GAME BOY ADVANCE

STARSKY &HUTCH ™

INSTRUCTION BOOKLET

EMPIRE
INTERACTIVE

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

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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DESTINATION SOFTWARE, INC

CONTENTS

GETTING STARTED

1 Turn the power switch OFF on the Nintendo Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

2 Insert the Starsky & Hutch™ Game Pak into the slot on the Game Boy® Advance. Press firmly to lock the Game Pak in place.

3 Turn the power switch ON. The Empire Interactive logo screen should appear (if this does not happen, begin again at step 1).

L Button ———   ——— R Button

Control Pad ———   ——— A Button

     ——— B Button

START ———

SELECT ———

	In Menus	In Game
+ Control Pad	Menu Navigation	Steering Left/Right Mini Map Navigation
A Button	Confirm Menu Selections / Advance a Screen	Accelerate
B Button	Cancel Menu Selections / Go Back a Screen	Brake / Reverse
L Button	Not Used	Rear View (Hold)
R Button	Not Used	Shoot
START	Skip the Cut Scene	Pause / Mini-Map
SELECT	Not Used	Access in-game menu

These are the default controls used in **STARSKY & HUTCH™**. If you wish to change your controls please refer to the **Options, Controls** section on page 14.

Language Select

Use the **+ Control Pad** Left and Right to select your language.

Press the **A Button** to confirm.
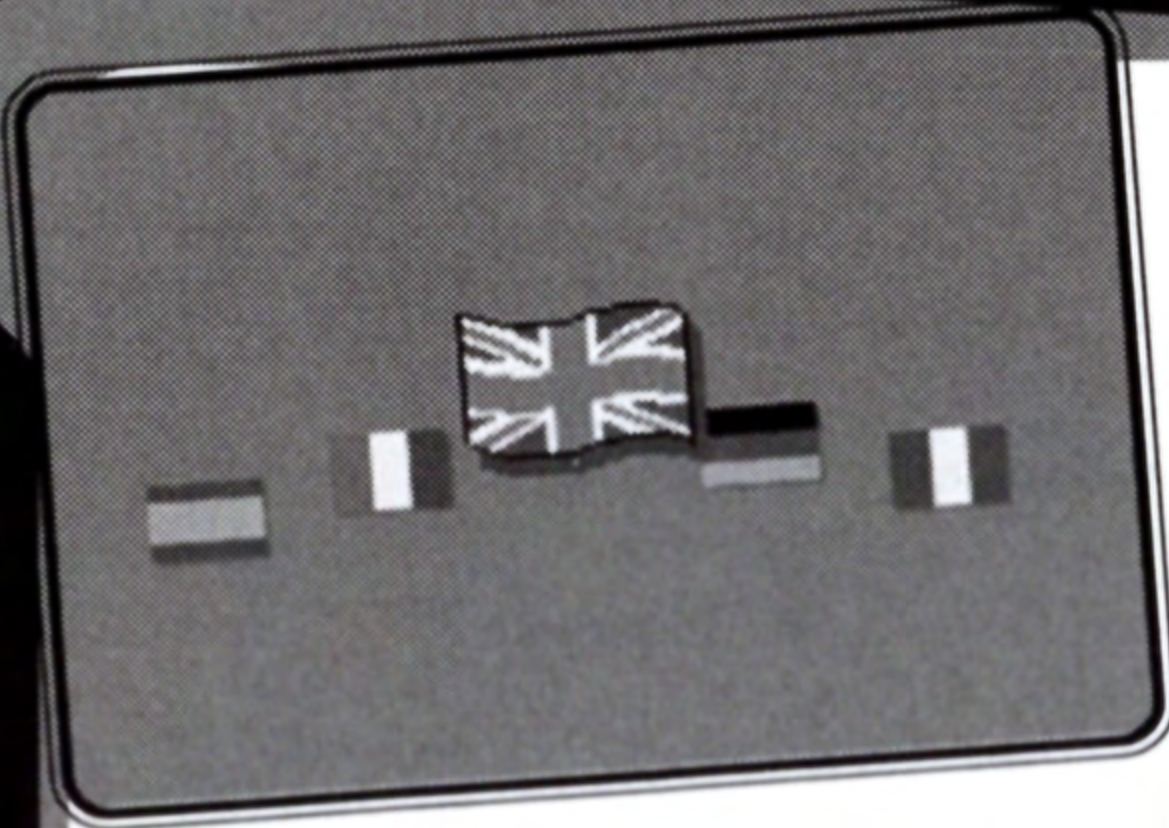
Main Menu Screen

