Nintendo

GAME BOY COLOR

CGB-BWDE-USA

Walt Disney World® Quest
MAGICAL RACING TOUR™



RACER'S GUIDE

ONLY FOR GAME BOY COLOR

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EVERYONE

COMIC MISCHIEF

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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Walt Disney World® Quest
MAGICAL RACING TOUR™



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STARTING UP

1. Make sure your Game Boy® Color is turned off.
2. Insert the Game Pak and turn on your Game Boy® Color.
3. After a series of screens, you'll see the Title Screen. (Press the A Button to skip some of the opening screens.)
4. Press START to begin the story. Press the A Button to advance through the screens one by one (or press START or the B Button to skip the story).
5. When the Main Menu appears, use the Control Pad to choose a menu item and press the A Button. To start a new game, choose ADVENTURE.



Note: You can use a previously earned password to return to your last position in the game. See page 20 for details.

Precautions

- Always turn the power OFF before inserting or removing the Game Pak from the Game Boy® Color.
- Do not take apart, crush, bend or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break after playing for long periods.

CONTROLS





STEER LEFT
- move up on screen

SLOW, STOP, REVERSE

STEER RIGHT
- move down on screen

JUMP!
- jump off ramps

ACTION!
- activate power-up

GO!
- gas/acceleration

START
- start game
- pause/resume

MENU CONTROLS
- Control Pad - menu movement
- A Button - menu confirm
- B Button - menu cancel

HOW TO DRIVE

- **GO!** Press the A Button to increase speed.
- **STEER** Press the Control Pad ↑ or ↓ to move up or down (turn left or right) on screen.
- **JUMP!** Press the Control Pad → to jump off ramps.
- **SLOW, STOP, REVERSE** Press the Control Pad ← to brake. Tap to slow down, or hold to come to a complete stop. Press again to reverse. Sometimes you'll need to back out of places, such as hidden paths, that lead nowhere or into trouble!
- **ACTION!** Press the B Button to activate any power-up you're holding.



THE WALT DISNEY WORLD® FIREWORKS MACHINE



Everyone knows that beautiful fireworks displays illuminate the skies over the *Walt Disney World®* Resort. What everyone doesn't know is that near the Magic Kingdom® Park rests an enormous contraption – the Fireworks Machine. Each night fireworks explode from the top of the machine in an amazing shower of Pixie Dust, creating a magical setting all around the *Walt Disney World®* Resort.

Wouldn't you know, those inquisitive chipmunks, Chip 'n Dale, were determined to find the Fireworks Machine for themselves. Once they discovered the machine, Dale decided he was ready for a snack. He took out some acorns but accidentally dropped them into the machine.



Suddenly, the Fireworks Machine groaned to life and began rumbling. Smoke started spewing from its stacks. Uh oh! The rumbling got even louder ... Then BLAAAAAM! The whole thing exploded in a huge blast of smoke as pieces of the machine flew skyward. Machine parts scattered all over the *Walt Disney World*® Resort.



If Chip 'n Dale don't find all the parts and put the machine back together before the end of the day, there won't be any more fireworks shows!

Chip's idea is to race around the entire *Walt Disney World*® Resort and collect all the pieces of the Fireworks Machine. If they get some friends to help too, they could find all the parts and put the machine back together in no time!

But Chip 'n Dale need your help, so get busy! There are only a few hours until dark and if the night skies over the *Walt Disney World*® Resort aren't filled with fireworks, Chip 'n Dale will really be in trouble!



CHIP 'N DALE



Chip 'n Dale often race around the *Walt Disney World®* Resort collecting nuts for the winter. Now they must collect the Fireworks Machine pieces before the end of the day! Chip is smart and practical, and he uses his brains whenever he races. So be careful, or Chip will sneak past you faster than you can say "acorn."

Dale enjoys life to the fullest, and doesn't take anything seriously. And though he is a bit scatterbrained, he somehow manages to always be near 1st place at the end of a race. Call it blind luck or a charmed life, either way Dale is always a force to be reckoned with when on the racetrack.





