

GAMEBOY ADVANCE

AGB-BQDE-USA

QUAD

desert fury™



INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms 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 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.



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, OR VISIT WWW.ESRB.ORG.



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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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Thank you for purchasing **QUAD Desert Fury™** for the Nintendo® Game Boy® Advance System.
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INTRODUCTION

3...Beads of sweat form on your forehead under the blistering desert heat.

2...Your quad vibrates under you as you rev its engines.

1...Your breathing becomes rapid and shallow in anticipation for...

GO! Hit the gas and leave nothing but sand in your wake!

Race across the dunes and go from checkpoint to checkpoint to be the first one across the finish line. But be careful. You have more than just the perils of the desert to look out for! Dangerous land mines are all over this ex-military testing ground. Hit one, and you'll lose precious time.



GETTING STARTED

- 1 Making sure your Game Boy® Advance System power switch is set to **OFF**; plug the **QUAD Desert Fury™** Game Pak into the Game Boy® Advance System.
- 2 Turn on the Game Boy® Advance System. In a few moments, the ***Title Screen*** should appear.
- 3 Press **START** to display the ***Game Option Screen***.

Important Note: If nothing appears on the screen, turn the power switch to **OFF**. Check to make sure the Game Pak is inserted correctly. Then try again. (Always set the power switch to **OFF** before inserting or removing the Game Pak.)



RACING MODES

On the **Game Option Screen**, you can choose to race in either **Quick Race Mode** or **Challenge Mode**.

Quick Race Mode:

In **Quick Race Mode** you can race on any track in any order.

Challenge Mode:

In **Challenge Mode**, you must compete on each track in a specific order.

- Press **RIGHT** or **LEFT** on the **Control Pad** to highlight either Option.
- Press the **A Button** to select the desired Option.



GAME OPTION SCREEN

TRACK SELECTION

On the *Track Selection Screen*, you can choose which off-road course to compete on.

- Press **RIGHT** or **LEFT** on the **Control Pad** to cycle through the course list.
- Press the **A Button** to select the desired course.
- Press the **B Button** to return to the *Game Option Screen*.



