

Nintendo

GAME BOY COLOR

CGB-BTDE-USA

TEST DRIVE CYCLES



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GAME BOY
COLOR

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TEST DRIVE CYCLES™

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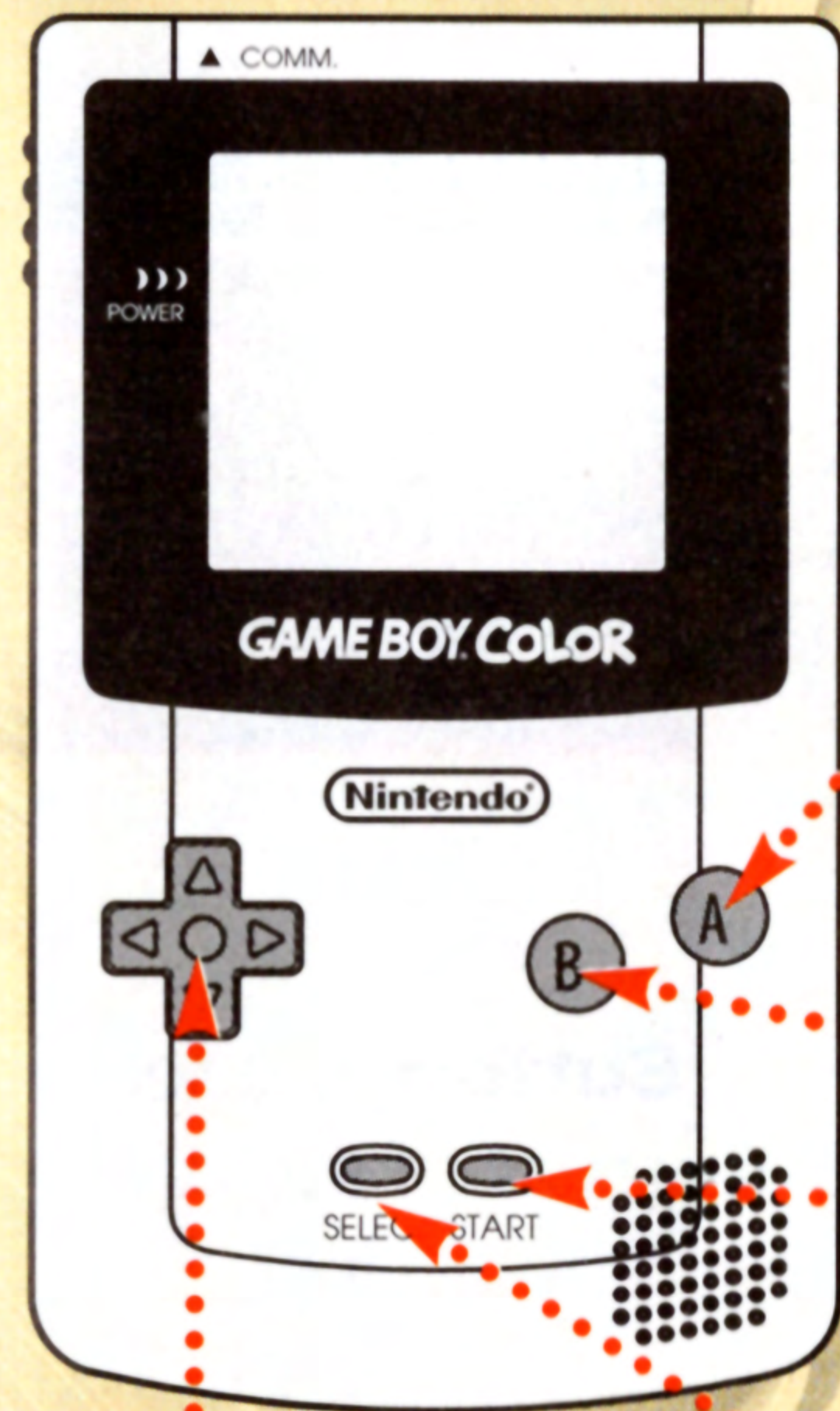
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INTRODUCTION

You crouch low over your handlebars as you lean into your turn. The wind whips at your face as you take a peek behind you. There's another cycle approaching fast, but you know that it won't catch you now. As it pulls up almost beside you, you hit your speed burst and watch your speedometer jump.

Welcome to the exciting world of **Test Drive® Cycles™** where you can climb aboard one of the hottest muscle bikes or speed machines around and see if you have what it takes to be a winner! Race any one of the nine cycles over twenty-four courses in twelve different locations. Whether you crave a classic cruiser like a Harley-Davidson® FLSTF® Fat Boy or the cutting edge speed of the BMW R1100 S, it will be the combination of your iron and your skill that will put you across the finish line first!

