

Nintendo
GAME BOY™

DMG-DH-USA

DEAD HEAT SCRAMBLE

INSTRUCTION BOOKLET



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ASSURANCE THAT NINTENDO
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LOOK FOR THIS SEAL WHEN
BUYING GAMES AND
ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY WITH
YOUR GAME BOY SYSTEM.

**ELECTRO BRAIN
CORPORATION**

Thank You for purchasing the Nintendo
GAME BOY Game Pak, "DEAD-
HEAT SCRAMBLE." Before you start
playing please read this instruction book-
let carefully and follow the correct operat-
ing procedures. Keep this instruction
booklet handy for your future reference.

PRECAUTIONS

- 1) Do not touch the Game Pak's terminal connec-
tors. Keep them free of dust and moisture.
- 2) Store your Game Pak at room temperature.
Avoid extremely hot or cold temperatures.
- 3) Do not clean with paint thinner, benzene,
alcohol, or other such solvents.
- 4) Avoid subjecting your Game Pak to shock when
moving it. Never attempt to open or dismantle it.

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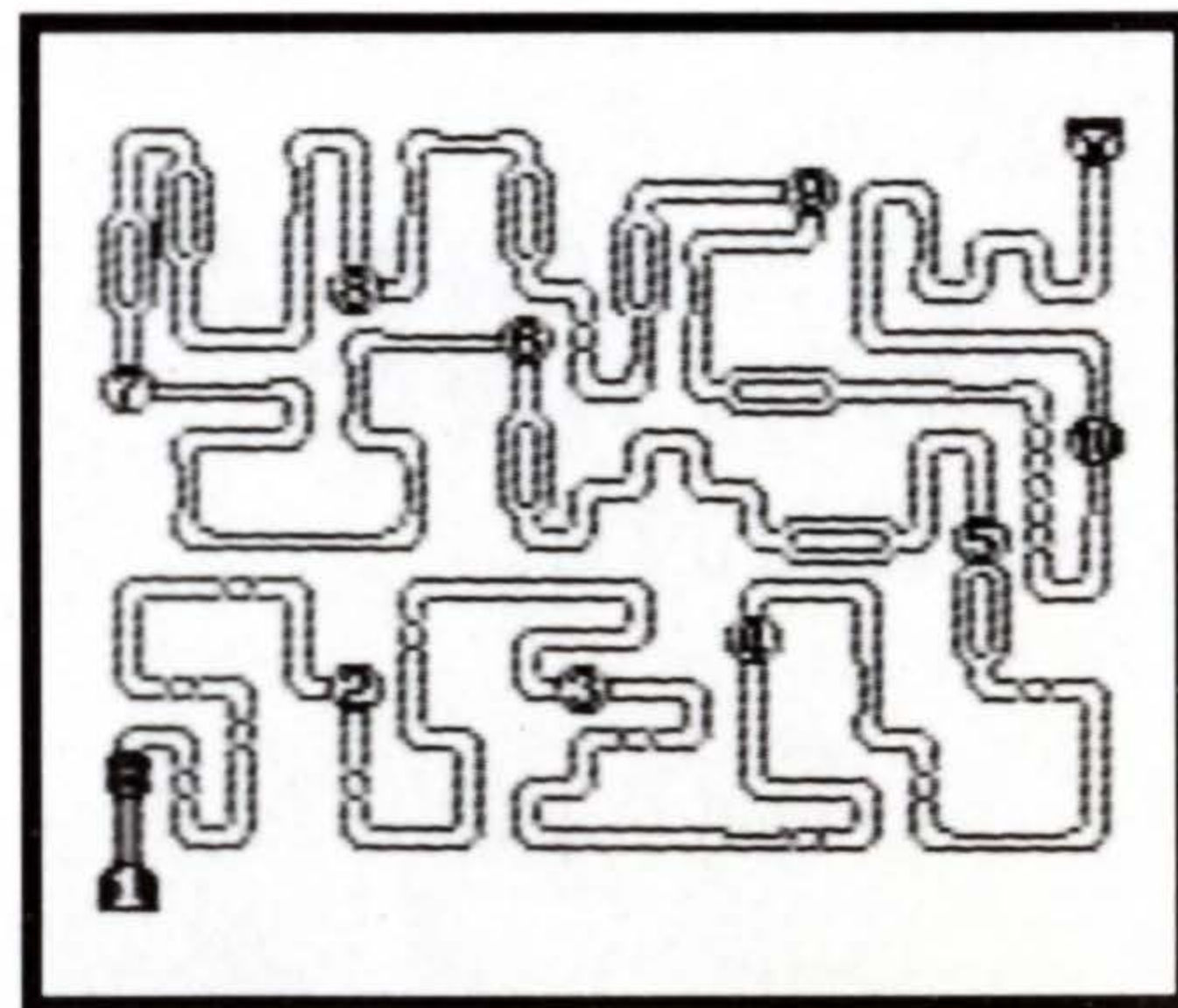
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RACE OF A LIFETIME

Hop in, buckle up, and hold on to something that's bolted down 'cause you're in for a rip-roaring, thrill packed white knuckle ride! There are ten treacherous heats in this teeth jarring rally and YOU are at the wheel. Stomp the pedal and test your skill as you negotiate hairpin turns, jump juggernaut blockades, and out-maneuver rival vehicles. Choose from two types of races in DEADHEAT SCRAMBLE. Drive against time in a solo competition where you must finish each heat in order to advance or connect two Game Boys together and challenge a wily friend to a contest of nerves, skill, and cunning. What? You've never driven in this kind of race before?! Well, grab a deep seat and a far away look, 'cause you're about to go on the race of a lifetime!





