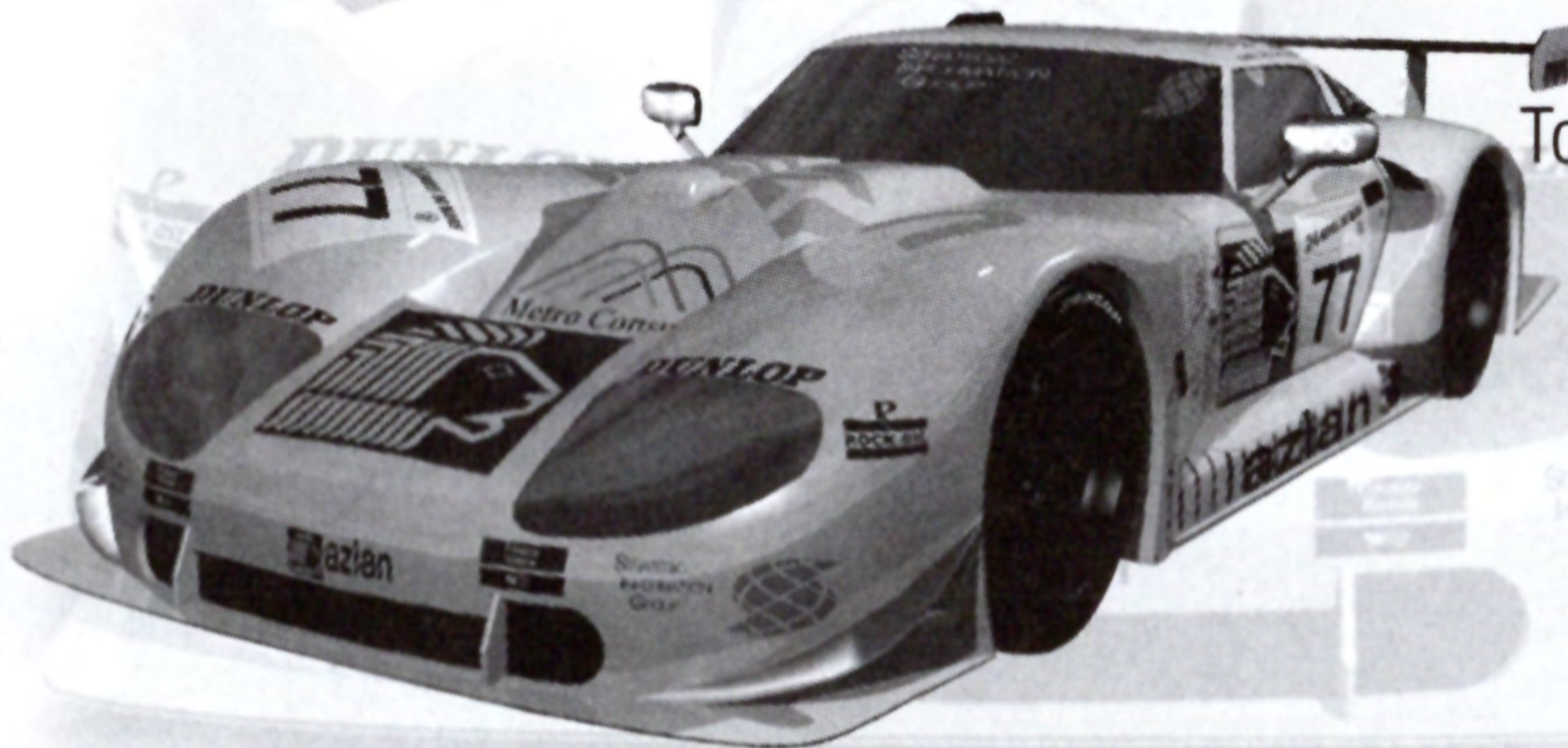
Turn the Music ON or OFF here.

— **DIFFICULTY** —

This sets the skill level of your opponents. Choose between Normal (the easiest) and Expert (the hardest).

