

Nintendo

GAME BOY COLOR

CGB-A33E-USA

TOP GEAR[®] POCKET[™] 2



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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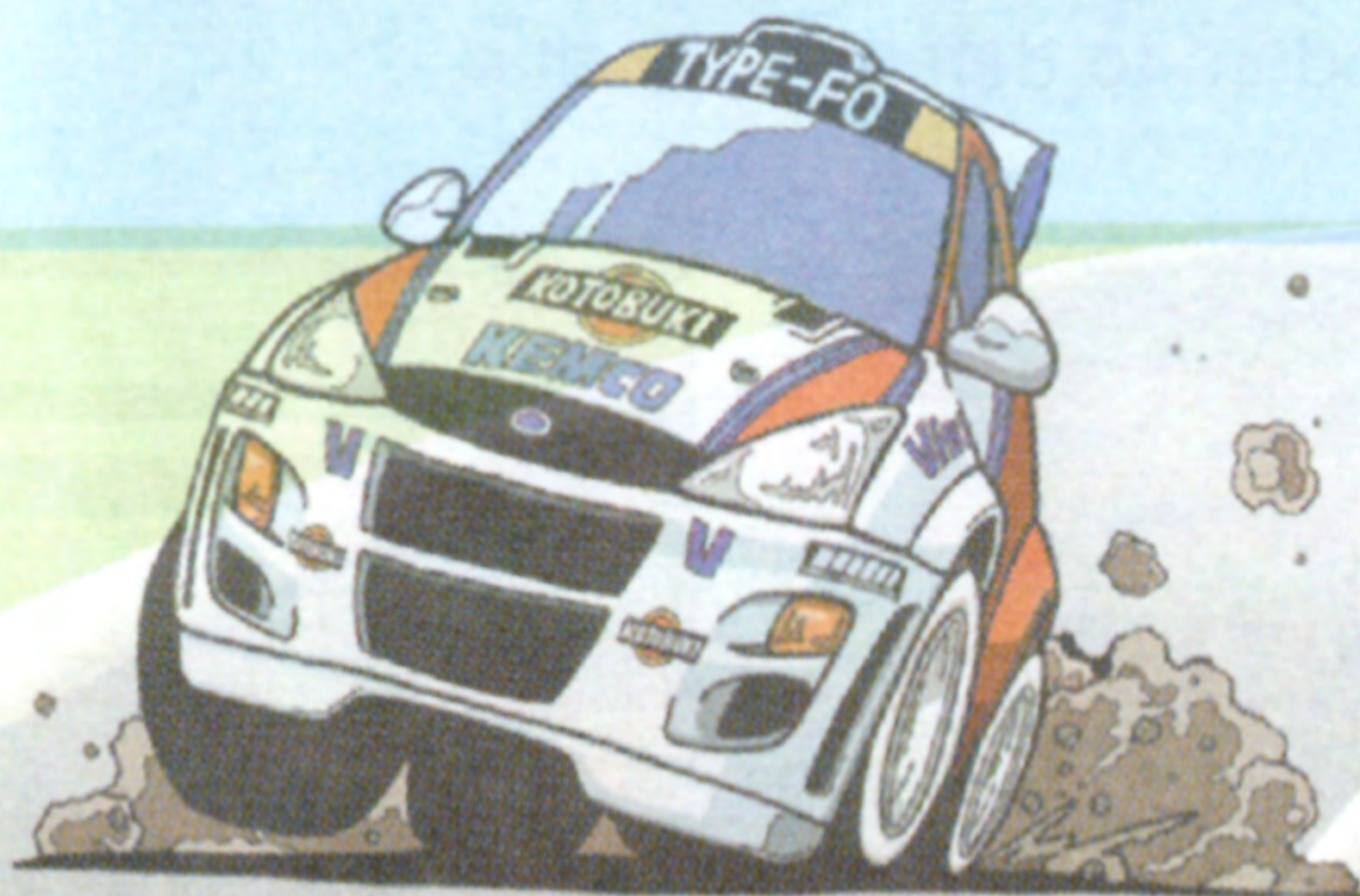
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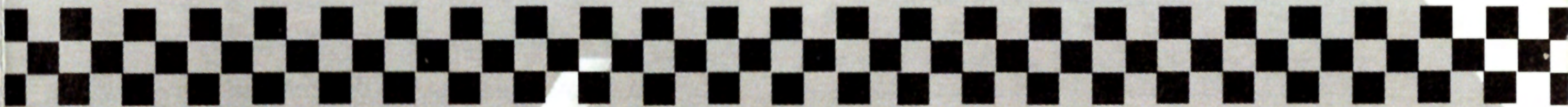
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

TOPGEAR® POCKET2™



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At the Starting Line

Although you can't remember the exact number of times you've rolled up to a road rally starting line, the butterflies fluttering in your stomach remain the same as the first time you sat down behind the wheel. Perhaps now more than ever, because this year you're the defending champion on the Top Gear circuit—you're the driver to beat, the best in the world. From arid savannahs to crowded city streets, you'll have to fight off top contenders to defend your title.



