

GAME BOY ADVANCE

AGB-BMTE-USA

MONSTER TRUCK

MADNESS

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.



EVERYONE

Visit www.esrb.org or call
1-800-771-3772 for Rating Information

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.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

© 1998 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft Game Studios logo, and Monster Truck Madness are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license. All other trademarks are property of their respective owners. Exclusively licensed by THQ Inc. Developed by Tantalus Interactive Pty. Ltd. Tantalus and its logo are trademarks and/or registered trademarks of Tantalus Interactive Ltd. Gax Sound Engine Licensed by Shin'en. THQ and its logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

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

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

MONSTER TRUCK MADNESS

TABLE OF CONTENTS

Getting Started	4	The Racetracks	10
Controls	5	Pickups	12
Gameplay Screen	6	Destruction Meter	14
Player Selection Screen	7	Options	15
Main Menu	8	Credits	16
Game Modes	9	Warranty	20



GAMEPLAY SCREEN



PLAYER SELECTION SCREEN

From the Title Screen, press START to bring up the player selection menu. There you can select from one of the three player profiles. Use the Control Pad to change your selection and press the A Button to advance, and then select Load to advance to the Main Menu.

New Player

The first time you play *MONSTER TRUCK MADNESS*®, you will need to create a Player Profile. All profiles will be listed as *NEW GAME*. Pick one of these profiles and enter your player name. Move the cursor Up, Down, Left, and Right to change the character and press the A Button to select it. When complete, select *END* to set your Player Profile name.



MAIN MENU

After you have loaded your Player Profile, you can now get behind the wheel of a Monster Truck.

Select a racing mode from the Main Menu to jump into action.



> DRIVING TIP:

Your progress is automatically saved as you complete each race.

GAME MODES

- Instant Action** Want to get into a race right away? Instant Action is the place to be. A random track and a random Monster Truck are automatically selected for you.
- Race** Select your truck and track and work your way through 30 tracks across 3 difficulty levels each. That's a lot of racing!
- Time Attack** Race against your best times. Can you set a new track record?
- Options** See page 15 for an explanation of the Options Menu.

> DRIVING TIP:

Finish in 1st place to place in Race mode to open up new trucks and new tracks.

THE RACETRACKS

There are 3 different types of tracks in *Monster Truck Madness*®: Circuit Tracks, Rally Tracks, and Monster X Tracks.

Circuit Tracks: These 3-lap races can be found on the Raceway, Lost City, Sandy Bay, Docklands, and Downtown racetracks.



Rally Tracks: Be prepared for changing terrain and conditions when competing in these 1-lap races on the Mesa Valley, Panorama, and Off Piste rally tracks.

THE RACETRACKS

Monster X: Complete the grueling course and be the first to cross the finish line in this 3-lap race at the Dirt Bowl or Junkyard track.



> DRIVING TIP:

Want to tear it up from the get go? If you can press the A Button exactly when the "1" is first displayed at the start of the race, you will get a speed boost.

PICKUPS

To increase the mayhem, there are power-ups strewn across the tracks. As you drive along, look for the color-coded icons that represent these powerful pickups.



Nitro: Need a boost of speed? The Nitro pickup will give you a temporary burst of speed beyond the normal top speed of your vehicle.



Repulsion Magnet: This pickup will cause opponent vehicles to be repelled from your vehicle.



Shrink Ray: Shrink your competitors. With their size and top speed lowered, collisions will have far less of an impact.



Bomb: This pickup will momentarily disrupt all other vehicles.

PICKUPS



Glue: Having trouble hanging onto the track in the turns? With the Glue pickup, your Monster Truck will stick to the track so that it does not get air over the jumps.



Super Suspension: Need a little more bounce? Go for the Super Suspension pickup. When you come back to the ground after getting some air, you will get extra bounce and fly ahead.



Super Tires: This pickup will give your vehicle optimum traction, no matter what terrain you find yourself on. The Super Tires pickup will primarily be placed just before a corner that may be cut by travelling over slippery or dangerous terrain.

> DRIVING TIP:

Press SELECT to change the view as you race along the tracks.

