

Nintendo

GAMEBOY[®] COLOR

CGB-VTQE-USA



Tonka[®]

RACEWAY

INSTRUCTION BOOKLET

ONLY FOR
GAMEBOY
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.



EVERYONE

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.



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

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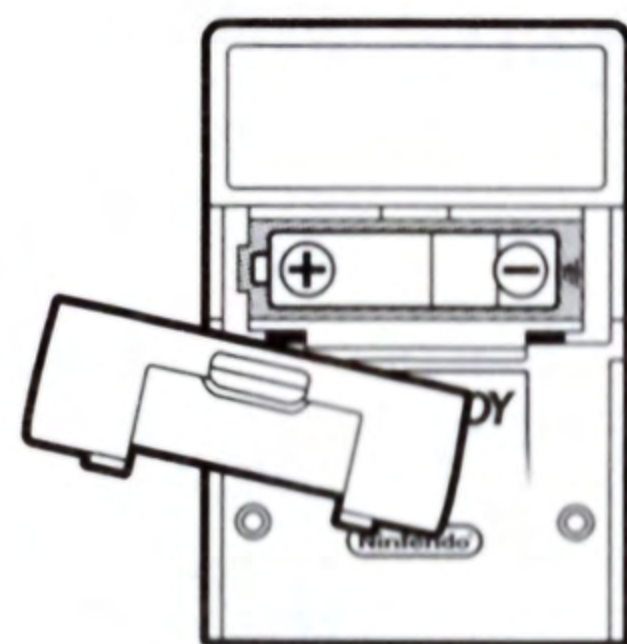
Thank you for purchasing TONKA® RACEWAY for the Nintendo® Game Boy® *COLOR* System.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.



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RUMBLE PAK



GAME BOY
RUMBLE PAK

Game Boy® Rumble Pak® Function

This Game Pak has a built-in rumble feature that allows you to experience real-time feedback when used with the Game Boy® *COLOR* system.

Before using the Game Boy Rumble Pak, install the battery as follows:

Note: The game play features of this Game Pak will operate when loaded into any Game Boy COLOR system, but the rumble vibrations will only be felt when the battery has been installed.

Caution: Make sure to remove the Game Boy Rumble PAK from the Game Boy COLOR system when inserting or removing the battery.

1. Remove the battery cover and insert one AAA battery as shown. Make sure to use only fresh alkaline batteries. Do not use nickel-cadmium batteries (rechargeable type).
2. Replace the battery cover. Load the Game Rumble Pak into any Game Boy *COLOR* system, then turn the Game Boy system on.

NOTE: When the game is Paused you may toggle the rumble feature On or Off by pressing SELECT. The new setting will take effect after game-play is resumed.

INTRODUCTION

Welcome to TONKA® RACEWAY! With this game you can enjoy the excitement of a real TONKA race. Get ready for some rugged racing on three types of terrain - Desert, Jungle, and Snow. When its time to race, choose from four different types of vehicles - Dump Truck, Race Car, Bull Dozer, and a 4x4 Off-Road Vehicle, and earn credits you can use to customize your vehicle!

So what are you waiting for? Rev-up those engines!

Good Luck.

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Developed by Morning Star Multimedia, Inc.