TRACK SELECTION SCREEN



CONTROLS

USE THE FOLLOWING

L Button

Causes the camera to pan to the left

Control Pad

LEFT: Steer your ATV towards the left

RIGHT: Steer your ATV towards the right

UP: Accelerates your ATV

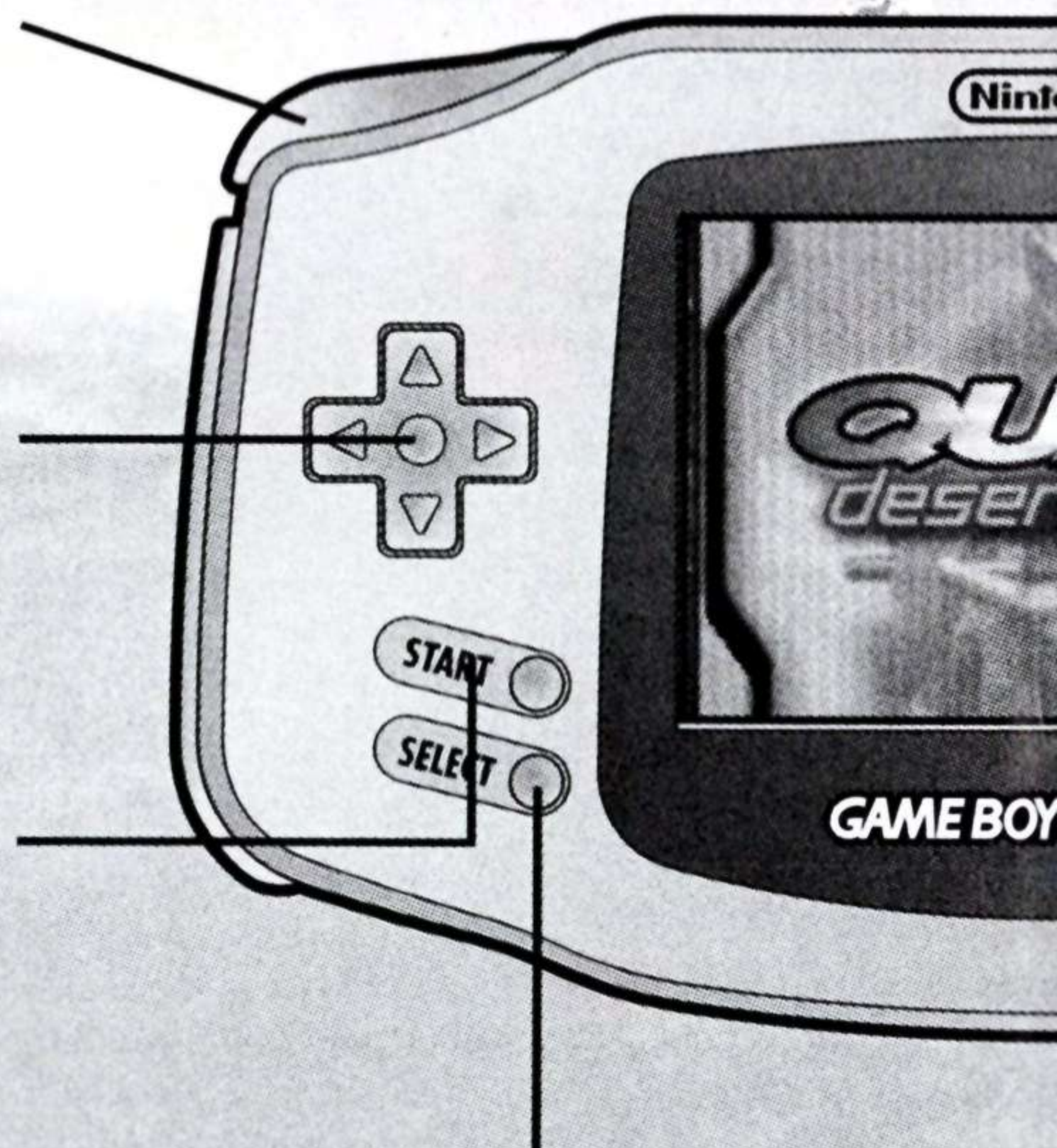
DOWN: Moves your ATV in reverse

START

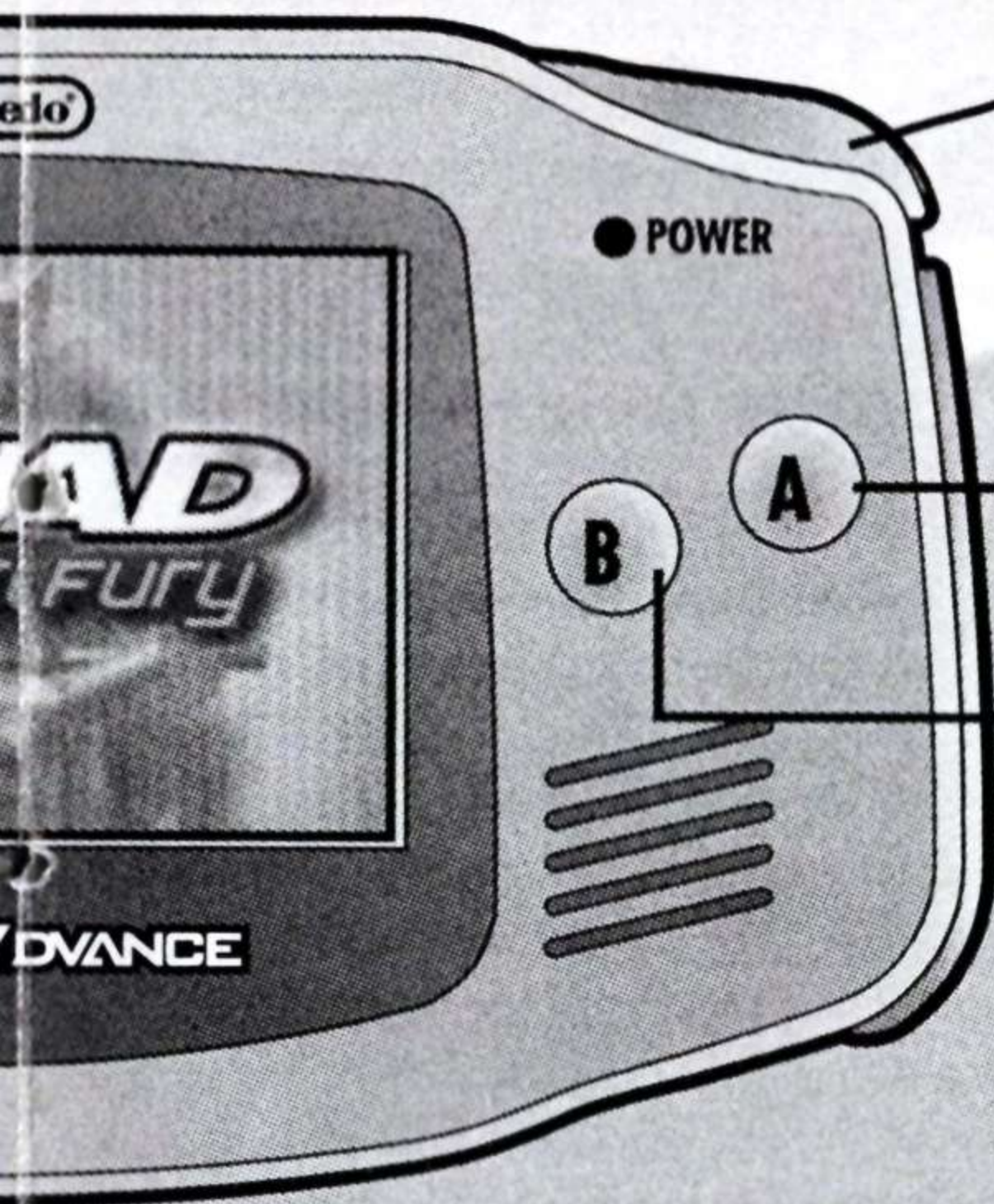
Pressing **Start** pauses the game and displays the **Pause Menu**. Select "**Continue**" to return to the game, "**Music on/off**" to toggle the background music on or off, or "**Quit**" to exit the current race and return to the **Title Screen**.

SELECT

Toggles the camera position between a close and far view



TO CONTROL YOUR ATV:



R Button

Causes the camera to pan to the right

A Button

Accelerates the ATV

B Button

Engages the brake



THE STARTING LINE

When the **Racing Screen** appears, all racers will be positioned at the starting line. Your ATV will appear just below the countdown timer. When the timer reaches zero, the race will begin.