Behind the Wheel

Learning how to drive is easy; the tough part is driving fast enough to finish first. Before you take a spin, familiarize yourself with the controls on your Game Boy Color.

If you're racing with a Manual Transmission, you'll need to press up or down on the Control Pad to change gears.

Press left or right on the Control Pad to select options on the game menus.

This button also cancels cars or tracks you've highlighted on the game menus.

Press left or right on the Control Pad to steer your vehicle.

Before every race you can check out other cars or courses by pressing left or right.

Press right on the Control Pad to purchase upgrades while on the Tune Up screen.



ACCELERATOR

This button also selects cars or tracks you've highlighted on the game menus.

BRAKES

This button also selects cars or tracks you've highlighted on the game menus.

(Not used)

Pauses the game

Championship

Championship mode is a three-lap race against eight to twelve computer-controlled cars in places ranging from slick city streets to snowy alpine mountains. As you win entire seasons, you'll encounter tougher courses and faster cars-but you need to finish in one of the top three places on all of the tracks to discover new secrets. If you place in the top three, you'll also win points to spend on new cars or car performance upgrades. At the end of each of the seven race seasons, you'll see an option for saving your game-it's a good idea to save your games as often as possible so you won't have to start over if you accidentally turn off the power.



Quick Arcade Vs. Com

Quick Arcade Vs. Com plays the same way as Championship mode, but without the full racing season. As you race, you'll catch up with a field of eight to

twelve computer-controlled racers. If the terrain looks a little familiar, it's because you're racing on the same courses you've already opened in Championship mode. But the big difference is in your car-it's totally maxed-out with performance enhancements-the gear you would normally have to slowly buy over a dozen Championship mode races.

Quick Arcade Vs. Human

Go head to head against another player! Quick Arcade Vs. Human is the ultimate two-player, road racing challenge. To select this mode, you'll need another Game Boy Color, a second Top Gear Pocket 2 game, and a Game Link Cable. Once you're linked together, pick your cars and courses for your two-player driving duel. Before you start your race, Player 1 will select the course and the weather conditions. Both players can select any car already discovered in Championship mode.



Quick Arcade Time Attack

If you enjoy the thrill of racing down an open road, Quick Arcade Time Attack is for you. You're the only driver in this race against the clock, so you won't have to worry about other racers getting in your way. Use Time Attack to set record times or practice finding the best lines through the wickedest turns on the toughest tracks. Before each race you can customize the weather conditions for sun, rain, snow or night. If you complete all seven seasons in Championship mode, you'll open more courses and increase the cars available to drive.



Options

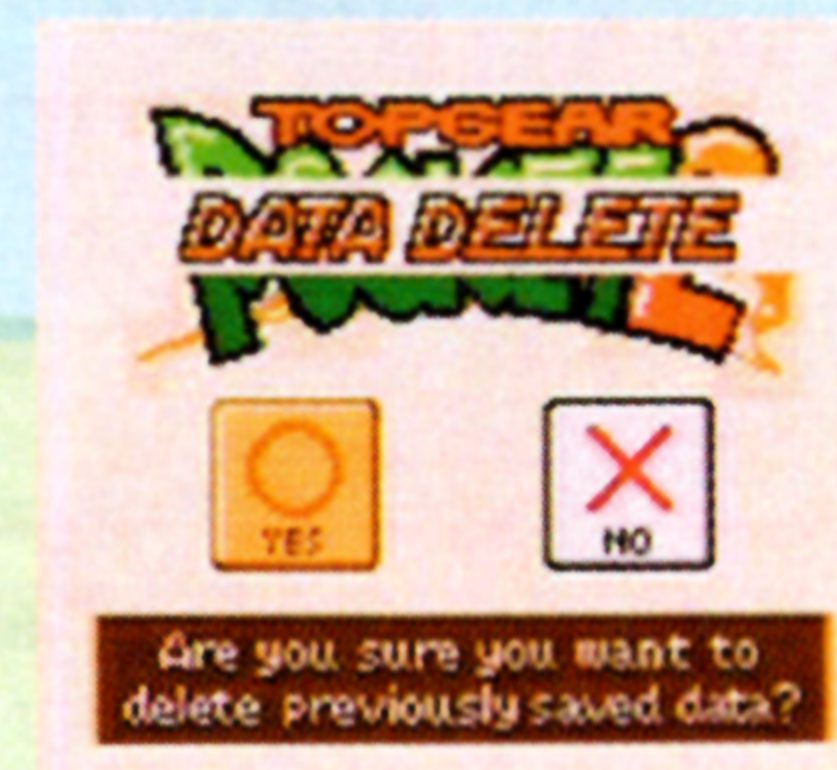
SOUND TEST

Check out all 19 songs in Top Gear Pocket 2 at the Sound Test menu.