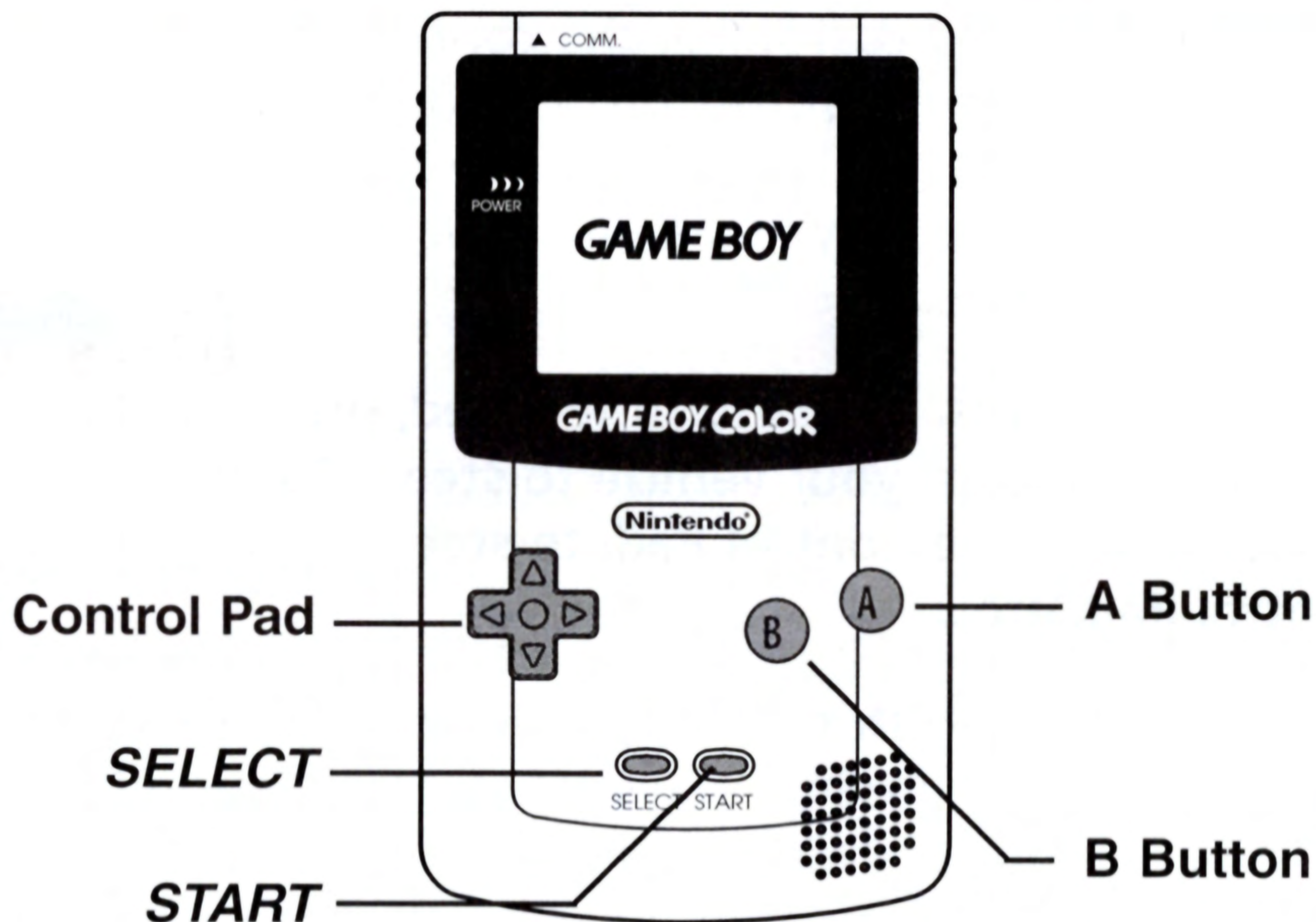
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ON YOUR MARK!

1. Make sure your Nintendo® Game Boy® *COLOR* System is turned off, then plug the TONKA RACEWAY Game Pak into the Nintendo® Game Boy® *COLOR* System.
2. Turn on your Game Boy® *COLOR* System. In a few moments the Title screen will appear.
3. Press *START* to start the game.



CONTROLLER FUNCTIONS



NOTE: To return to the Title Sreen during the game...
Press *SELECT*, *START*, *A Button* and *B Button* simultaneously

GAME SETUP

This screen allows you to customize the control of your vehicle as well as turn on/off the Rumble-Pak Feature. You may choose either *Arcade Steering*, or *Authentic Steering*. Your vehicle will now steer in the following manner....



Arcade Steering – With this setting selected, press the Control Pad in the direction you want your vehicle to steer. For example, to steer up, press UP on the Control Pad, to steer down, press DOWN on the Control Pad, etc...

Authentic Steering – With this setting selected, pressing LEFT or RIGHT on the Control Pad will always steer your vehicle in that direction, respectively. Thus pressing LEFT will always steer your vehicle to its left, no matter which way it is facing, and pressing RIGHT will always steer your vehicle to its right.

GAME SETUP

To select the type of steering, simply do the following:

- Press DOWN on the Control Pad to flash the check mark associated with the Steering setting.
- Press LEFT or RIGHT on the Control Pad to move the check mark next to the word "AUTHENTIC" or "ARCADE".