CONTROLLER DIAGRAM

Control Pad

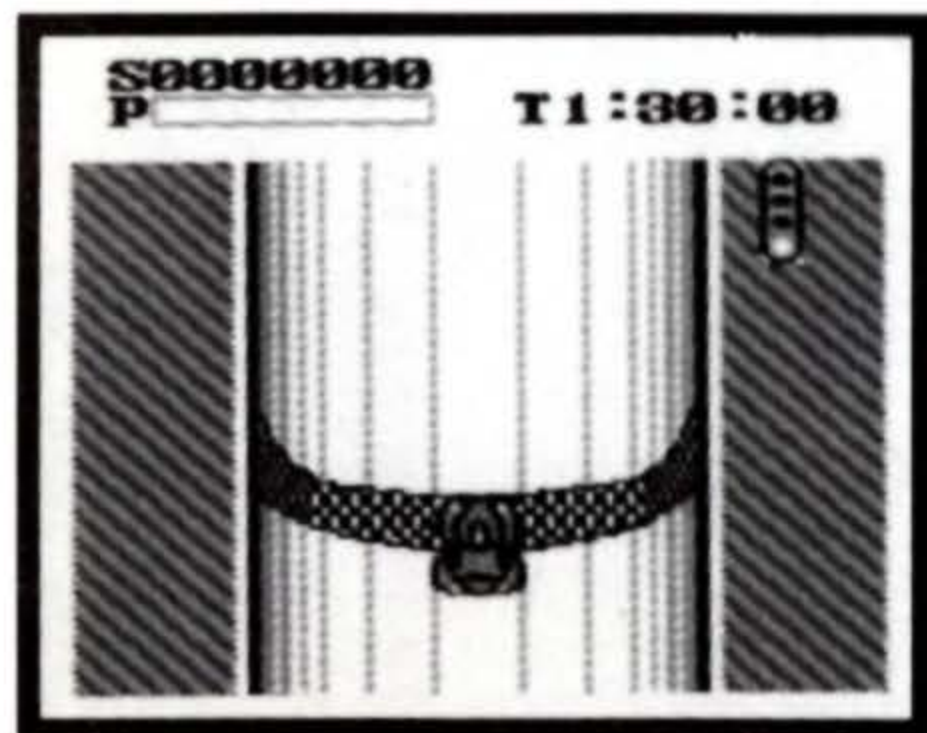
Shoots weapons.

*Moves car
left.*



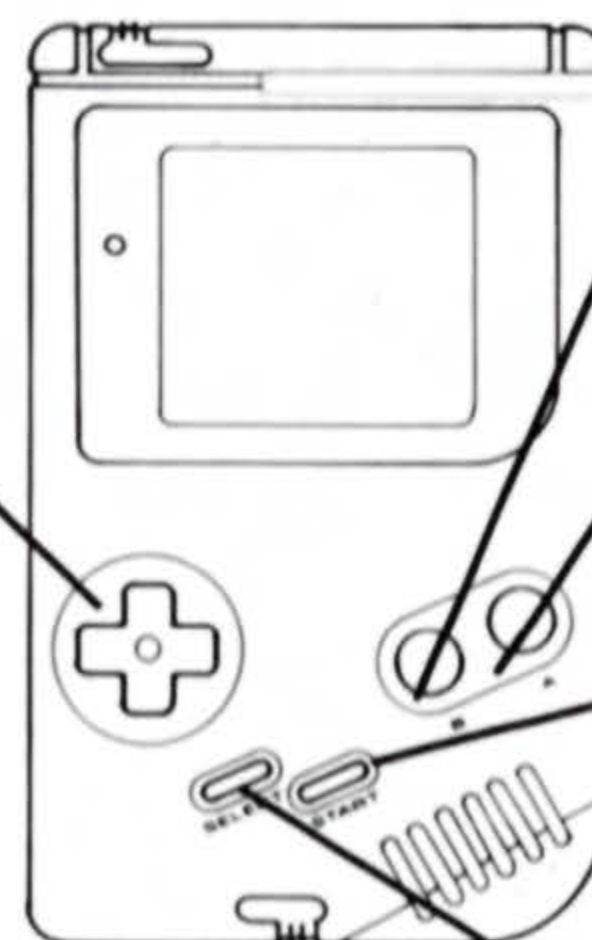
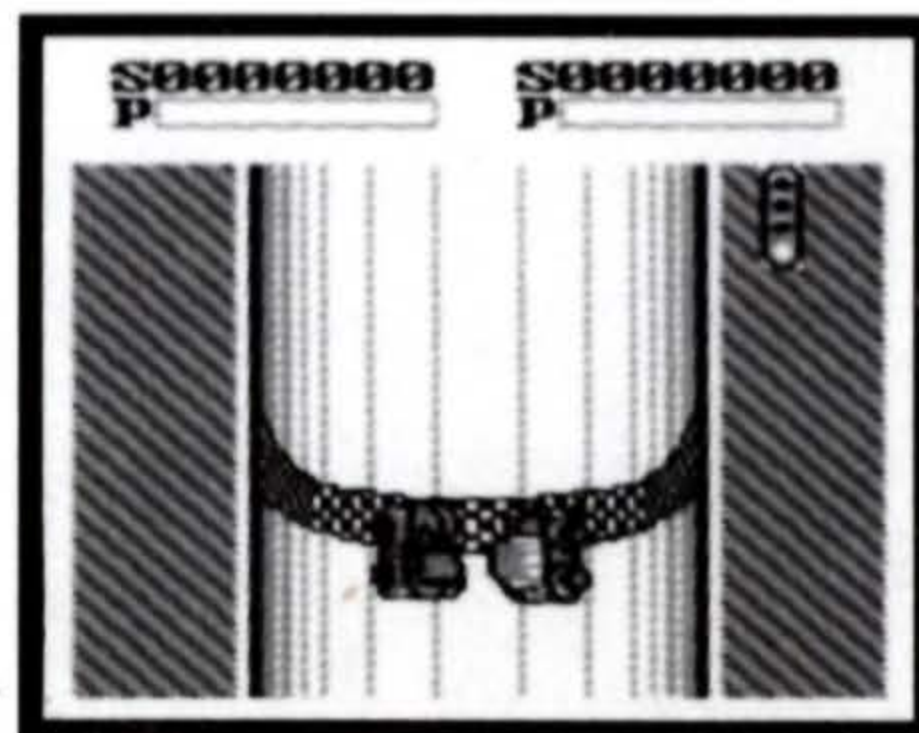
No effects.