Use the **+ Control Pad** to highlight the desired option from the Main Menu and then press the **A Button** to make your selection. Press the **B Button** to go back a screen or cancel an option. From the Main Menu you can select Story Mode, Episode Repeat, Game Modes and Options.
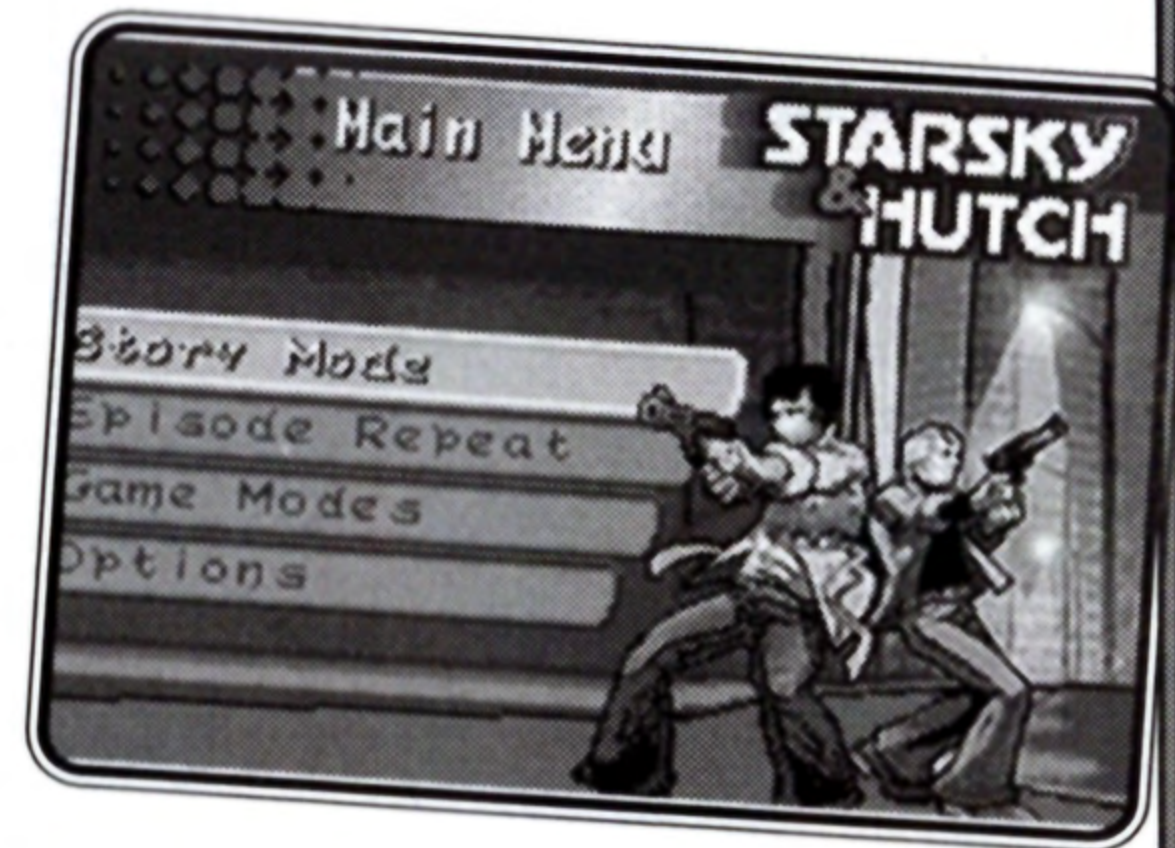
Story Mode

Select Story Mode to play through the **STARSKY & HUTCH**™ story. You can choose to play a **New Game** or to **Resume** a previously saved game.