To turn on and off the Rumble-Pak™ Feature, do the following:

- Press UP on the Control Pad to flash the check mark associated with the Rumble-Pak Feature setting.
- Press LEFT or RIGHT on the Control Pad to move the check mark next to the word ON or OFF.

Pressing *START* will exit the Game Setup Screen and lock-in the displayed settings.

Note: With Authentic Steering selected your steering controls may appear to be reversed when your vehicle is facing toward the bottom of the screen.

TOURNAMENT SELECTION

On the Tournament Selection Screen, you can choose the environment in which you will race. You can choose from either the *Tropical Paradise*, the *Scorching Desert*, or the *Winter Wonderland* settings. You may select either tournament location by doing the following:



- Press RIGHT on the Control Pad to move the flashing frame to the right.
- Press LEFT on the Control Pad to move the flashing frame to the left.
- Press the A Button to select the highlighted tournament.

Winter Wonderland

Scorching Desert

Tropical Paradise

PLAYER SELECTION



On the Player Selection Screen, you can choose the number of players who will race against the computer controlled cars. You may select up to four players by doing the following:

- Press UP on the Control Pad to increase the number of players.
- Press DOWN on the Control Pad to decrease the number of players.
- Press the A Button when finished.

SIGNING IN



On the Sign-In Screen, you can enter your name by doing the following: If more than one player is racing, this procedure will need to be repeated for each additional player.

- Press the Control Pad UP or DOWN to move forward or backward through the alphabet.
- Press the Control Pad RIGHT or LEFT to move to the next letter or the previous letter.
- Press the A Button to enter the letter and move to the next letter position.
- Press *START* to complete the name entry process for the current player and enable that player to select the type of racing vehicle.

VEHICLE SELECTION

On the Vehicle Selection Screen, you can choose one of four different vehicles to race. You can choose from either a Racing Car, a Dump Truck, a Bull Dozer, or a 4x4 Off-Road Vehicle.

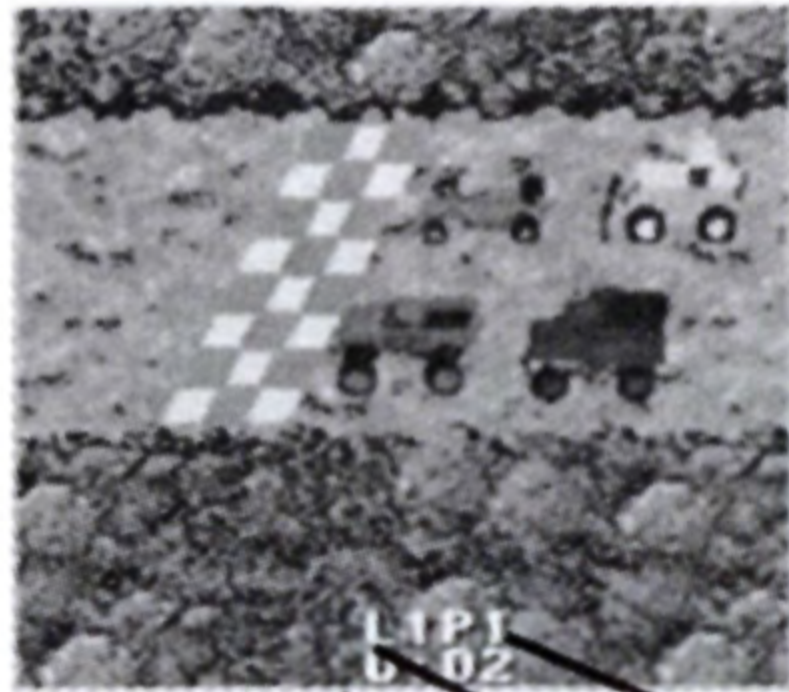


You may select one of these vehicles by doing the following:

- Press UP on the Control Pad to display the next available vehicle.
- Press DOWN on the Control Pad to display the previous vehicle.
- Press LEFT or RIGHT on the Control Pad to change your vehicle's color.
- Press the A Button when finished.