*Moves car
right.*



1 Player

2 Player



B Button

Jumps car.

A Button

Accelerator

Start Button

*Starts the game.
During play, it
pauses and resumes
the action.*

Select Button

*Selects one or two
player game.*

BEFORE YOU START TO PLAY

LOADING THE CARTRIDGE.

Remove your DEADHEAT SCRAMBLE Game Pak from its protective plastic case. Insert the Game Pak into your Game Boy with the title label facing outward. Switch the power button to ON.

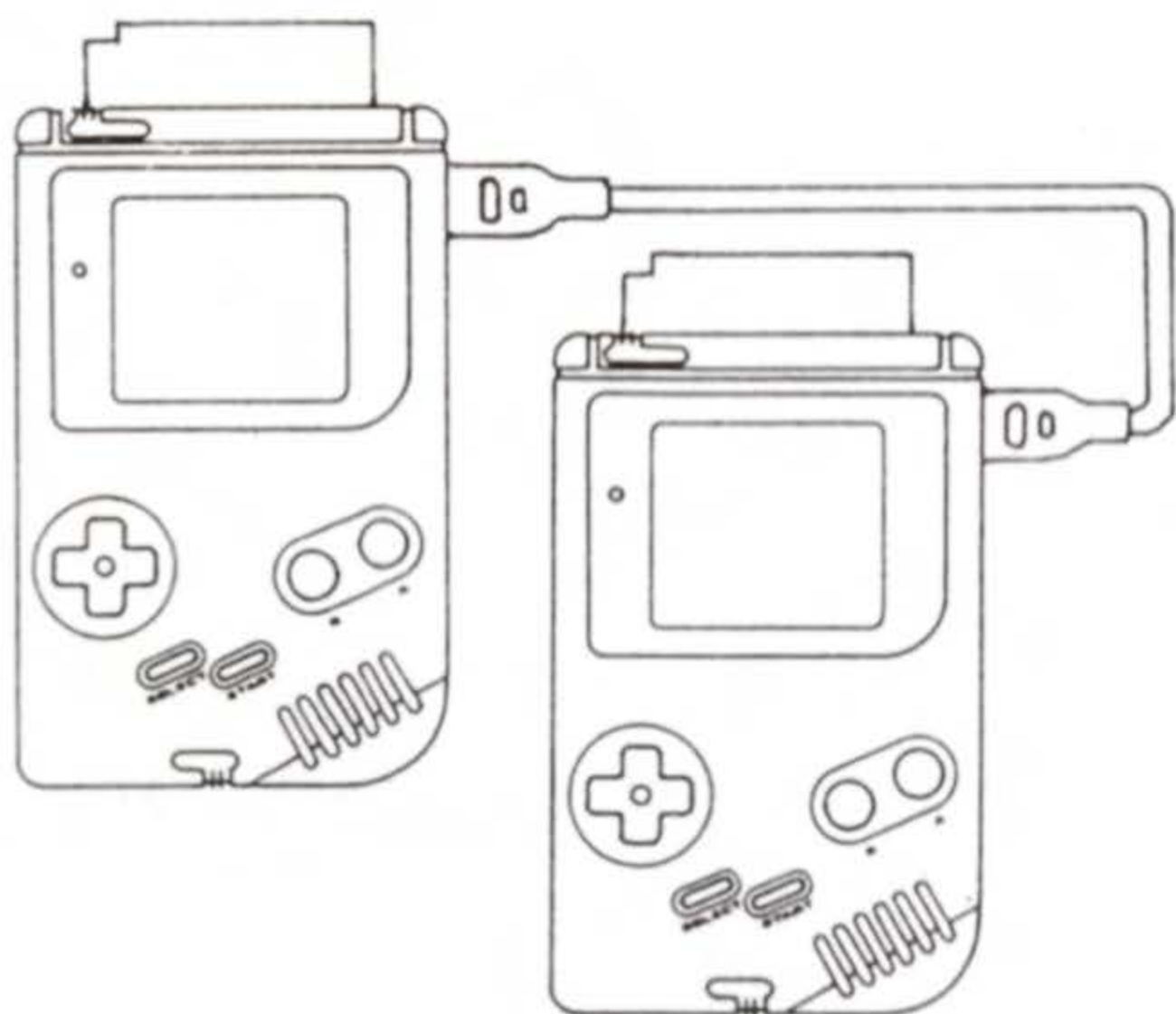
ONE PLAYER.