— **SPEEDOMETER** —

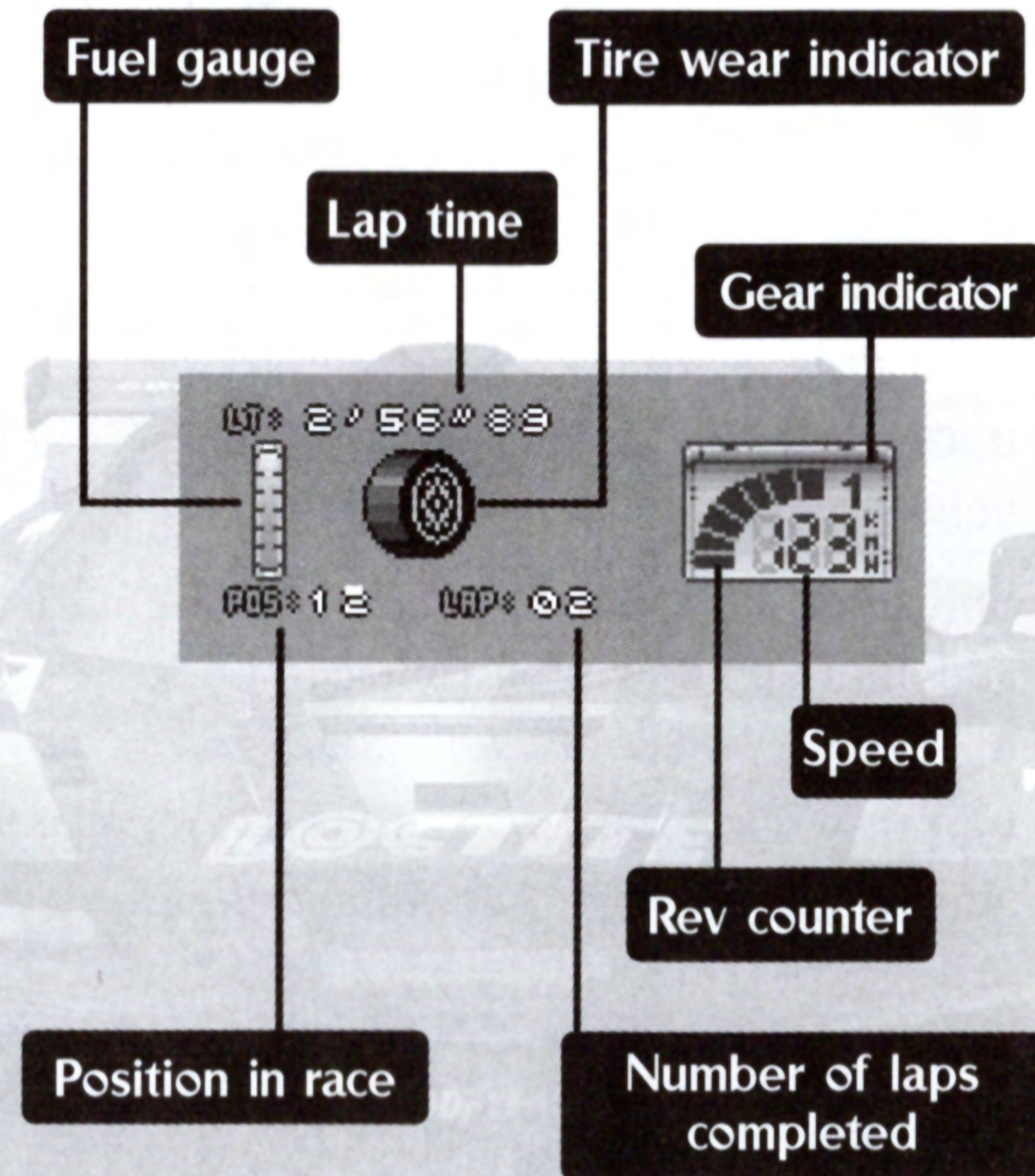
Toggle the display between MPH and KPH.



Your Dashboard

As you race, you need to be made aware of some important information. Most of the information will appear on the top of your screen as a virtual “dashboard.” The items on your dashboard are explained in the diagram to the right. However, there are two items that need a little more detail:

- **Tire Wear:** As you race, your tires will start to wear out. As this happens, the amount of rubber (black) on your Tire Wear diagram will decrease. Make sure to make a pit stop to change your tires before they completely wear out!
- **Fuel Gauge:** This gauge shows you how much fuel you have left. Learn how much gas it takes to complete a lap, and make sure to pit to refill your tank on time!



Workshop

Proper tuning of your car is a vital part of winning an endurance race. It is not enough just to be able to drive very fast; you must also choose the right tires and engine.

Choice of tires

- **Hard tires:** Hard tires are used on dry tracks and offer a good compromise between performance and wear.
- **Soft tires:** Soft tires are used on dry tracks and although they offer excellent performance, they wear out very quickly.
- **Wet tires:** Wet tires are used on wet tracks and only offer good grip in the rain.

