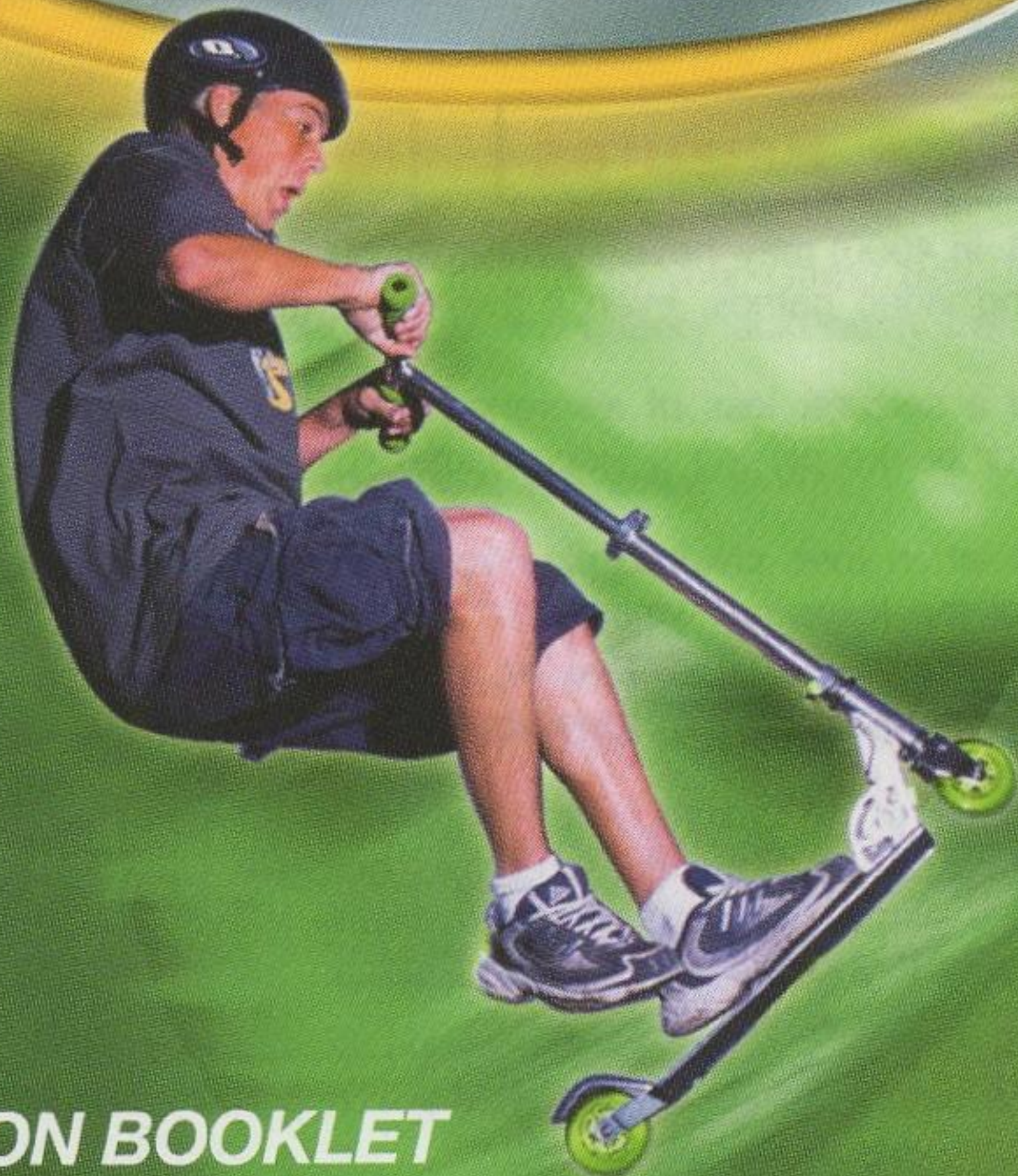GAME BOY ADVANCE

Razor
FREESTYLE SCOOTER

INSTRUCTION BOOKLET

CRAVE
ENTERTAINMENT

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	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**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.
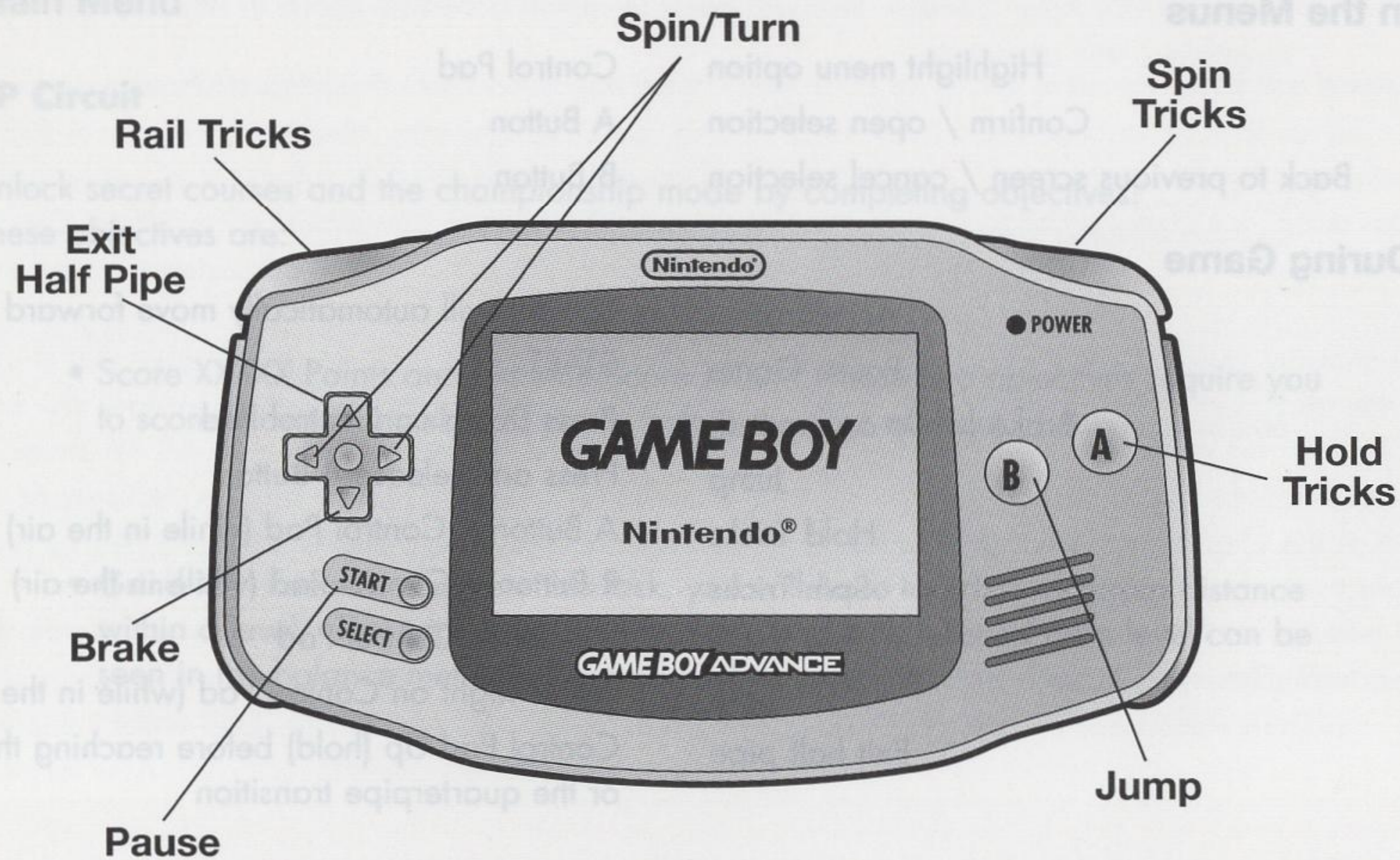- Do not dispose of batteries in a fire.

Contents

Precautions

- Always turn the power off before inserting or removing Game Pak from Game Boy® Advance.

- 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 and stretch after playing for long periods of time.

What Kind of Game Boy Do You Have?

This Game Pak will only work on a Game Boy® Advance and NOT on the Game Boy®, Game Boy® Pocket, or Game Boy® Color.