At the title screen, with the indicator pointing to 1 PLAYER, press the Start button to begin the game.

TWO PLAYER.

To play a two player game, you will need the following:

Game Boy	2
DEADHEAT SCRAMBLE Game Pak	2
Game Link cable	1



1. To play the two player game, connect each end of a Game Link cable to two Game Boys as shown in the diagram at left. Insert a DEADHEAT SCRAMBLE Game Pak into each Game Boy. Switch the power buttons of both Game Boys to ON.

2. At the title screen, each player must press Select to move the indicator to the 2 Player game. Each player must then press Start.

3. Once each player has pressed Start, the game will begin and the vehicle selection screen will appear. To choose a car, press the LEFT or RIGHT keys on the Control Pad to move the indicator box to the desired car. Once the indicator is around the desired car, each player must press either A or Start to begin the race.

4. If the race does not start at this point, switch the power buttons of both Game Boys to OFF and repeat steps 1, 2, and 3.



HOW TO PLAY



When the signal light in the upper right corner lights the bottom bulb, press A to accelerate. Remember, your car can be stopped by rival vehicles. Steer left and right with the Control Pad pressing B to jump over obstacles or cars in your path.



Sometimes, when you hit another car, one of six items will appear. Drive over it and the item will be stored on your "Mechanic's Rack" below your distance bar at the upper left of the screen. (See ITEMS, page 11.)