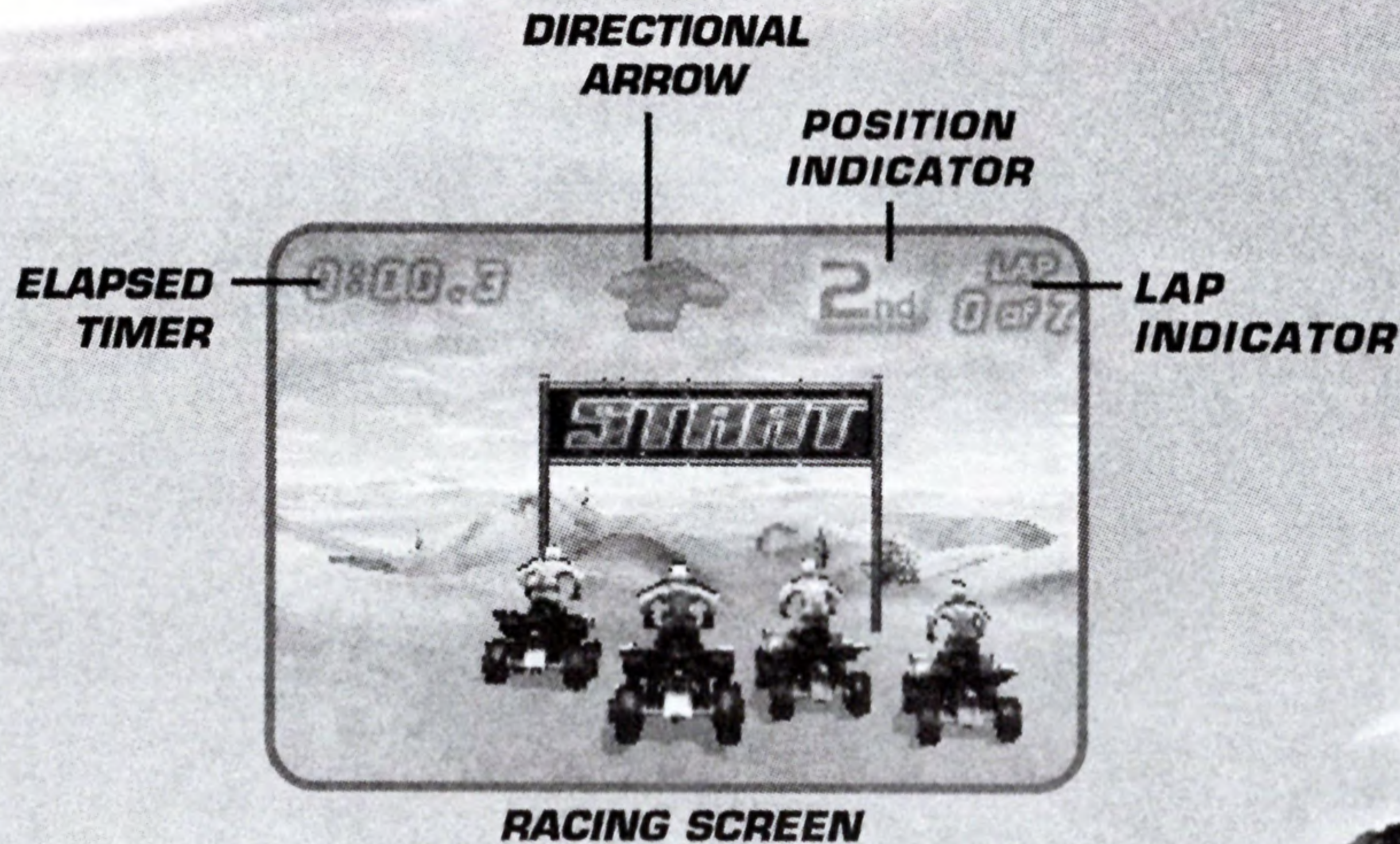
In order to successfully complete a race, you must drive through every checkpoint in order, while avoiding obstacles and others racers.

✕ The following information is displayed on the screen:

- **Elapsed Timer:** this number indicates the amount of time you have been racing on the current course.
- **Directional Arrow:** indicates the direction you must drive to get to the next checkpoint.
- **Position Indicator:** displays your position in the race. This number will change as your position in the race changes.
- **Lap Indicator:** indicates the current lap, as well as the number of laps in the current race.



While racing, avoid obstacles such as bushes, water, and cacti, as well as other ATVs. Bumping into these will cost you precious time, or maybe even the race itself! Also, avoid **Land Mines**, as these will cause you to lose the most amount of time.



THE FINISH LINE

In **Challenge Mode**, at the successful completion of a race, your racing elapsed time will be displayed. If you came in first place, you will move on to the next track. If you did not place first, you will have two more chances to compete on the same track.



TRACK ITEMS

While racing, you will find various objects scattered on the track to either help or hinder your progress. These include:

Gas Can



Colliding with this object will cause your ATV to have a burst of speed for a few moments.

Land Mine



Avoid this half-buried unexploded bomb at all costs. Colliding with it will cause you to lose valuable time.