Controls

Spin/Turn

Rail Tricks

Exit
Half Pipe

Spin
Tricks

Hold
Tricks

Brake

Pause

Jump

In the Menus

Highlight menu option	Control Pad
Confirm / open selection	A Button
Back to previous screen / cancel selection	B Button

During Game

Acceleration	Scooter will automatically move forward
Pause Game	START
Brake (while on ground)	Press Down on Control Pad
Jump	Press and release B Button
Hold Tricks	A Button + Control Pad (while in the air)
Spin Tricks	R Button + Control Pad (while in the air)
Rail Tricks	L Button + Control Pad
Spin	Left or Right on Control Pad (while in the air)
Exit half pipe	Control Pad Up (hold) before reaching the lip or the quarterpipe transition

NOTE: See a quick reference of the tricks during the game by pressing START, and selecting TRICK LIST by pressing the A Button.

Main Menu

1P Circuit

Unlock secret courses and the championship mode by completing objectives. These objectives are:

- Score XXXXX Points and Extreme Score XXXXX: These two objectives require you to score a certain number of points before the time runs out.

- Grind XXX Feet: To complete this task, you will have to grind a certain distance within a level. The total number of feet that you have ground on a level can be seen in the balance meter that appears when grinding.

- Land a XXXX Point Combo: You will need to match a certain score in one combo to achieve this objective.

- Earn XXX Bonus Seconds: You will need to fill up the bonus time bar a certain amount of times within a round to complete this task.

- Get XX Wheels: Each level has a certain number of wheels placed within it and you will need to collect them all within a round to complete this task.

All of the challenges are available each time you go into a level. You do not need to select which task you want to do before starting. When you start a run, you will be given 2 minutes on the clock. At the end of your run, you will be awarded with a password that will allow you to save your progress.

Championship

This game mode is only unlocked once you have completed all of the tasks on all of the levels in circuit mode. In this mode, you will be competing in a series of competitions against seven opponents. Your goal is to finish the championship in 1st place. The championship takes you through each of the levels with the objective being to score the most points possible. Each run will last 2 minutes.

Points are awarded according to the score you attain compared to the score of your opponents. You will receive 15 points for 1st place, 12 points for 2nd, 10 points for 3rd, 8 points for 4th, 6 points for 5th, 4 points for 6th, 2 points for 7th, and 1 point for 8th. After each run, you will be shown the position you placed for that run and then the current league table, which shows your overall standing in the championship.

1P Practice

This mode allows you to play on each level of the unlocked levels without the constraints of tasks or a time limit. It's the perfect place to brush up your skills and try out different tricks without worrying about running out of time.

Multiplayer

After linking up with two to four of your friends, you will be able to play a multiplayer game. In multiplayer mode, there are several different games that you can play:

- *Points Battle*: You and your friends go head to head to see who can score the most points. The player with the most points when time runs out is the winner.

- *Spell Scooter*: Each player must search the level and find the letter necessary to spell "SCOOTER". Once the player has collected the S, a C will generate and so on and so on. The goal is to be the first person to spell "SCOOTER".

- *Grind Challenge*: In this game, there is a time limit set and all of the players will have to try and grind as far as possible in the time limit. The player that grinds the furthest in the time limit wins.

- *It*: Randomly, before the game begins, one player will be assigned as "IT". The game then lasts for two minutes. Other players can take "IT" away by running into the player who has "IT". When the two minutes are up, whoever has "IT" is the winner.

Password

In this screen, you will be able to enter the passwords that you've been awarded from different modes to restore your progress.

Options

This screen allows you to set the following options:

- Music On / Off

- Sound FX On / Off

Credits

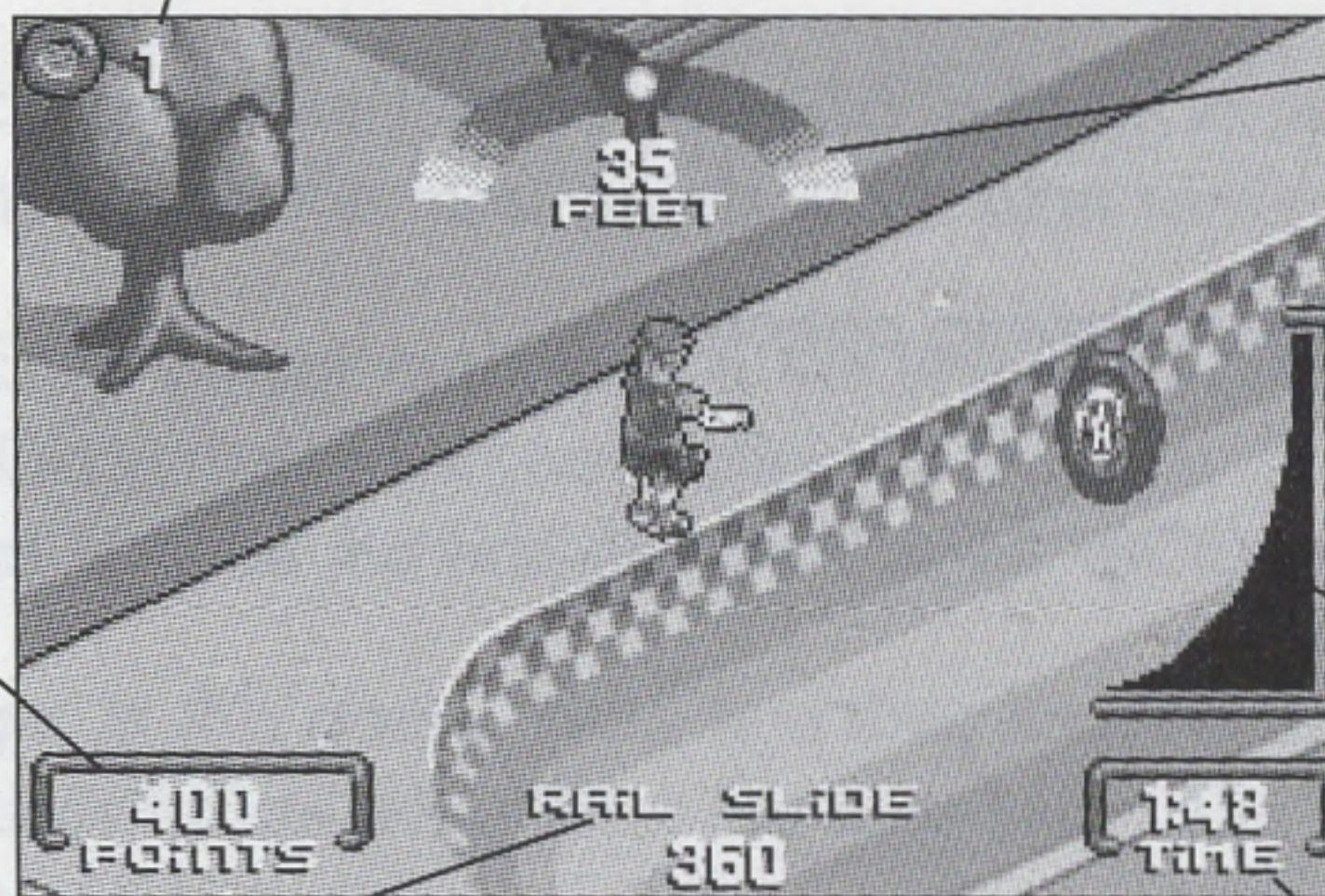Select this from the main menu to view the game's credits.

The Game Screen

Wheel Count
How many wheels the player has collected.

Total Points
Total score for the current run.

Balance Meter
Keep the mark in the center of the balance meter. Also tracks number of feet ground.

Bonus Time Bar
Fill it up to receive 10 bonus seconds.

Trick Peformed
Displays the name of the last trick performed.

Trick Points
Displays the number of points received for the tricks. Tricks are multiplied by performing extra spins and combo-ing tricks together.

Timer
Displays the amount of time remaining.

The Pause Screen

When the game is paused, the player will be presented with a menu with six options:

- Continue: This will resume the game.

- Trick List: This will show the player a list of all the tricks in the game and how to perform them.

- View Goals: This will show the player the tasks for the current level and which ones (if any) have been completed.
(This option is not available in 1 Player Practice Mode)

- Restart Level: This will restart the current level.

- End Run: This will take the player to the results screen.
(This option is not available in 1 Player Practice Mode)

- Quit Game: Quits the player out to the title screen.