Engine choice

- **High-revving engine:** A high-revving engine gives you power and a high maximum

speed, but isn't as good on tracks with many twists and turns. It consumes more fuel than a low-revving engine.

- **Low-revving engine:** A low-revving engine gives you good acceleration, but a lower top speed than that of a high-revving engine. This engine is better for twisty tracks.

Choice of fuel quantity

If you choose to take on a lot of fuel at the start of the race, your car will be heavier and its maximum speed reduced. If you decide to take on less fuel, your car will go faster, but you risk running out and having to abandon the race. The fuel level is shown by the fuel gauge on the dashboard (see page 9.)

Cars

You have the choice of 10 official racing cars divided into two categories. Use **+ Control Pad** ◀ and ▶ to select a car and confirm your choice by pressing the **A Button**. Not all of these cars are available at the start; win Championship seasons to unlock more cars!

— Amateur cars —



1 *Marcos Mantara LM600 GT2*



2 *Konrad Motorsport GT2*



3 *Chamberlain Engineering GT2*



4 *Panoz Espérante GT1*



5 *GTC Compétition GT1*

— Professional cars —



BMW V12 LMR Prototype



Toyota GT-ONE GT1



Audi R8R Prototype



Panoz Roadster LMP Prototype



10 *Nissan R390 GT1*



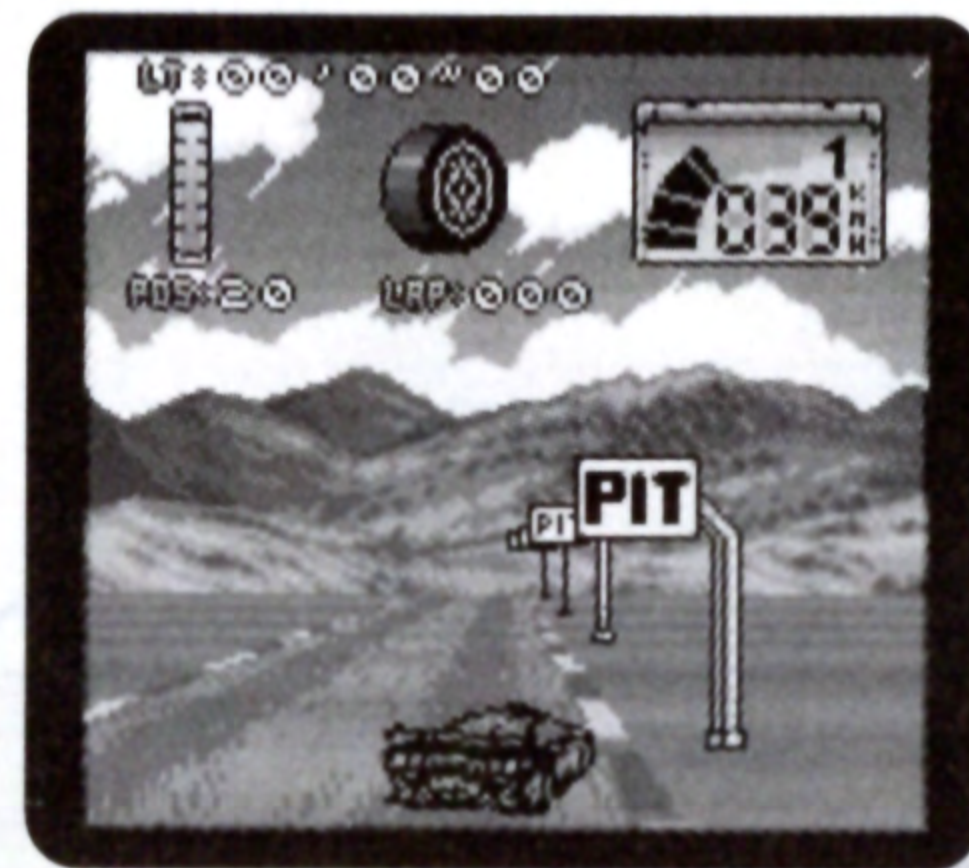
Flags

Watch out for flags. If you ignore them, you will be penalized with a Stop and Go board (see below).

- **Blue flag:** A competitor is right behind you and ready to pass; don't change your lane.
- **Yellow flag:** Danger – slow down, passing is prohibited.
- **Yellow flag with red stripes:** Take care, the track is slippery. You might experience a sudden deterioration of track grip.
- **STOP and GO board:** You must stop in the pits for a penalty.