GAME PLAY TIPS

- Follow the green arrow to locate checkpoints
- Don't stay on the track, go off-roading to reach checkpoints
- Use nitro pick-ups to stay ahead of the competition
- Avoid land mines and obstacles
- Hold back on the directional pad to perform jumps over hills



1-900-773-TECH

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NOTES

Handwriting practice lines consisting of ten sets of horizontal dashed lines.



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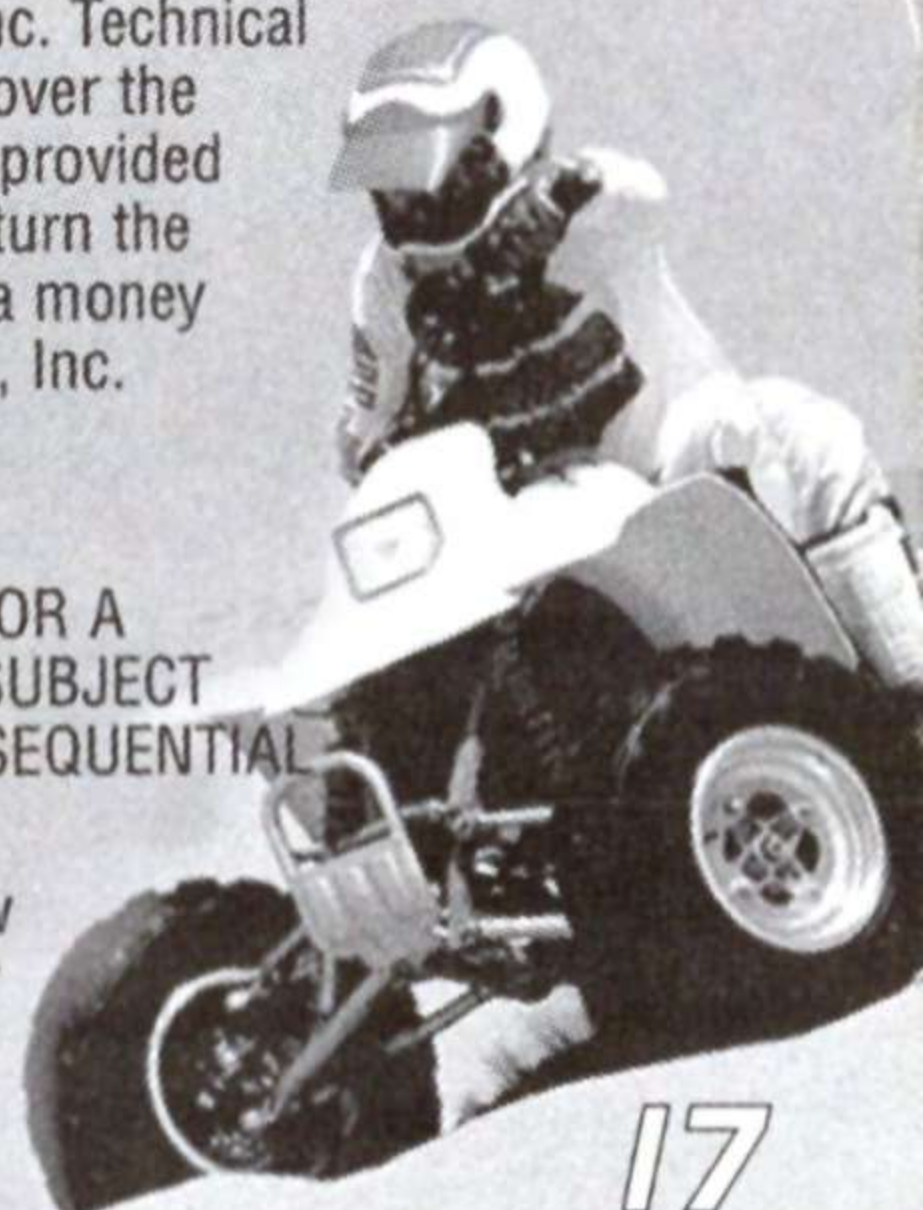
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is back and it's up
to you to stop them!*

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