CONTROLLING YOUR CYCLE



A Button

B Button

START

SELECT

+ Control Pad

Racing is easy with your Game Boy[®] Color! Steer your cycle by using **+ Control Pad** ◀ & ▶. **+ Control Pad** ▲ & ▼ will move the cursor between the menu choices.

Press and hold the **A Button** to accelerate and maintain your speed. The **A Button** is also used to make your selections on the menus.

The **B Button** will activate your brakes and back you up to the previous screen on any menu.

Press the **A Button** & the **B Button** together to use a Speed Burst.

START will pause a game in progress and bring up a menu which will allow you to quit, restart or continue the current race. **SELECT** will make you pop a wheelie.

OPTIONS MENU

ENTER YOUR NAME

This option allows you to enter your name or initials.

Move the cursor to highlight "CHANGE NAME" and press the **A Button**. + Control Pad ▲ & ▼ will scroll through the alphabet, and + Control Pad ◀ and ▶ will move between the letters. When you are done, press the **A Button** again to confirm your choice. Your name or initials may be up to four letters long.



RESET DATA



Highlight this option and press the **A Button** to reset the Test Drive Cycles game data. This resets all of the data to its starting configuration; you will lose any cycles in your garage, power-ups, race trophies and your bank roll. You'll see a confirmation screen when you select this option; highlight "DELETE DATA" and press the **A Button** to erase everything; choose CANCEL to exit without resetting the game.

SINGLE RACE

You can practice driving on any track you have unlocked by selecting **Single Race** from the main menu. (You can unlock tracks by winning tournament cups; see "**Tournament**" on page 6 for more details.)



When you select **Single Race**, you will move to the *Select Bike* screen. Here you can choose to race on any motorcycle in your garage, purchase a new bike (if you have enough money in your bankroll), and view a cycle's power-ups. Use **+ Control Pad** ◀ & ▶ to display the cycles you own. When you are satisfied, make sure you have 'Done' highlighted and press the **A Button**.

Once you have selected your cycle, you'll move on to the *Select Track* screen, which works in the same way. When you are satisfied with your choice, press the **A Button** to move on to the race! You won't win any money or power-ups from these races, but they are a great way to practice the courses and find the perfect cycle for each track.

TOURNAMENT

This is what it is all about; winning tournaments and gaining prize money and power-ups to increase and improve your garage of cycles. Each tournament is made up of three races. Each of these races takes place on a different track. To win the tournament, you need to win each of the races in its circuit.

Starting a tournament is just like starting a single race. You'll move to the *Select Bike* screen, where you can choose any cycle in your garage, or even purchase a new bike. You can find out the performance characteristics of a motorcycle by moving to the *Purchase Bikes* screen. Use **+ Control Pad ◀ & ▶** to scroll through the available bikes, and view their statistics. You can choose to purchase a cycle (if you have the funds) or exit from the *Purchase Bikes* screen without buying anything. You'll use the same motorcycle in each of the races of that tournament cup, so choose appropriately. Once you have decided upon your ride, you'll proceed to the *Tournaments* screen, where you can pick any tournament that you have unlocked. In the beginning, only the **Rookie Cup** will be accessible. When you win that tournament, you will be able to access the **Touring** Cup. Win the **Touring** to unlock the **Adrenaline Cup**, and so on. If you finish first consecutively in each of the eighteen cup races, you'll unlock the **Trans-Global**



Cup! The **Trans-Global Cup** features races on previously unseen tracks. Win the **Trans-Global Cup** to unlock two secret tracks and two secret bikes that you can add to your garage at no cost. Being a winner has its rewards!

Once you've selected the tournament, you'll move to the next screen. Take note of the track location, level, and length, and press the **A Button** to start the race. Note: If you highlight *Best Time* and press the A Button, the five fastest times for that track will be displayed. Press the **A Button** to return to the previous screen.

Drive as well as you can. When you have finished the course, you'll see the *Race Results* screen. This shows you your time (and the times of your three best opponents) along with how much prize money and how many power-ups you've won. If you set a new record, the **A Button** will move you to the *High Scores* screen, which shows the names (and bikes) of the riders who have scored the fastest times on the track.

Press the **A Button** to bring up the *Power-Ups* screen. When you have allocated your power-ups (see page 8), move down to *Done* and press the **A Button** to move on to the next race.

When you have completed the circuit, you will see the *Cup Results* screen. If you are the winner, you'll be able to proceed on to the next tournament circuit. You can race it immediately, or quit and return to the newly-unlocked cup when you restart the game.

TWO PLAYER

Challenge another player to head-to-head racing action! Both players will need their own copy of **Test Drive Cycles**, and you can only access the Two Player mode if your Game Boy Color is linked to another Game Boy Color with a Game Link[®] cable.