NOTE: If more than one player is racing, the game will now present the *Sign In* and *Vehicle Selection* screens to each additional player, prior to starting the race

THE STARTING LINE



In TONKA RACEWAY, only one player races at a time, no matter how many players are in the game.

When more than one player is racing, each player enters a separate race starting with Player 1 and proceeding in order to the next player.

Position (Displays current position)

Lap Counter (Displays current lap)

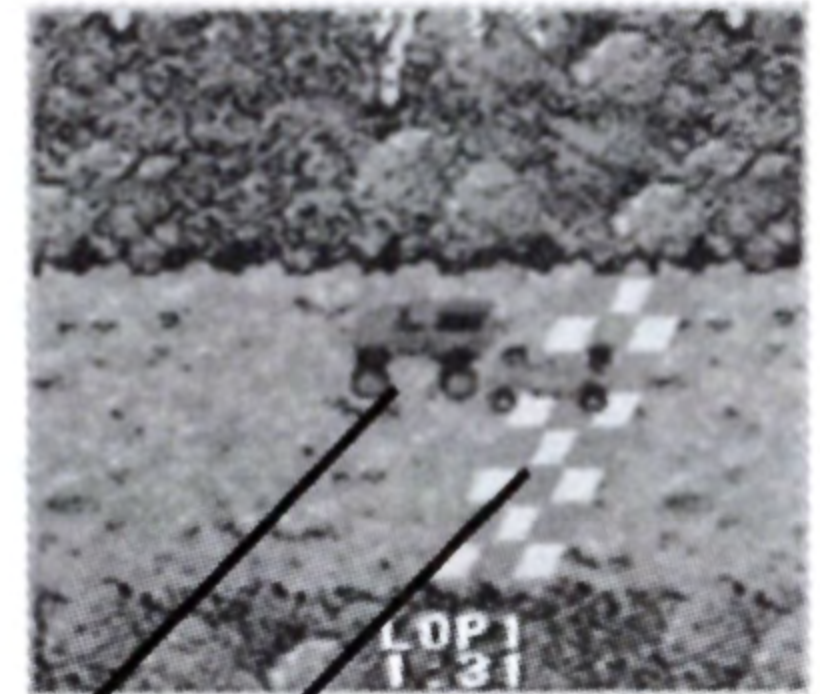
Timer

Except for the player who is currently racing, all of the other cars are controlled by the computer.

From the second race onwards, the player who comes out the winner on the Current Standings Screen for the previous race will be the first driver to enter the next race.

THE STARTING LINE

TONKA RACEWAY is played by single elimination rules. If the current player doesn't reach the finish line within the time limit, or if the current player doesn't finish the race among the top three positions, that player will be counted out of the race.



1st Place Racer

Finish Line

When playing two or more players, only the players who weren't counted out of the race will be able to go on to the next race. If all of the players are disqualified from the race, the game will be over.

START YOUR ENGINES!

At the introduction of the current course, the screen will display which player is racing, the current track, the number of required laps, and the maximum allotted time to complete the course. After pressing *START*, the screen will display an overhead view of the track layout. Press *START* once again to begin the race!

When the Racing Screen appears, the cars will be positioned at the starting line. The cars controlled by the current player will flash on and off until the race begins.

At the bottom center portion of the screen the race clock will count-down to the start of the race. When the buzzer sounds, the race will begin. The clock will now begin counting down the remaining time. Above the clock information appears regarding the number of remaining laps as well as your current position in the race.

START YOUR ENGINES!

To control your vehicle, use the following:

- The Control Pad will steer your vehicle using either Arcade Steering or Standard Steering, depending upon which type of control you previously selected.
- Pressing the A Button will cause the car to accelerate.
- Pressing the B Button will cause the car to brake.
- Pressing *START* will cause the game to pause. Pressing *START* while the game is paused will cause the race to resume.

While racing avoid obstacles as well as the other vehicles. Bumping into these will cost you precious time, or maybe even the race itself! Also, each time you approach an upcoming curve in the track, arrows will be visible in the road indicating the direction you should get ready to steer, accompanied by an audible chime.

TROPHY SCREEN



At the successful completion of the race, the Trophy Screen will appear if you placed 1st, 2nd or 3rd.