Name Entry

Whenever you select a New Game from the Story Mode you will be asked to enter your name for the Save File. Use the **+ Control Pad** to highlight the alphabet or symbols; press the **A Button** to make your selections. Press the **B Button** to delete the last character or select **Clear** to delete the entire name.

Select **OK** to proceed.

Save Game

New Game – Select a file to save from the 4 slots available.

NOTE: If you have used all 4 available slots you can overwrite a Save Slot.

Resume Game – Select the saved game you wish to Resume.

Your game will be automatically saved upon completion of each Episode as you progress through the Story Mode. Any vehicles, Game Modes and maps that you have unlocked will also be automatically saved to your file.

NOTE: Individual mission objectives are not saved. If you quit your game before the Episode has been completed, you will have to restart from the beginning of the Episode.

Game Screen - Driving / Navigation

Pick Up

Shows how many items you have either collected or need to pick up

Character car

Radio Message indicator

Radar

Timer
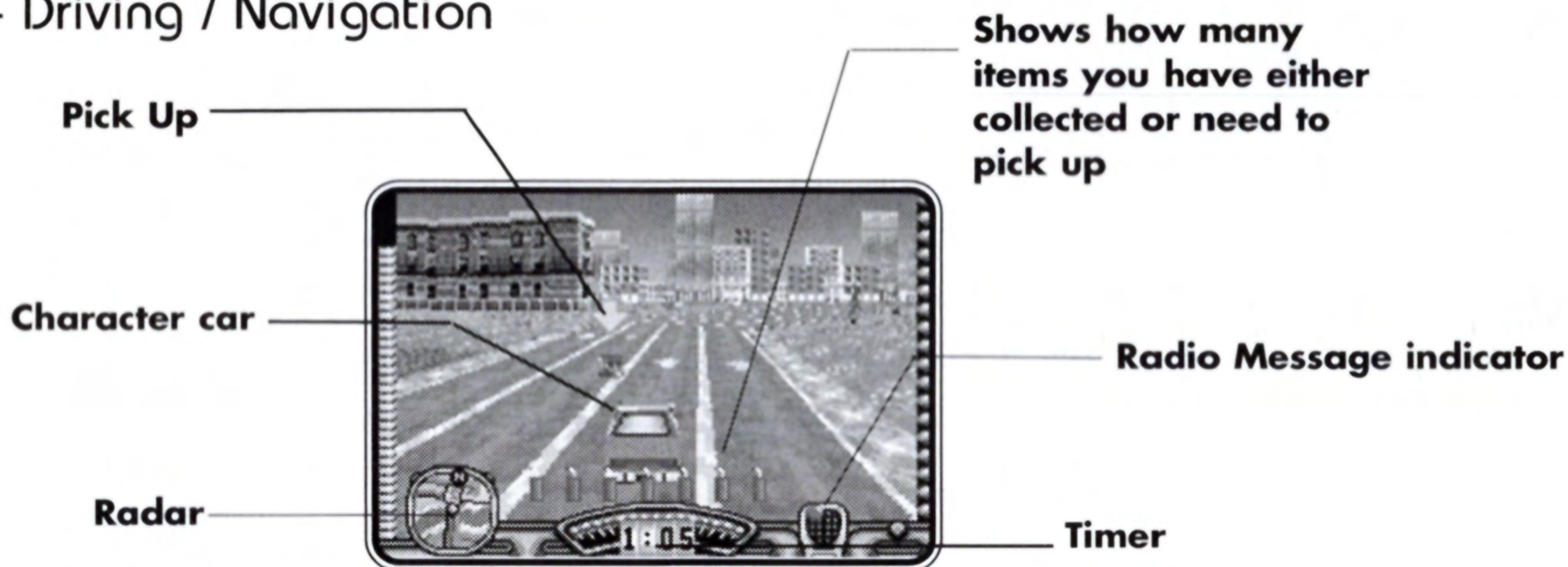