AMANDA SPARKLE



Amanda is the most famous, cutest child actress in the world. It's no surprise that she absolutely loves being recognized at the Disney Studios. Where else can she continue to work and still have tons of fun on her days off the movie set? She is always sweet, nice and cute ... unless she's behind the wheel! When Amanda is in the driver's seat, she doesn't get upstaged! She races to win!

BARON KARLOTT



Baron is a modern day descendent of the famous Karlott bloodline. He continually strives to keep his ancestors happy, otherwise they come and visit ... from the grave. That is why he feels right at home in the Haunted Mansion, and also why he drives with such a "grave" purpose.





POLLY ROGER

Polly dreams of action and adventure. Captaining her own Spanish galleon and searching for buried treasure are all she can think about. But for now the *Walt Disney World*® Resort and history books are her escape. That's why Polly is an expert at navigating the mysterious waterways of the Pirates of the Caribbean.



OLIVER CHICKLEY III

The son of a famous explorer and paleontologist, Oliver is proud to walk in his father's shoes – even though they are a few sizes too big. He figured that the perfect place to get started on his quest was *Disney's Animal Kingdom*® Theme Park. Oliver is very soft-spoken and drives very carefully. But watch out! He may sneak past you on the back straightaways if you aren't careful!



TIARA DAMAGE

Here's one girl who has a hard time acting her age! Normally a 13-year old would relate to the Disney "Princesses" but alas, she does not. She feels as though the Disney Villains have gotten a bad rap, and that even includes her friend, Baron Karlott. This "Queen" is going to make sure everyone else feels the same way ... by beating all the racers to the finish line!





OTTO PLUGNUT

Otto has spent most of his short life around cars and experiments. It's a no-brainer to think he would be attracted to Test Track at Epcot®. But he's no crash dummy; he's one of the smartest kids around. And the rest of the gang love him 'cuz he helps them fix their vehicles! He is the classic educated techie-nerd. Word is he soups up his cars so he can't lose! Keep an eye on him!





BRUNO BIGGS

Bruno is a huge fan of the world's most famous mouse. The more he's at the *Walt Disney World®* Resort, the closer he can be to Mickey. He's big, and mean, and tough. Don't mess with him! Bruno is impatient and doesn't like people getting in his way ... especially on the Rock 'n' Roller Coaster, his favorite attraction.



MOE WHIPLASH

Root'n Toot'n Sheriff'n is what he wants to do. He's spent many a day trying to keep Bruno Biggs under control! This kid mostly moseys around at Big Thunder Mountain Railroad, where the West is still Wild. Moe saunters around at a snail's pace, but there's nothing slow about the way he drives!



... PLUS 3 Secret Racers!

JIMINY CRICKET

Jiminy is a courteous, gentle storyteller, who loves to tell jokes and sing songs. He's also the most knowledgeable when it comes to racing and the *Walt Disney World®* Resort. He taught Chip 'n Dale everything they know about both. But watch out if he ever ends up behind the steering wheel, because he knows the best routes to use, and every track is his specialty.

NED SHREDBETTER

Ned surfs. Ned skates. Ned snowboards. Ned blades. He basically hangs ten in general. Ned also likes showing off his moves for Amanda Sparkle! The only other thing Ned likes just as much as shreddin' is chillin' at Disney's Blizzard Beach and Disney's Typhoon Lagoon. Ned is the classic beach bum, but there's nothin' laid back about his driving style ... it's all out!

X.U.D. 71 ("ZUD")

This Xperimental Utility Duck was built to test out all the attractions at the *Walt Disney World®* Resort. Unfortunately, he's been bounced around and hit in the head a little too much. He prefers to stay in the world of Space Mountain because that's where he gets his biggest charge. But when he's out of his element, watch out for his driving ... he's wild, out of control and all over the place!



MAIN MENU



When you see the Main Menu, press the Control Pad ↓↑ to select the type of game you want to play or the information screen you want to view, and press the A Button.