DESTRUCTION METER

What's the point of having a big Monster Truck if you can't run through and over different objects on the track? As you destroy objects, your Destruction Meter will begin to fill up. When the meter is full, it will turn into the word "RAMPAGE". While it's flashing, your Monster Truck will experience all of the following benefits:

- All terrain will be treated as optimum driving surfaces.
- Collisions with destructible objects and other vehicles will not slow down or damage your vehicle, but will cause the other vehicle to slow considerably.
- Your truck will have an extra boost of speed.
 - The Glue power-up will come into effect.

You can refill the Destruction Meter several times during the race. Just keep running over stuff to keep the bonuses coming.



OPTIONS

Records View your best times from the Time Attack mode. Use the Control Pad to view each of the track's best times on the Rookie, Intermediate, and Professional difficulty level. Press the B Button to go back to the Options Menu.

Settings From the Settings Menu, you can customize the audio portions of the game - turn the Sound FX, Music, and Commentary On or Off. Press the Control Pad RIGHT to turn the option ON, press the Control Pad LEFT to turn the option OFF. Press the A Button to accept your changes and go back to the Options Menu. Press the B Button to ignore your changes and go back to the Options Menu.

Credits Review the names of the people that have worked on the game.



CREDITS

SENIOR TESTER

Ryan Winterholler

QUALITY ASSURANCE TESTERS

Shawn Murakami

Ryan Rothenberger

J.P. Prepuk

1ST PARTY SUBMISSION SPECIALIST

Evan Icenbice

1ST PARTY TESTER

Joe Lerman

QUALITY ASSURANCE TECHNICIAN

Mario Walbel

QA DATABASE ADMINISTRATOR

Jason Roberts

QUALITY ASSURANCE MANAGER

Monica Vallejo

DIRECTOR OF QUALITY ASSURANCE

Jeremy S. Barnes

SENIOR VICE PRESIDENT - WORLDWIDE MARKETING

Peter Dille

GROUP MARKETING MANAGER

Alison Quirion

ASSOCIATE PRODUCT MARKETING MANAGER

Heather Hall

MARKETING COORDINATOR

Damian Garcia

CREDITS

DIRECTOR OF CREATIVE SERVICES

Howard Liebeskind

SENIOR MANAGER, CREATIVE SERVICES

Kathy Helgason

ASSOCIATE CREATIVE SERVICES MANAGER

Andrea Hendrick

INSTRUCTION MANUAL WRITTEN BY

Keith Kolmos

PACKAGING AND MANUAL DESIGN

Price Design Team

SPECIAL THANKS

Brian Farrell

Leslie Brown

Alison Locke

Brandy A. Carrillo

Germaine Giola

Sandy Ting

Microsoft

BUSINESS DEVELOPMENT MANAGER

Melethia Campbell

LICENSING MANAGER

Kathy Kim

PRODUCT PLANNER

Alfred Tan

PROGRAM MANAGER

John Eberhardt

PRODUCT MANAGER

Scott Lee

THQ LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **32337**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270, Calabasas Hills, CA 91301

THQ LIMITED WARRANTY

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.



Munch, the Gabbit with Odditude,
and his side-kick Abe are leading an
off-beat revolution to save the world!

Play cooperatively as
Munch and Abe

Control enemies through
the power of chant

Get extra boosts with
power-ups like Espresso

GAME BOY ADVANCE

RATING PENDING

RP

CONTENT RATED BY
ESRB

Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

THQ INC., 27001 Agoura Rd., Suite 270, Calabasas Hills, CA 91301

© 2001 Oddworld Inhabitants, Inc. All rights reserved. Oddworld: Munch's Oddysee and the Oddworld logo are either registered trademarks or a trademark of Oddworld Inhabitants, Inc. in the United States and other countries. Infogrames and the Infogrames logo are trademarks of Infogrames Inc. and its affiliates.

© 2001 Microsoft Corporation. All rights reserved. Microsoft and the Microsoft Game Studios logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license. Exclusively licensed to THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.



Microsoft
game studios



THQ

www.thq.com

PRINTED IN JAPAN

Woman & Law