Driving / Navigation–Glossary

Radar – The Radar can be used as your primary means of navigation. The radar displays a small portion of the map with your location represented by the GREEN SPHERE in the center. The BLUE SPHERE represents your primary objective, this can be a destination you need to get to, an object you need to collect or an enemy you are chasing. The RED SPHERE represents an enemy vehicle that is chasing you. The GREEN N represents North on the Radar.
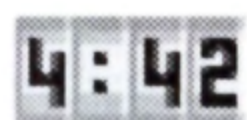
4:42 **Timer** – The Timer displays the time remaining for specific missions. If the time reaches 0:00, the mission is over unless otherwise specified.

Radio – The Radio will beep three times and start flashing if you have an incoming message from the station. Press **START** to access the Mini-Map screen and read the message.

TIP: If you forget what you should be doing, you can always press **START** to receive a reminder from the Station.

Pick-ups – Some missions will require you to collect certain objects from the city. These objects range from keys to pieces of paper.
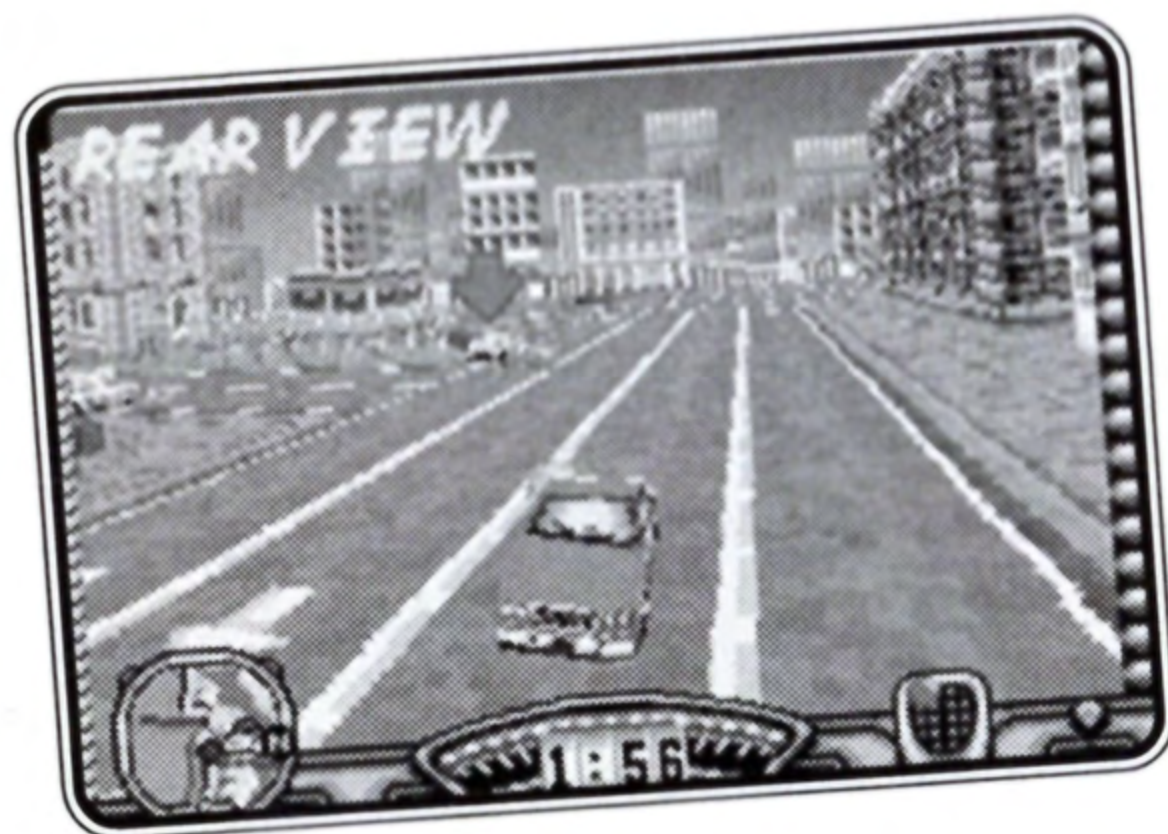
Rear View

