IRIDION II™



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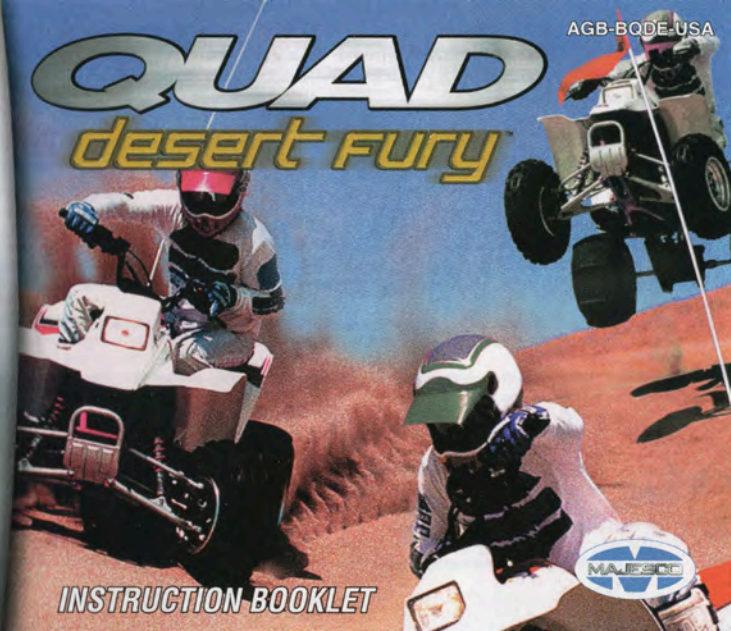
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GAME BOY ADVANCE

AGB-BQDE-USA

QUAD desert fury



INSTRUCTION BOOKLET

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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 TO CONTROL YOUR ATV:

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

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.



RACING SCREEN



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





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