The Trick List

The Trick List shows all the moves a rider is able to perform during gameplay.
To see the Trick List during gameplay:

1. Press START, highlight TRICK LIST and press the A Button to open the list.
2. Press left or right on the Control Pad to select a trick category.

Results Screen

When the timer runs down and you complete a run, or if END RUN is selected from the Pause Menu, the results screen will appear. The results screen will display the following information:

- Total Points: Total points earned in the current run.
- Wheel Found: Total wheels found in current run.
- Grind Distance: Total grind distance in run.

- Time Bonus: Total bonus seconds earned by filling time bar.
- Best Combo: Highest point combo performed.
- Crash Count: Number of bails during run.
- Tricks Landed: Total number of individual tricks successfully landed.
- Combos Landed: Total number of combos successfully landed.

The End Level Summary Screen

After each run, the End Level Summary screen appears to give you a rundown on your progress. This screen displays the list of all the objectives for the level and whether or not they have been completed. In addition, it contains the following menu options:

- New Level
- Retry
- Quit

airGO

Razor
www.razorusa.com

Music Credits

EX NUMBER FIVE

Luke Bodenstein, Alf Bartone, Timothy Cuccolo, John Stanley and John Kohler

"Just Sit Back and Relax"
Performed by: Ex Number Five
Written by: Luke Bodenstein, Alf Bartone,
Timothy Cuccolo, John Stanley and John Kohler.
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"Not Go"
Performed by: Ex Number Five
Written by: Luke Bodenstein, Alf Bartone,
Timothy Cuccolo, John Stanley and John Kohler.
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www.exnumberfive.com

www.mp3.com/exnumberfive
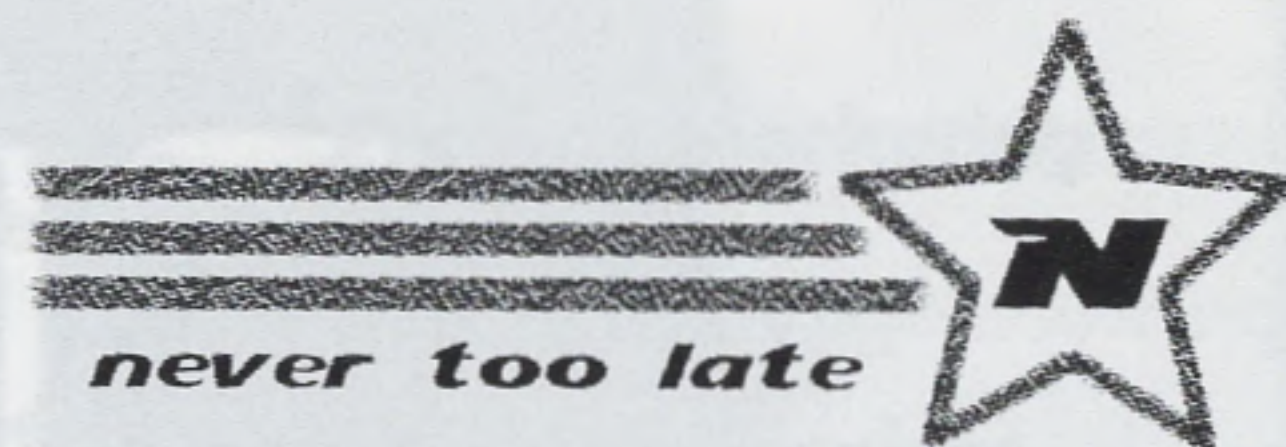
never too late

Gary Late, Nick2Late, Rob Calabrese, Steve Rausche

"A Story About Us"
Performed by: Never Too Late
Written by: Gary Huber
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"I'm Not Giving Up On This One"
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SLOPPY MEAT EATERS

Josh Chambers, Kevin Highfield, John Elwell

"Outta Control"
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Orange Peel Records, Inc. (www.orangepeel.com)
Written and Composed by: Josh Chambers
Published by: Floor Puppet Publishing (ASCAP)
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"Brand New Kind Of"
Performed by: Sloppy Meat Eaters
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Written and Composed by: Josh Chambers
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THREEFOOT

Eric Lukasik, William Castro, Dan Shore, Cody Lainge

"Betray"
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