DATA DELETE

The data delete option clears out all your best times in the game, plus all of your accomplishments in Championship Mode.



Your View of the Road

The numbers and gauges above and below your view of the course provide vital racing information about your progress in a race.

Your current position in the race.

Your current time on the course.

The number of laps you've completed.



The green dot on the course represents your car location. The red dot is the location of the car closest to you. During a race, you'll only see one car at a time on the map.

Tachometer

Speedometer

Indicates the gear your car is in. "AT" means automatic transmission. "MT" stands for manual transmission.

Vehicles

Handling and Top Speed are the most important factors to consider when buying a new car, but choosing your vehicle often depends on your driving skills and racing strategy preferences.

TYPE-FO 1000 PTS. AVAILABLE FIRST SEASON

The Type-FO features a practical balance of Top Speed and Handling. This is a great car for learning how to handle winding courses with short straights, but it has sluggish Acceleration.



TYPE-IP 1000 PTS. AVAILABLE FIRST SEASON

The Type-IP is faster than the smooth handling Type-CO, but it doesn't offer the same precision steering. Of all the new cars, it has the best Acceleration. Use it on courses with wide turns.



TYPE-LE 1100 PTS. AVAILABLE FIRST SEASON

The Type-LE is one of the fastest cars in the game. This four-wheeler will rip up the long straight-aways on the beginning courses, but it's hard to steer if you're trying to whip through sharp corners.

TYPE-CO 1100 PTS. AVAILABLE FIRST SEASON

The Type-CO has the best Handling and is the easiest car to drive, but if you want to win, you'll need to spend money in the garage upgrading its Top Speed rating before rolling out to the track.

TYPE-SC 1500 PTS. AVAILABLE SECOND SEASON

The Type-SC is a powered-up version of the Type-FO, with a balance of enhanced Top Speed and Handling. It also has a better Acceleration than all the cars in the First Season Circuit except the Type-IP.



TYPE-OC 1500 PTS. AVAILABLE SECOND SEASON

The Type-OC features a moderate Top Speed and good Handling, but many racing enthusiasts feel that the car design wastes resources on enhanced Brakes. Still, a little tweaking could make this car a winner.

TYPE-P2 1600 PTS. AVAILABLE SECOND SEASON

The beefy Type-P2 has the same Top Speed as the Type-LE, but features additional enhancements in Handling, Acceleration and Braking. If you can afford the points, this hot car is a guaranteed winner.

TYPE-XA 2400 PTS. AVAILABLE THIRD SEASON

Mama Mia! This front-wheel-drive mega-monster has all the Top-Speed and Handling for anyone who can afford it. The forward engine position makes this vehicle a little nose-heavy over small jumps and bumps.



Courses

The courses in Top Gear Pocket 2 offer tons of variety and challenge. Like the hidden cars in the game, you can open more tracks by finishing in the top three in all of the races in Championship mode.

GRASSLAND

The wide gravel road around the Grassland circuit is fairly easy, but the loose road surface favors smooth handling cars like the Type-CO and Type-FO.

LAKESIDE

While the Lakeside course is paved with asphalt, its notorious hairpin curves are tough to navigate at high speeds. Still, the Type-LE can rip up the long straight-aways.



FOREST

The paved Forest circuit is an even balance of open straights and narrow tight turns. Cars with a customized Top Speed and enhanced Handling do well on the varied course conditions.

MOUNTAIN

Cars with high Handling ratings do incredibly well through the countless hairpins on the Mountain course. Loose gravel makes it tough to hold a line in the tight turns and narrow roads.

SAVANNAH

Cars with high Top Speed ratings eat up the gravel Savannah circuit. In later seasons, keep an eye out for a few track modifications-especially the two nasty hairpins midway through the course.



CITY

The City course winds through downtown, so you'll encounter exceptionally tight corners at perpendicular angles. This circuit is prone to bad weather, so watch your speed on the slick asphalt in the rain.



Notes

Play to Win

PASS WITH CARE

The other cars on the course know you're good, and they're determined to bump into you to slow you down. Save precious time by avoiding your rivals as much as possible, and consider improving your Acceleration rating to leave these thugs in your dust.

GOOD HANDLING AND TOP SPEED WIN RACES

When upgrading your car, keep the Handling rating one notch above the Top Speed rating and you'll have a very balanced car. Improve your Acceleration rating in later seasons or as you earn more points.

BRAKES? WHAT BRAKES?

Continually braking is a sure-fire way to squander your precious upgrade points and lose races. Save the points that you earn for improving your car's Top Speed, Handling and Acceleration first.

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