

STREET RACER

Ubi Soft
ENTERTAINMENT

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Nintendo

GAME BOY

DMG-ASRE-USA

STREET RACER



INSTRUCTION BOOKLET

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Introduction

Rev up and go ballistic with Street Racer! It's more than a road race, it's a whacked-out fight to the finish.

Controller Operations

B or A: Accelerate

B + Up: Front Attack

B + Down: Rear Attack

While Holding B press A: Punch Right

While Holding A Press B: Punch Left

A + Up: Jump (Go in score mode)

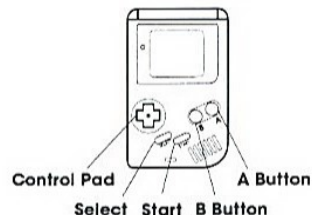
Up: Jump

Down: Brake

Left/Right: Steering

A + Down: Turbo (Shoot in score mode)

Start: Pause/Unpause



One and two players:

You can choose either to play a one or a two player game. You can only select a two player game if you have 2 game Boy systems, 2 games and a cable link. Please note that the 2 player option is only available in Race mode.

Options

Here you can change and set various options; number of laps, difficulty, etc.

Game Modes

Practice:

This mode allows you to practice driving on all the tracks, using all the drivers or practice using the Rumble or Soccer modes.

Head to Head:

This is a challenge mode where 1 or 2 players can compete.

1 player mode: Human vs Computer car

2 player mode: Human vs Human **(This option is only available in Race Modes and with two systems and a cable link)**

Championship:

In this mode, you can participate in a full season of races. Ranking points are awarded for finishing positions and bonus points can also be obtained during races (see Bonus Points).

These are the default settings for various Championship Cups:

Name	Laps	Number of Tracks	Difficulty
Bronze	5 or more	6	Easy or higher
Silver	5 or more	8	Medium or higher
Gold	5 or more	10	Hard or higher
Custom	Options Settings	Up to 24	Options Settings

Once you have completed all the cups you can override the above settings from the Options Menu. When you complete a championship successfully you will get a password. You can enter these passwords in the Options menu the next time you play the game after your machine has been switched off. If you correctly enter the password you will hear a sound effect.

Game Modes

Rumble:

This is a special fighting mode where all the players are in an open arena. Your objective: Eliminate all your opponents from the arena! The last survivor is the winner.

Soccer:

This is a new type of soccer since you play in your car either on a field, on wood, or on ice!

You can select from 2 choices in the options menu:

GOAL MATCH: The game is over when all the predetermined goals are scored.

TIME MATCH: The game is over when the predetermined game time is up.

And for the best players there is also an additional bonus game to discover!

Character Descriptions

Choosing the Character

The characters and their characteristics appear on the screen. In 1 and 2 player modes, you can browse through the list of characters and characteristics by pressing the left and right keys of your control pad.

Hodja



Frank



Suzulu



Biff



Raphael



Surf



Helmut



Sumo-San



Character Descriptions

Data of characters

Name:	Hodja
Country:	Turkey
Age:	As old as the hills, more than 400 years old.
Car:	Magic cushion with wheels
Punch:	Ottoman Dagger Swipe
Side Attack:	Electrocutes his opponents, causing them to slow down.
Front Attack:	Magic Carpet lets him fly over his opponents and obstacles but he must still navigate the track.

Name:	Frank
Country:	Transylvania
Age:	At least 100 years old
Car:	A big, green, low slung hot rod with lots of chrome piping.
Punch:	Big Monster Bash
Side Attack:	Ghost which scares away other players.
Front Attack:	Batwings which enable Frank to fly.

Name:	Suzulu
Country:	Africa
Age:	No one knows for sure, but we carbon-dated one of his teeth and think he's about 40.
Car:	Made entirely of natural products (sticks & animal skins) but can really move!
Punch:	Voodoo Stick Poke
Side Attack:	Spears come out from his tires, keeping his opponents at a distance.
Front Attack:	Rhino Charge causes lots of damage.