Holding down the **L Button** will enable you to see behind your current position. This allows you to keep a target vehicle in your sights if you overtake them, or if there is someone chasing you.

TIP: If an enemy vehicle is chasing you, you can shoot them by switching to the Rear View! For more details on Targeting and Shooting, please refer to page 11.

In Game Menu

Press **SELECT** at any time during the game to access the in game menu. You can Continue your current mission, Retry or Quit back to the Main Menu screen.
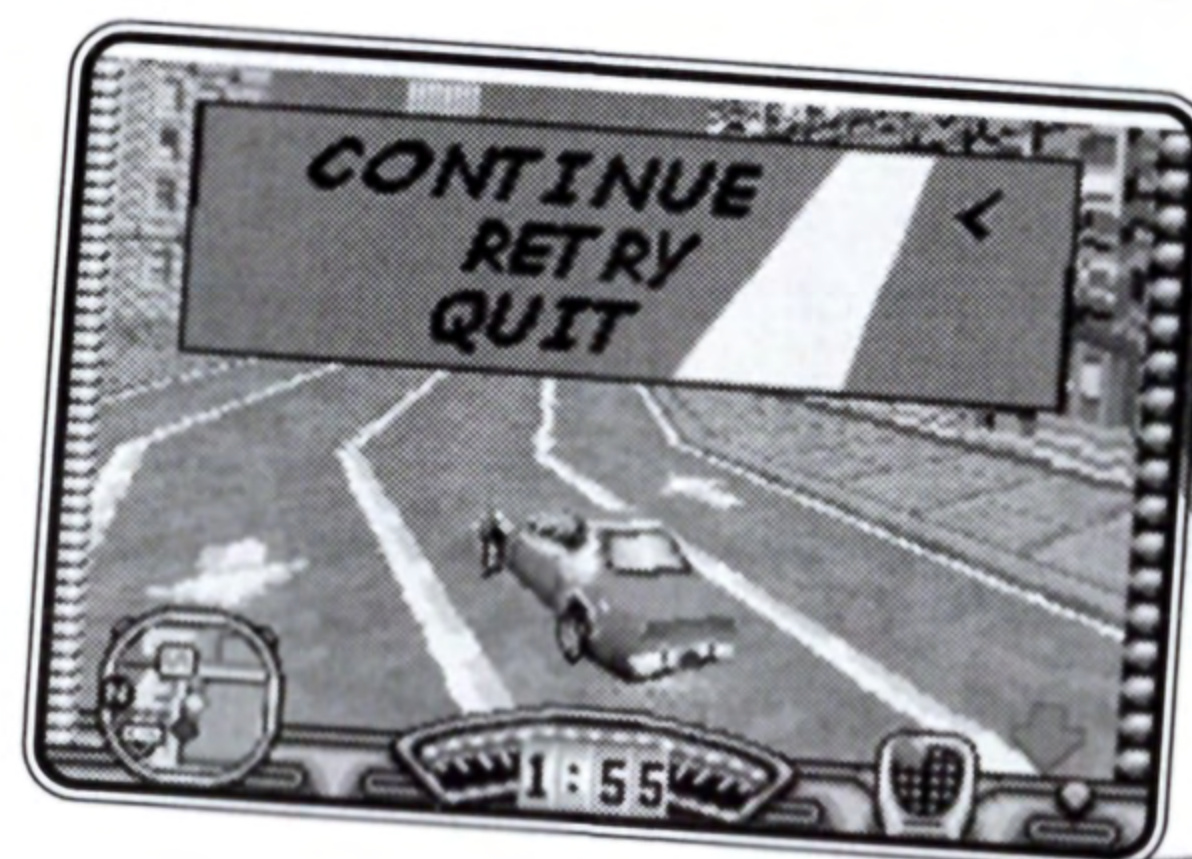
Game Screen - Shooting / Combat