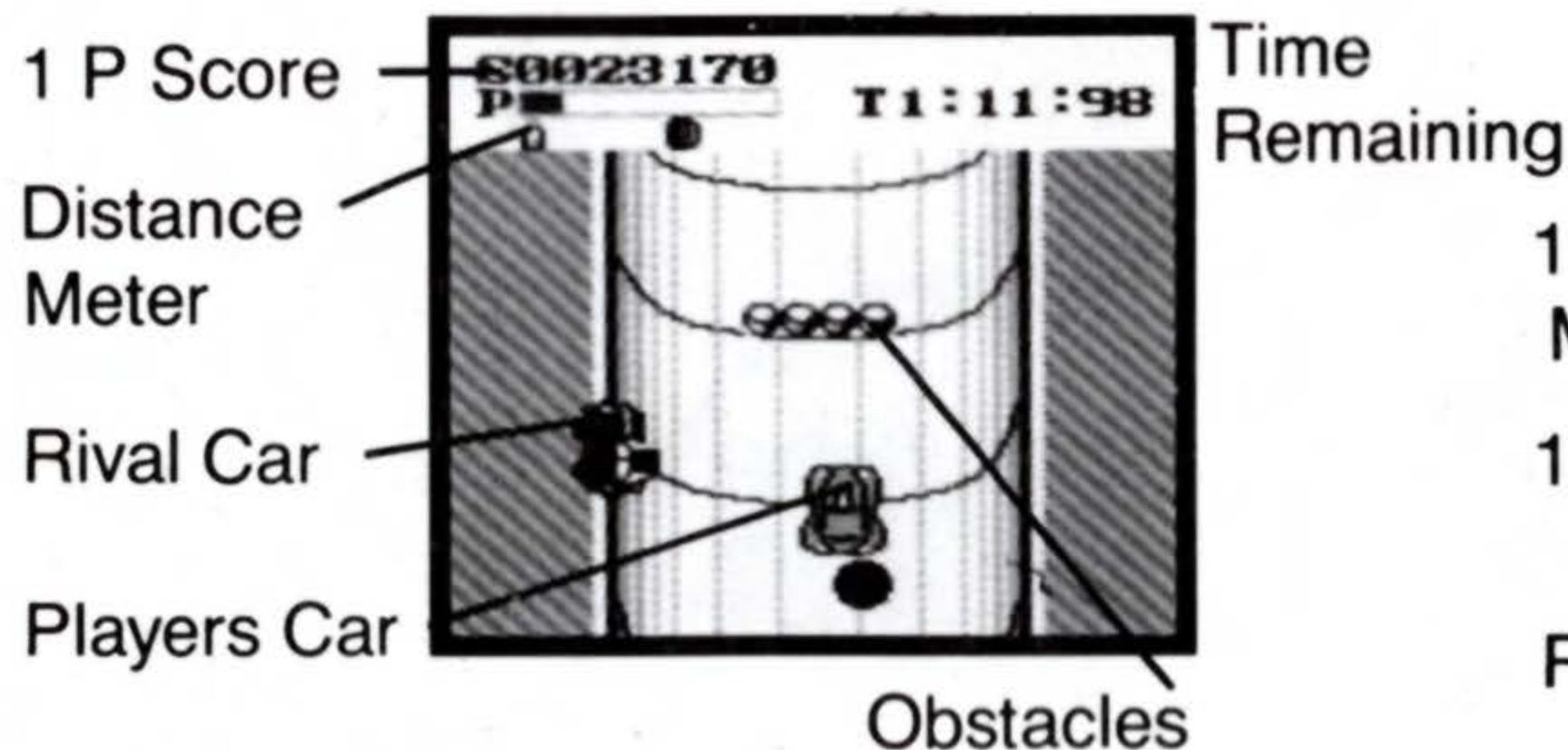


When the Continue screen appears, move the indicator to CONTINUE and press Start or, to end the game, move it to NO and press Start. If you wish to start the game over in the middle of play, you may "reset" it by pressing Start and Select at the same time. This will allow the current high score to remain.

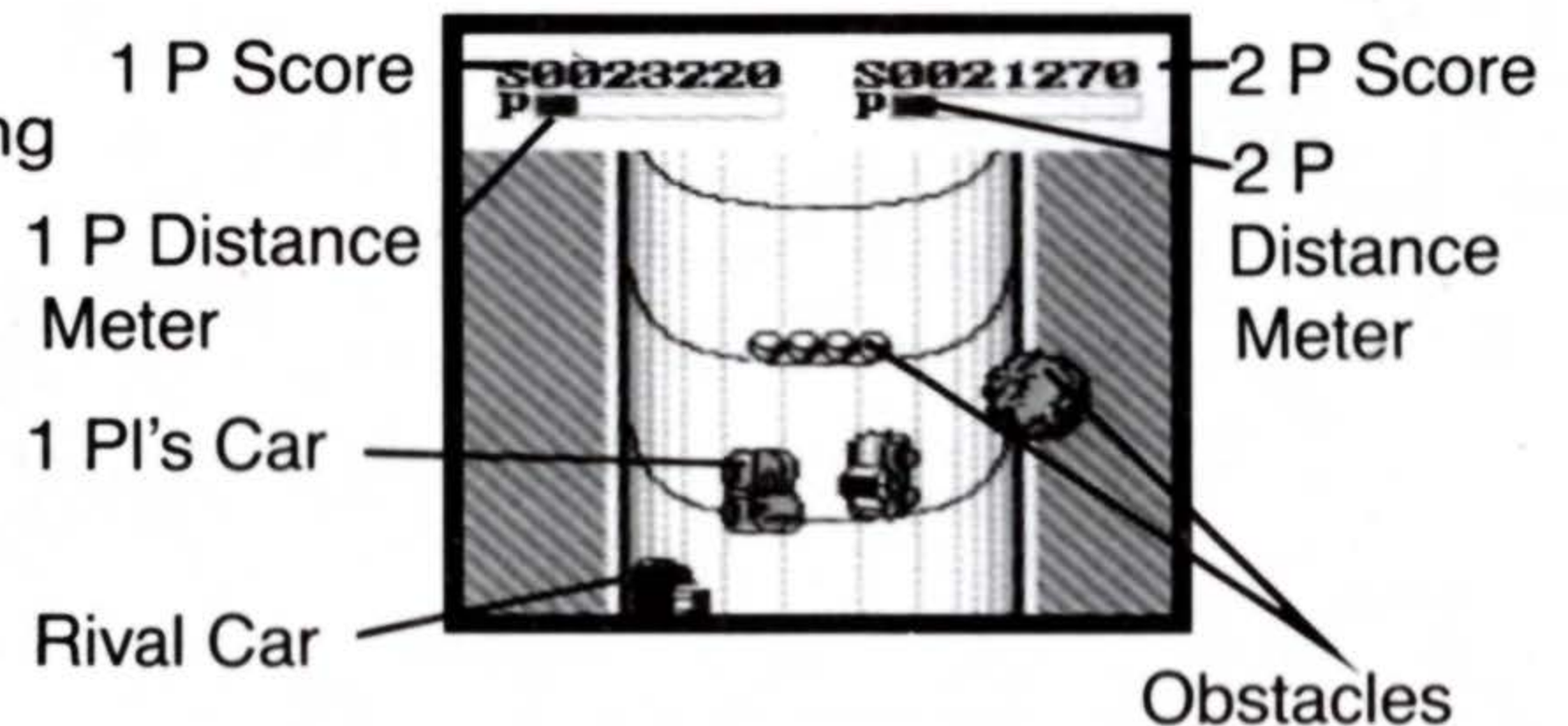
SCREEN LAYOUT

The playing screen is layed out in the following manner: The player's score is in the upper left corner. The player's distance meter is directly under the score. The time remaining in the current heat is in the upper right. Remember, a player must complete the current heat before he is allowed to advance to the next one.