Selecting the **Two Player** mode from the main menu will move both players to the **Select Bike** screen. You will be able to choose any motorcycle in your garage (or purchase a new one, if you have the funds) to race against your foe. Once you both have chosen your rides, you'll move on to the **Select Track** screen. Only the person who initiates **Two Player Mode** will be able to choose the track. Use **+ Control Pad** ◀ & ▶ to move through the tracks you've unlocked and press the **A Button** when you are satisfied with your choice.

Now you're ready to race! At the end of the race, you'll be shown the **Race Results** screen. The next press of the **A Button** will bring you to the **High Score** screen, if you finished the track in record time. Press the **A Button** again to return to the main menu.

COP CHASE

A Cop Chase is a whole different type of race. You can select your ride from the available police motorcycles, and then try to stop the other racers! Your goal is to write as many traffic citations as you can during the race. To give a racer a ticket press the **A Button** and **B Button** together to activate your lights and siren and then bump one of the other motorcycles. Each time you do this, you'll write a ticket. The more tickets you write, the more money you will collect at the end of the race. Your dashboard will display the number of tickets you've written; try to write as many as you can during the three minutes of this chase. This cash is added to your bankroll from tournament races, and can be used to purchase new motorcycles. After the chase is over, you'll exit to the *Cop Citations* screen which shows you how many tickets you wrote and how much money you earned.



YOUR SCREEN

There's a lot of stuff on your race screen, and all of it is designed to help you win. Here's a quick run-down.

Position: You are the red mark; your opponents are in yellow.

Main Window: Keep your attention on this area of the screen; it shows you all the action of the race. Use this window to steer and navigate your way around the track.

Best Time: The fastest time for this race. This is the time you want to beat if you want *your* name in the record book!

RPM: This gauge is your tachometer.



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Place: Your current place in the race.

Turn Indicator: This arrow will appear when you are approaching a curve to indicate which way you'll need to turn.

MPH: Your current speed.

Clock: Displays your time so far for the race.

SPD: How many Speed Bursts you have left.

POWER-UPS

You'll gain power-ups in addition to increasing your bankroll as you win races in tournaments. These power-ups can be used to increase three areas of performance for your motorcycle as well as giving the occasional speed burst. You must use any power-up you earn on the motorcycle you were driving in the race where you won them, and you must use them before starting a new race or they will automatically be added as Speed Bursts. Once used, the power-ups will stay around for as long as you own that cycle. The four types of power-ups are:



Acceleration: This makes your motorcycle hit its top speed faster, a great advantage right out of the starting gate and when picking your speed back up after a sharp turn. You can increase your acceleration up to eight times.

Top Speed: You can increase the top speed of your motorcycle, giving it an edge on straight-aways. There are eight levels to this power-up.

Traction: This power-up will improve how well your tires grip the track. You'll drift much less in the turns, making it easier to take the curves at higher speeds. Traction can be improved eight times.

Speed Bursts: These are short, extreme bursts to your cycle's speed. Use them by pressing the **A Button + B Button** during a race. Unlike the other power-ups, Speed Bursts are expended when used. However you can have up to 99 of them stored up and ready to use.

STRATEGY

You need more than just good reflexes to become a championship-caliber racer; you also need to think about your race strategy. Here are some tips to help you make your way to the top:

- Take hairpin turns on the extreme edge of the inside of the roadway; you'll have centrifugal force working in your favor that way.
- Avoid contact with your opponents; it slows you down and speeds them up.
- Don't drive through water and mud puddles or patches of ice and sand. These will cause you to skid and maybe to crash.
- Remember that you will pick up speed when you go downhill. Use this extra speed to your advantage; position yourself to pass a difficult opponent on a downhill run and leave him in the dust!
- Of course, going up a hill will slow you down. Make sure you are going as fast as you can when you hit the up-slope.
- Try to pop a wheelie when you hit a jump; this will make you go farther and higher.
- If you find yourself on the outside lane going into a turn, tap the brake lightly to drift towards the inside and better position.

THE TRACKS

Test Drive Cycles takes you all over the world (and beyond) as you compete to prove who's the best rider of them all. Here's a run down of just a few of the exciting places you'll be racing in:

- Watch out for on-coming traffic as you race along the roads of **Washington D.C.**
- Weave around the potholes on **Tokyo's** streets, and use the manhole covers to jump!
- Try not to get flattened by the tumbling tumble weeds as you speed through scenic **Death Valley**.
- **Bali's** track features a green bump; use it to get some altitude!
- Pay attention on the streets of **Amsterdam** — you'll need to dodge carts and lamp posts.
- Mud puddles and patches of sand make **Moab**, Utah's tracks challenging. Make sure you avoid these obstacles if you want to keep control of your ride!
- **Hong Kong's** track feature lots of distractions and on-coming traffic. Keep your eyes glued to the road during these races.

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PRINTED IN JAPAN