Pit Stops

You need to stop in the pits to change your tires and refuel. To enter the pits, drive under the PIT boards as shown below:



Use + **Control Pad** ▲ and ▼ to select an item, and + **Control Pad** ◀ and ▶ to change your tires and refuel. When you are finished, press the **A Button** to return to the race. Be quick; the race is not paused when you are in the pits. If you take too long, you'll lose your lead (and maybe the race!).

Power-Ups

In the Arcade Mode, you will be able to gain power-ups. Each power-up will provide a temporary boost to your car's performance:

- **Engine:** This power-up will increase your top speed for a short amount of time.
- **Lightning Bolt:** When this power-up is active, you can move through obstacles (like other cars) like they aren't there!
- **Tire:** Your car will grip the road better after you drive over this power-up.
- **Star:** This gem gives you the benefit of the Engine, Lightning Bolt, and Tire power-ups!
- **Light Bulb:** If you are driving on a dark or foggy track, this power-up will make things brighter for a while.

Load and Save

Each time you enter the Le Mans or Championship mode, you'll see the following text:

CREATE A GAME:

Game 1

Game 2

LOAD A GAME:

Game 1

Game 2

If the small "24" is in color, then a game already exists. If you create a new game in a slot with a previously saved game, the old game will be deleted.

Your Le Mans race is saved automatically each time you make a pit stop; your Championship season is saved at the end of each race.

Credits

— Bruno Bonnell presents an Infogrames production —

For Infogrames Entertainment:

Infogrames VP Sport label

Mickaël Sportouch

Motorsports Director

Arthur Houtman

Game Development

Guillaume Dubail, Fernando Velez

Producer

Gérald Bonnet

Associate Producer

Stéphane Calixte

Marketing Studio

Franck Giroudon, Lucile Bousquet

Music

Shin'en Multimedia

QA Department

Emmanuel Desmaris,
Jocelyn Cioffi, Christian Ampere

Thanks to

A.C.O. (Automobile Club de l'Ouest),
Jean Philippe Agati.

Toyota® Motorsports, BMW™ Motorsport,
Chamberlain Engineering, Audi Sport Team
Joest, Panoz Motorsports, Nissan™
Motorsports, Konrad Motorsport, GTC
Compétition, Team Marcos.



Credits

For Infogrames North America, Inc.

Executive Producer:

Chris Downend

Associate Producer:

Dave Costello

Director of Product Marketing:

Laddie Ervin

Product Marketing Manager:

Jean Raymond

Manual:

Bruce Harlick

Lead QA Analyst:

Peter Tseren Sodbinow

QA Analysts:

Rick Brock

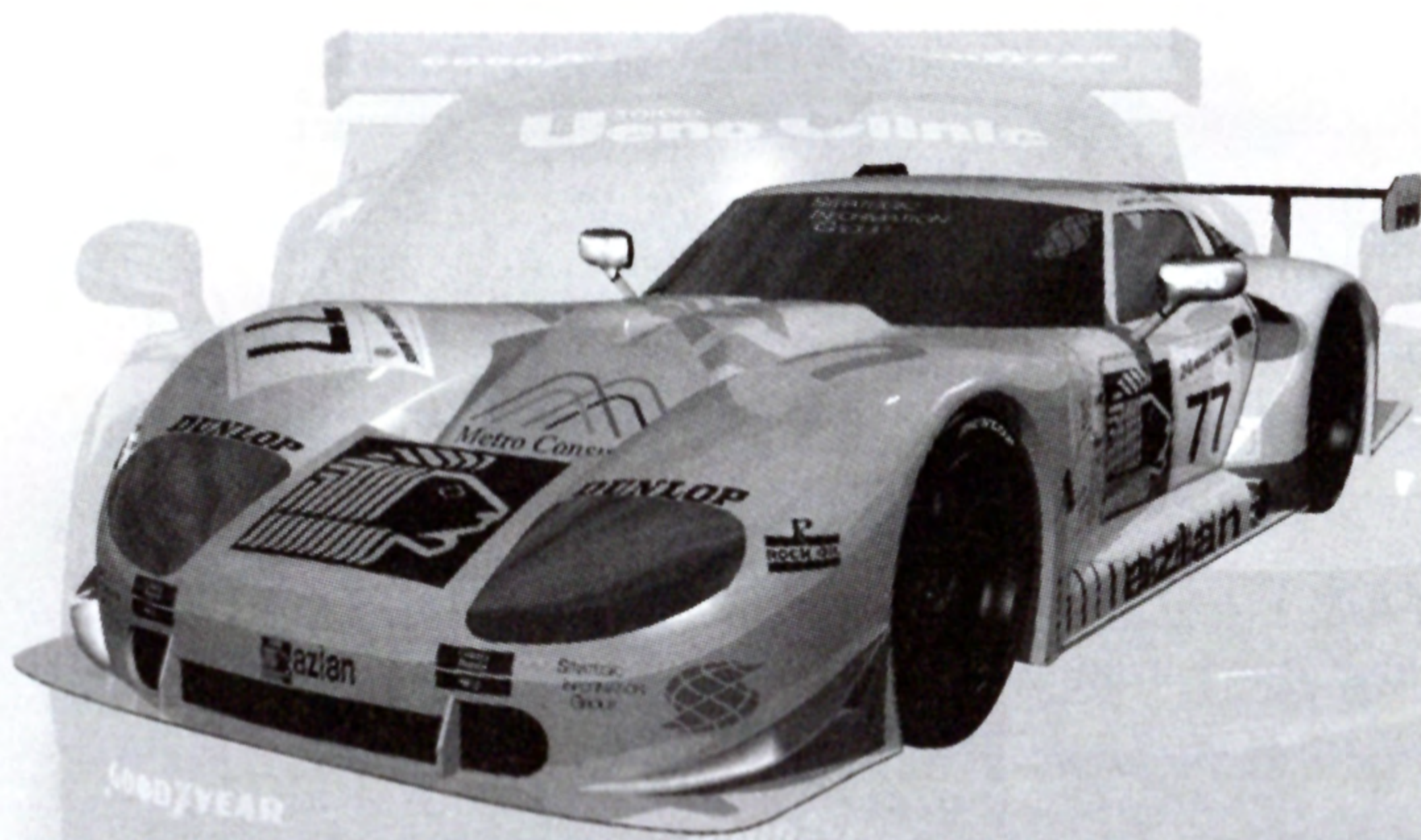
Greg Akatiff

Marketing Services:

Sheryl Knowles, Mark Glover

Corporate Communications:

Erica Krishnamurthy, Tom Richardson,
Mika Kelly



Customer Service and Technical Support

Infogrames North America, Inc. provides customer service, news, demos and technical support on these on-line services:

Phone: Infogrames North America, Inc. has some of the friendliest and knowledgeable Technical Support Representatives in the industry. We can help you by phone between the following hours: Monday - Thursday 8:00 am - 1:00 pm, 2:00 pm - 5:00 pm Pacific time and Friday 9:00 am - 1:00 pm, 2:00 pm - 5:00 pm Pacific time at **(408) 296-8400**.

FAX: Faxes may be sent anytime to: **(408) 246-0231**. Please include your phone number on all fax transmissions.

ONLINE: <http://www.tdlemans.com>
<http://www.ina-support.com>

MAIL: Infogrames Tech Support
5300 Stevens Creek Blvd.,
Ste. 500
San Jose, CA 95129

Other Infogrames Products

To order other fine products from Infogrames, call **1-800-245-7744** or visit our web site, <http://www.us.infogrames.com>.

SOFTWARE WARRANTY

Infogrames North America, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this software that the medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90 day period without charge. To receive warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify Infogrames North America, Inc. Customer Service of the problem by calling (408)296-8400 between the hours of 8am-1pm & 2pm-5pm (Pacific Time) Monday through Friday. Please do not send your Game Pak to Infogrames North America, Inc. before calling. Infogrames North America, Inc. can also be reached 24 hours a day by FAX at (408)246-0231, or through our website at <http://www.us.infogrames.com>
3. If a Customer Service Technician is unable to solve the problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your Game Pak (be sure your packaging is at least 4"x6", as many shipping companies will not ship anything smaller). Send the Game Pak and your sales slip or similar proof-of-purchase within the 90-day warranty period to: Customer Service, Infogrames North America, Inc., 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129. After the 90-day period, defective media may be replaced in the United States for \$10 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Infogrames North America, Inc. and return to the address listed above. (To speed processing, please do not return manuals or game boxes.)

INFOGRAMES NORTH AMERICA, INC.

5300 STEVENS CREEK BLVD., SUITE 500, SAN JOSE, CA 95129

000601



**INFOGRAMES NORTH AMERICA, INC.
5300 STEVENS CREEK BLVD., SUITE 500, SAN JOSE, CA 95129**

**Test Drive and Infogrames are the trademarks or registered trademarks of Infogrames North America, Inc.
© 2000 Infogrames North America, Inc. All rights reserved. Le Mans and Le Mans 24 Hours are registered
trademarks of Automobile Club de l'Ouest. All other trademarks and trade names are the properties of
their respective owners.**



PRINTED IN JAPAN