On this screen you will be shown the following information:

- Your Place (1st, 2nd or 3rd)
- The number of credits you have earned for that race
(8 credits for 1st, 4 credits for 2nd and 2 credits for 3rd)
- The time remaining on the clock
- A bonus for beating the clock
(2 credits for one minute remaining, 1 credit for 10 seconds remaining)
- The credits awarded for that race only.

If you have enough earned credits available for an upgrade, you may enter the Pit Garage and upgrade various portions of your vehicle.

THE PIT GARAGE

- To enter the garage, press the A Button when the icon is next to the word "YES."
- To skip the Pit Garage, press RIGHT on the Control Pad until the icon moves next to the word "NO" and then press the A Button. Pressing LEFT on the Control Pad will return the icon to "YES."

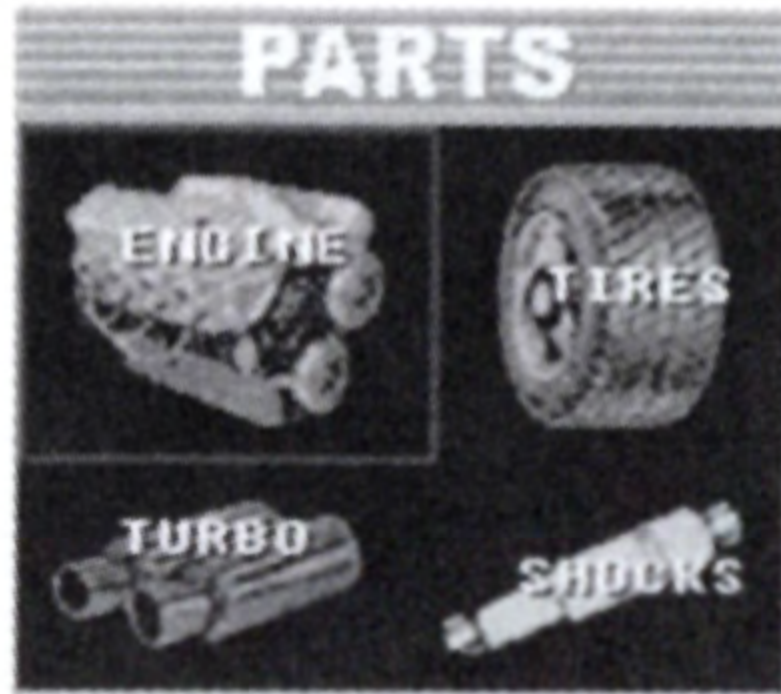


If you have chosen to enter the Pit Garage, the door will open revealing your current vehicle.

Press the A Button to enter the Parts Screen. On the Parts Screen you will be able to upgrade your vehicle based on the number of credits you have available. NOTE: Each upgrade cost ten credits.



PARTS SCREEN



- Using the Control Pad, move the flashing frame UP, DOWN, LEFT or RIGHT so that it surrounds the desired part.
- Press the A Button to purchase the selected part.

Each vehicle part has three possible levels of equipment **STANDARD**, **IMPROVED** and **CHAMPION**.

When you have completed upgrading your vehicle, move the flashing frame to the word "EXIT" and press the A Button. While on the Parts Screen you may press *SELECT* to view your current upgrade status as well as your total number of credits remaining.

TIPS AND HINTS

- Be aware of the upcoming turn signs and begin your turn slightly before the turn actually appears to cut in front of any competitor racers turning as well.
- When taking sharp turns, release the A Button for a moment to ease up on the gas.
- Try to remember the position of the road obstacles so that you can avoid them.
- Try bumping your competitors into the road obstacles and road shoulder to slow them down.

TIPS AND HINTS

How did I get caught in the turn with the other cars?

Sometimes when the cars bunch up on the track, or one car tries to make it's way through a pack of cars in a turn, some or all of the cars may get stuck when thay are pushed partially off of the track. This is a tactic that the computer controlled cars often utilize to temporarily disable an opponents car.

Remember you can use the same tactic agains the competing cars!

If you get caught in one of these pileups....

To free your car, ease off of the controls and let any other vehicle if any, free themselves from your car. Now turn your car so the two front tires are touching the track and step on the accelerator.

WARRANTY INFORMATION

Majesco Sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826 0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAC, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

Majesco Sales, Inc.

160 Raritan Center Parkway (Suite 1)

Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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