Adventure – Race through all nine tracks. Every time you win 1st place in a race, you'll retrieve another Fireworks Machine part.

Time Trial – It's all about time! Practice your racing skills and learn the tracks.

Help – Check this for button controls and hints.

Status – See how you're doing in the game, and find your password. Turn to page 20 for details.

Password – Use your password to start a game from your saved place in the game. You can find your current password on the Status Screen. When you use it, it will take you to the last level you played. Read more about passwords on page 20.





CHOOSING YOUR RACER

After you choose either ADVENTURE or TIME TRIAL from the Main Menu, use the Control Pad ↔ to select your racer and press the A Button.





CHOOSING YOUR TRACK

Press the Control Pad ↔ to select a racetrack and press the A Button. Only Big Thunder Mountain Railroad is open when you start a new Adventure game. As you win races, more tracks will open for more exciting racing adventures! Time Trial allows you to start on any track.



PLAYING THE GAME

It's up to you to make sure the fireworks light up the sky over *Walt Disney World®* Resort tonight! You've got to help Chip 'n Dale find the missing pieces and put them back together in time for the show!

One piece of the Fireworks Machine has landed in each track. You will win a part of the machine every time you win a race on a new track. Only one track is open at the start of the game. The only way to unlock all the levels is to beat the other three drivers in a race on each racetrack.

Every race is different and you drive a different vehicle. During each race, grab treasures and use power-ups that help you stay ahead of the competition. Some power-ups will give you incredible speed. You can launch others at opponents to send them spinning out of control.



Collect the Parts & Rebuild the Fireworks Machine!

Compete in nine races of three laps each in some of the most famous attractions at the *Walt Disney World®* Resort. If you finish in 1st place, you will be awarded a piece of the Fireworks Machine. You must collect all the parts in order to have the fireworks show by the end of the night.



Race for the 1st Place Pennant!

Return to a track after capturing a machine part and win even more goodies. Win a race a second time and the 1st Place Pennant is yours! Win all nine pennants and a secret track will appear.

Trophy Challenge!

If you've won 1st place and recovered the Fireworks Machine part from a track, you can return to the track for a Trophy Challenge. This time, you drive the track alone, with no competition and no lap requirement. Pick up as many trophies as you can within a time limit – up to eight trophies in all. (Note: You must first complete the Pennant Race on a track in order to play the Trophy Challenge.)

Bonus Events!

Between races you might enter a Bonus Event. Here you win by grabbing the most coins within a time limit. Pick up all the coins before time's up to win a special prize!

Win the Game!

To complete the game and win you must:

- Win back all the parts of the Fireworks Machine.
- Capture all the 1st Place Pennants.
- Win all the Trophy Challenges.
- Win all the Bonus Event trophies.

Hint: You can win more, but how – and how much more – is a secret!



GAME SCREEN



Race Position

Power-Up Icon

Lap

Race Time

Gold Speed Coins

Lucky Fairy Counter

Race Position – Your position in the current race, from 1 through 4.

Lap – Your current lap.

Race Time – Time spent on the current track.

Gold Speed Coins – How many Speed Coins you have. Collect ten coins (the maximum) for a higher top speed.

Lucky Fairy Counter – How many Lucky Fairies you have. Collect Lucky Fairies for power-up increases and other bursts of good luck – one per fairy.

Power-Up Icon – Appears when you hit a Mickey Balloon, which gives you a power-up at random. Press the B Button to use your power-ups.



PICK-UPS

Gold Speed Coins – Collect up to ten coins on each track to increase your top speed. When you lose coins, your top speed decreases again.

Lucky Fairies – Drive into Lucky Fairies for a burst of good luck. All of a sudden, your chance of getting a better power-up increases and other racers start making mistakes. Each track has eight Lucky Fairies.

POWER-UPS

When you run into a Mickey Balloon on a track, a Power-Up Icon appears. It's loaded with serious power-ups and will give you one at random. Press the B Button to use the power-up. Watch out – getting hit by projectile power-ups will cause you to lose Gold Speed Coins!