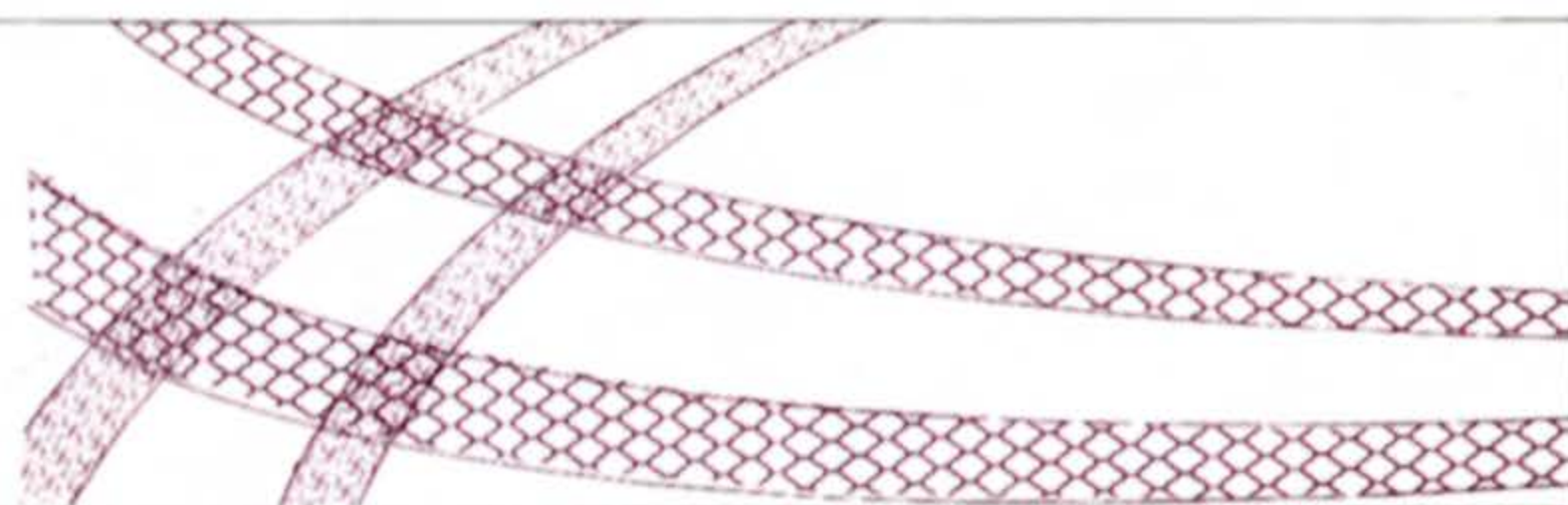
ONE PLAYER



TWO PLAYER



BONUS POINTS



Level Bonus

Bonus points are awarded for completing a level (heat). As the level increases, so does the bonus at each finish line!

Timer Bonus

Bonus points are also awarded for each second remaining on the countdown timer, so the faster you finish, the higher your bonus!

Attack Bonus

A player will receive bonus points for a successful "attack" on a rival car or obstacle.

Crashing a rival	1000 points
Spinning a rival	500 points
Bombing a rock	10,000 points
Bombing a rival	5,000 points



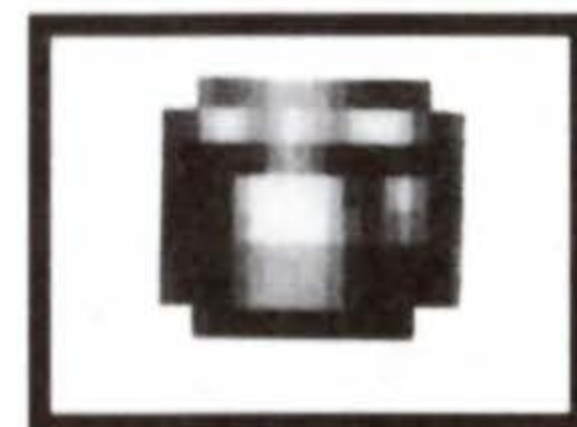
ITEMS



ITEM		FUNCTION	TO ACTIVATE
	NITRO	<i>Increase car's speed</i>	Press UP
	BOMB	<i>Destroys rocks or cars</i>	Press UP
	POWER UP	<i>Temporary invincibility</i>	Automatic
	MAGIC TIRE	<i>Increases traction</i>	Automatic
	TIME STOPPER	<i>1 Player: Stops time 2 Player: Cancels opponent's Left and Right Controls</i>	Automatic

(NOTE: The NITRO and the BOMB cannot be stored at the same time. It's much too dangerous!)