Damage indicator for the car behind you

Damage indicator for the car in front of you

Arrow indicator for the enemy car

Ammunition Indicator

Energy Bar

Targeting cross-hair

Radar

Arrow indicator for the enemy car behind

Shooting / Combat – Glossary

Other Vehicle Energy – If a mission requires you to destroy an enemy vehicle, their energy will appear in top right of the screen as a percentage. The vehicle is destroyed when the percentage reaches 0%. If an enemy car is chasing you, their energy will appear in the top left of the screen. Likewise, if you are protecting or escorting a friendly vehicle, their energy will appear in the top right of the screen.

Position Markers – The RED position marker shows you where an enemy target is located either in front of your position or behind. The arrow will track the vehicle until it has been destroyed. The GREEN position marker shows you where either a friendly vehicle or a pick-up is located.

Ammo – The Ammunition bar shows you how many bullets you have left in your gun. Once you have used all your available ammo, Hutch will reload his gun but you won't be able to shoot again until he has reloaded 6 bullets. Look out for the yellow Ammo Pick-Ups scattered around Bay City.

Energy – The Energy bar shows you how much damage your car has taken. A full GREEN bar represents a healthy car. Your energy will decrease when you take hits from either enemy vehicles or simply crashing into objects and buildings. If your energy gets too low the bar will start flashing RED as a warning until there is nothing left and your vehicle is destroyed. Look out for the yellow Energy Pick-Ups scattered around Bay City.

Targeting and Shooting

Crosshair – The Crosshair will automatically appear on screen when there is something you can shoot at. The Crosshair will 'home-in' on the nearest target it finds. In order to stay locked onto a target you must try to keep your vehicle facing the target at all times.
Switching to the Rear View (**L Button**) will allow you shoot enemies that are behind you.

TIP: The further away you are from the target, the less damage you will inflict so try to keep close to the enemy to inflict the maximum damage. Remember, if you run out of ammo you can still ram the enemy vehicle!

Mini Map

Press **START** at any time during normal gameplay to access the Mini Map screen. The game will be paused while you browse the map so you do not have to worry about the time ticking down or an enemy getting away! The Mini Map screen serves two main purposes. The primary function is to show your current position and the current position of any enemy targets and/or locations you need to get to. You can use the **+ Control Pad** to scroll through the entire map. The secondary function is to show any messages to you from the Station via the radio. This will appear as text scrolling along the bottom of the map. Press **START** again to return to the game.
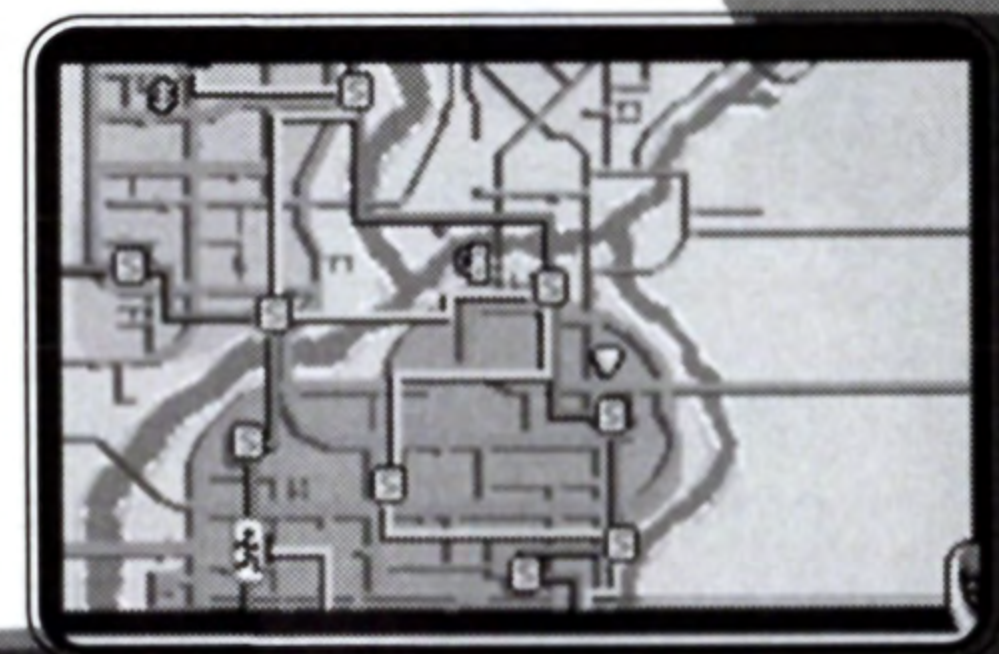
Mini Map Glossary