Name:	Biff
Country:	USA
Age:	Would you ask a guy who's big, bald and carries a bat?
Car:	Biff drives what he believes to be the ultimate status symbol, a blue, souped up 4WD. It handles great, but Biff's driving skills are a bit rough.
Punch:	A powerful swing from his baseball bat.
Side Attack:	Tires expand forcing his opponents to the side.
Front Attack:	Mighty Magnet which pulls the cars ahead of Biff backwards, allowing Biff to take the lead.

Character Descriptions

Data of characters

Name:	Raphael
Country:	Italy
Age:	23
Car:	Latest in Italian sportscar design. It's fast off the mark, but Raphael isn't much of a mechanic so sometimes it misfires and slows down.
Punch:	A quick jab.
Side Attack:	Loud horns which make his opponents jump.
Front Attack:	Gold Gobbler Magnet that pulls the leading cars backwards and propels Raphael forward.

Name:	Surf
Country:	Australia
Age:	Never ask a woman!
Car:	VW Beetle Convertible, fast, but not too quick off the mark.
Punch:	Beach Towel Snap
Side Attack:	Expanding beach balls which force her opponents off the road.
Front Attack:	Magnetic attraction which pulls the other cars towards her, then she punches them away and speeds forward.

Name:	Hulmut Von Pointenegger
Country:	Germany
Age:	Retired
Car:	Helmut drives a strange mix of Red Baron tri-plane and classic Mercedes racing car. Narrow tires make handling a little difficult, but it's built like a tank and can withstand an enormous amount of damage.
Punch:	Walking Stick Strike
Side Attack:	Spinning saws that come out from his tires, causing extreme damage.
Front Attack:	An airplane that dive-bombs into the other cars.

Name:	Sumo - San
Country:	Japan
Age:	Unknown
Car:	Sumo - San's future machine is a custom designed vehicle with treads. The treads offer superb traction and handling on almost any surface.
Punch:	Sumo Chop
Side Attack:	Sumo Splash where Sumo's car jumps up. Upon landing, he crashes down on his opponents and his treads expand, forcing his opponents off the track.
Front Attack:	Electric Shock which causes cars next to him to slow down.

Choosing the Tracks

Choosing the Tracks:

Each racing driver has his or her own home course. You can choose from 8 different course types with 3 different track layouts. Use left / right keys to choose your course and up/down to select your track. Press button B to view the selected track.

When you press the START button you will play the selected track (the one with the arrow pointing to it).



Obstacles / Bonus Points

Obstacles

MINES: They explode instantly on impact.

TIME BOMBS: These can be passed to an opponent by punching or colliding with them. If you don't get rid of them, they will explode, slowing down and damaging your car.

Bonus Points

In RACE mode you can pick up different bonuses:

Turbo: Activated by pressing A + Down, it improves the car's top speed by 30% for 1 or 2 seconds. You automatically receive one each time you pass the finishing line, but you must pick up the others on the track by driving over the arrows. Your Turbo stock is displayed to the right at the top of the screen.

B o n u s P o i n t s

Repair Kit: The damage to your car can affect how your car performs (acceleration, top speed, maneuverability). You can repair the damage to your car by picking up repair kits on the track. The car's damage is shown by an energy bar at the top of the screen.

Star: The player who picks up the most stars will receive a Star Bonus at the end of a race. During the race you will get a slight speed increase for every star you pick up.

Bonus Points:

Type		Number of Points
Fastest Lap	(Fastest lap in a race)	1
Lapping	(Lapping another car in a race)	1
Punch	(Most number of successful attacks)	1
Star	(Collecting the most stars)	1
Perfect	(Not sustaining any damage for the whole race)	2
Credit	(Not losing any credits during a full CUP)	2

C r e d i t s

Credits

Programming: Dave Locker

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