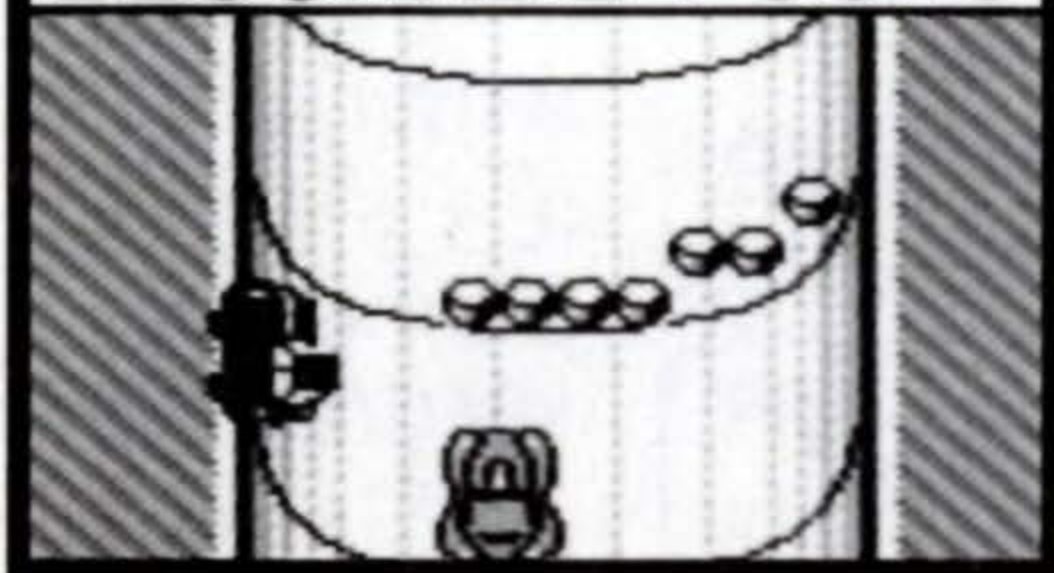
BE ALERT!
Sometimes, when you destroy another car, a **SPECIAL ITEM** will appear. Drive over to obtain this mystery item and its power will be yours!