These are the most common icons found on the mini map:

Position Marker – The Red Flashing Arrow shows your current position and the orientation of your vehicle.

X - The Blue X shows the location of a particular destination that you need to get to. This is your primary objective.

Vehicles – There are a variety of different vehicles in Starsky and Hutch. The Mini Map will show you the location of these vehicles dependant on what mission you are playing.

Road Block – The Road Block icon shows you if the road has been closed for any reason. If a road has been closed, you will have to find another way round

Key Locations

Subway Station	Prison	Airport
Bank	Railroad Station	Casino
Gas Station		
Courthouse	Police Station	Race Track
Hospital	Bar	Railroad/Subway Line

TIP: Not all roads are shown on the Mini Map; sometimes you will have to explore an area to find hidden roads, alleyways and ramps

Episode Repeat

As you progress through the Story Mode you will automatically unlock the Episodes that you complete. You can then play specific missions at a later date.

Game Modes

These extra Game Modes can be played once they have been unlocked by playing through the Story Mode. To begin with Cruise Mode and Chase the Ace are already unlocked.

Cruise Mode - Cruise Mode allows you to drive around the streets of Bay City at your leisure. There is no time limit and there are no objectives to complete.**Conditions for Unlocking**: Cruise Mode is available from the start, however the 2nd and 3rd city maps will only be unlocked once you have completed Season 1 and Season 2 respectively.

Chase the Ace - In Chase the Ace, you have to damage the fleeing car as much as you can in the quickest time. **Conditions for Unlocking**: Chase the Ace is available from the start.

Chicken Chase - In Chicken Chase, you have to collect as many chickens as possible before the time runs out. Each chicken collected will add 2 seconds to your time. **Conditions for Unlocking**: Complete Season 1.

Downtown Dash - In Downtown Dash, you have to race 3 other vehicles to the destination marker in the quickest time possible. **Conditions for Unlocking**: Complete Season 2.

Plane Survival - In Plane Survival, you have to avoid 2 Bombers for as long as possible. **Conditions for Unlocking:** Complete Season 3.

Donut Dash - In Donut Dash, you have to collect all 10 donuts before the time runs out. Each Donut collected will add 25 seconds to your time. **Conditions for Unlocking:** Complete Season 4.

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Vehicle Select

When you choose a Game Mode, you will be presented with the Vehicle Select Screen. As you progress through the Story Mode, you automatically unlock the vehicles as they appear in game.

Map Select (Cruise Mode)

After selecting Cruise Mode and the vehicle you wish to control, you will be presented with the Map Select Screen. Only the maps you have unlocked during the Story Mode will be available.

Options

Controls
Select controls to change the default control settings.
There are 4 pre-set controls to choose from.

High Scores
Any High Scores that are achieved in the Extra Game Modes can be viewed here.

Enter Passcodes
If you find any Passcodes for Starsky and Hutch, they can be entered here .

Credits
Select this option to view the credits.

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