Note: Running into another balloon will not change your power-up. You keep the one you have until you use it.

Yellow Acorn – Steer your car behind another racer and launch an acorn to send the racer flying. Acorns fly straight ahead, so aim this nut carefully.

Yellow Triple Acorn – Fire three acorns, one after the other.



Red Homing Acorn – You don't have to aim this power-up. Just let it fly to target the closest racer in front of you.

Red Triple Homing Acorn – Fire three Homing Acorns, one after the other.

Teacup Mine – Press the B Button to drop the Teacup Mine. When other vehicles run over it, they'll spin out of control.

Guided Bottle Rocket – Use your steering controls to guide this rocket to its target. While you're aiming the rocket, your vehicle steers itself automatically.

Frog Spell – Turn other racers into frogs! Don't feel bad. Frog Spell wears off quickly.

Invincibility – Collect this and for a short time you're untouchable! No one can slow you down with collisions, rockets, Frog Spells or acorns.

Turbo – Zoom forward with a short but powerful speed boost.



SPEED SPOTS

Zippers – Ride over Zippers to get a blast of acceleration.

STATUS

The Status Screen appears after every race. When you win machine parts, pennants, trophies and so on, small pieces of the screen fill in. The bottom of the screen gives you your current password (see below).



PASSWORDS

Write down the passwords you see on the Status Screen. Then use the passwords to start a game from that point on. Choose PASSWORD on the Main Menu. On the Password Screen, use the Control Pad to highlight letters. Press the A Button to select the letters you want. Enter all nine letters. If the password is correct, it will be accepted when you press the A Button on the last letter.

TRACKS

Look for shortcuts and hidden passages as you race through some of the most famous *Walt Disney World®* attractions. Win races to open other tracks.

Space Mountain

Ride a rocket to the stars on a stellar voyage that is out of this world. Zippers are everywhere to keep you at light speed on this dark, deep space journey. The track coils up, around and through huge asteroids, then corkscrews into a hair-raising descent. Get ready for blast off!

Haunted Mansion

Scream down haunted hallways on the spookiest racetrack in the world. Zip by laughing caskets and dancing ghosts, and reach top speed through the liveliest graveyard ever. There are 999 happy haunts living here, but there's room for 1,000! Race fast or you might be next! Beware of hitchhiking ghosts!

DINOSAUR

Can someone get the Carnotaurus off the track, please? There's a race going on here! Hit a time warp and blast back 65 million years to a dark, prehistoric forest. Don't stop to look at the scenery, or you could be pulverized by a 20-ton rampaging dinosaur!

Pirates of the Caribbean

Navigate your ship through the hideout of the merriest bunch of pirates on the high seas. They pillage, they plunder, they're really bad eggs! Tricky turnoffs, jumps and tidal surges can give you the edge or get you Yo-Ho'd into the backwater.



Jungle Cruise

Explore the waters of a tropical jungle river while avoiding hippos and elephants. Dense water grasses and trees can block your view, so stay alert for surprises.

Tomorrowland Speedway

Set new speed records as you race down the track on this super-fast speedway. Look for shortcuts but beware of unfinished on-ramps.

Big Thunder Mountain Railroad

Hurtle down an old railroad track through the "wildest ride in the wilderness." Look out for prickly cactus plants and varmints! They're everywhere!

Disney's Blizzard Beach

Dash over slippery snow on your blazing fast snowmobile. This resort got a little too much sun. Hurry before the snow melts!

Rock 'n' Roller Coaster

Are you ready to rock? Zoom through the L.A. hills on this high-speed thrill ride to the biggest concert ever! Hang onto your hat, and keep your arms and legs inside the car at all times. The G-Forces here are out of control!

Splash Mountain (Secret Bonus Track)

Ride your log and have a "Zip-A-Dee-Doo-Dah" day, but look out for hungry fish that will knock you off course. And don't forget about the faaaaaaaaaalls!



... Plus 3 Bonus Areas!

Test Track, Disney's Typhoon Lagoon, and the Disney Studios.

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Space Mountain
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