OBSTACLES



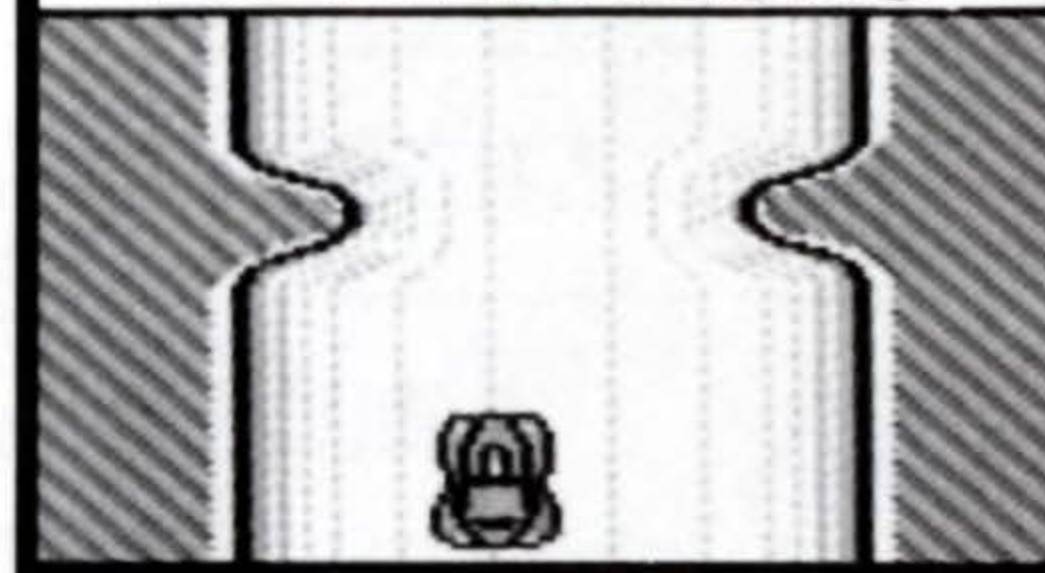
BLOCKADE POSTS



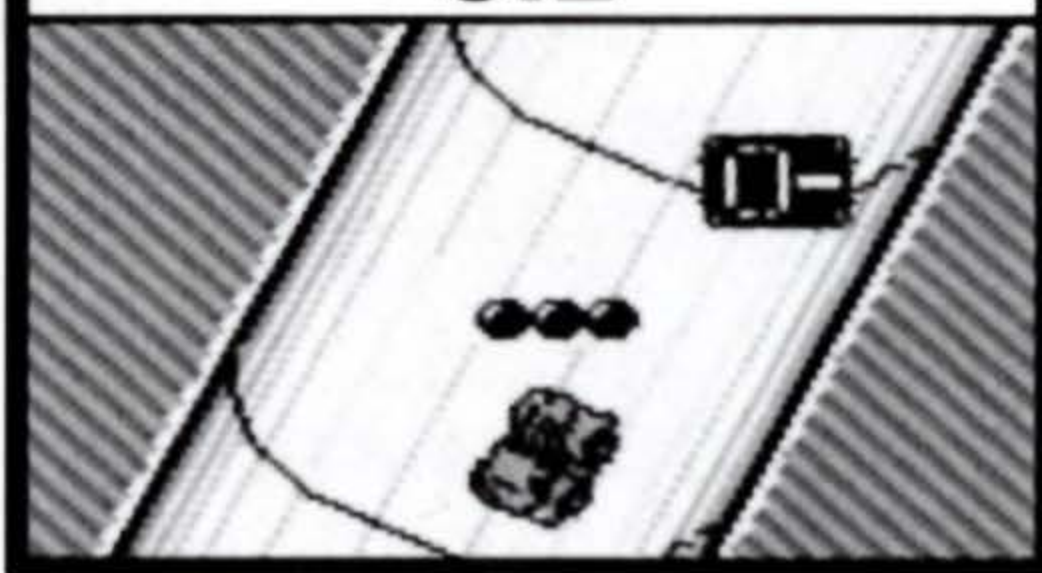
BOULDERS



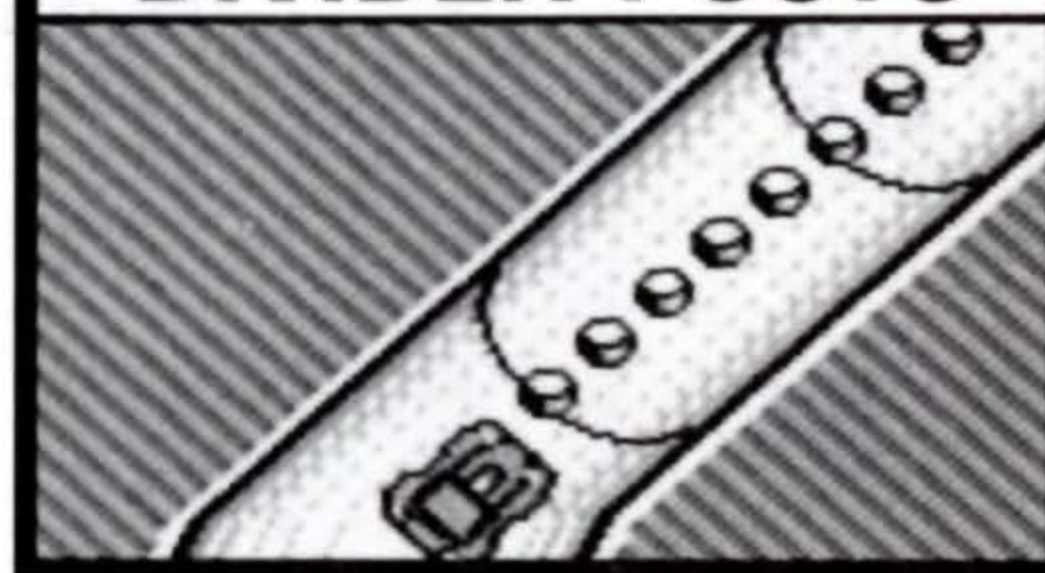
BOTTLENECKS



OIL

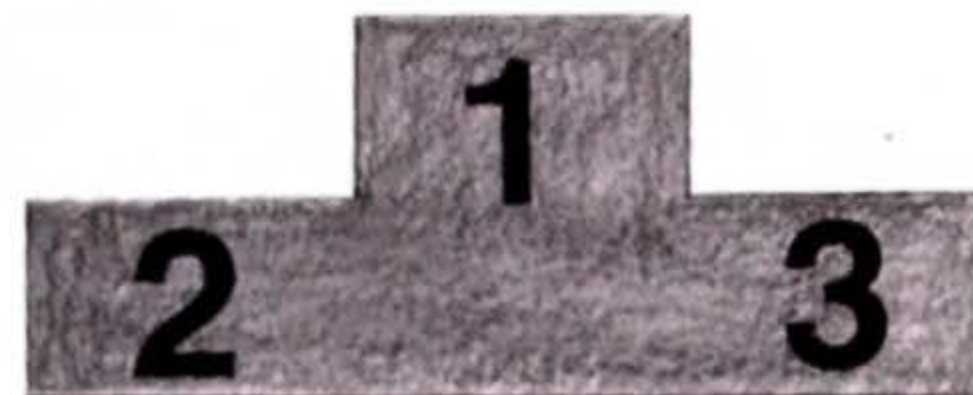


DIVIDER POSTS



(NOTE: The Divider Posts can be deceptively dangerous, so caution is advised.)

WINNER'S CIRCLE



If a player's score reaches a certain number of points, he will advance to the Winner Circle (High Score screen) where he may enter three letters to recognize his tremendous driving skill and racing accomplishments.

RANKING		
	SCORE	NAME
1	10000000	SKN
2	09000000	AAA
3	08000000	ETG
4	07000000	KSO
5	06000000	OU

Advance the letters by pressing UP or DOWN on the Control Pad. When the desired letter appears, press A and the cursor will advance to the next letter. If you wish to change a letter, press B to move the cursor back.

The high scores are saved as long as the Game Boy power switch is left in the ON position. Once the power switch is turned OFF, the high score screen will be cleared.

DRIVING TIPS



Drive **AGGRESSIVELY**. This is one time you **CAN** be an aggressive driver. The more cars you hit, the more power items you will receive. These items can be very important in being able to finish the race.



Jump wisely. Use the jump feature to propel the car from corners and over dangerous obstacles to avoid collisions which cost you time. However, jumping will slow you down. It is better to drive around obstacles if possible. The total time lost from jumping may cost you a race!



You may find that laying the Game Boy on a flat surface allows you better or easier control, because you can press A (acceleration) and B (jumping) simultaneously. Experiment with different positions to find what works best for you. Drivers: Start your engines!!!!!!!!!!

ELECTRO BRAIN CORP. LIMITED WARRANTY

EBC, Inc. warrants to the original purchaser of this EBC software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EBC software program is sold "as is," without express or implied warranty of any kind, and EBC is not liable for any losses or damages of any kind resulting from use of this program.

EBC agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EBC software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the EBC Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-0324). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the EBC software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE EBC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL EBC BE LIABLE FOR ANY SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS EBC SOFTWARE PRODUCT.

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