

GAME BOY ADVANCE

AGB-AZFE-USA



NEED FOR SPEED
PORSCHE UNLEASHED

INSTRUCTION BOOKLET

<http://www.replacementdocs.com>



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 blackouts 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.

ELECTRONIC ARTS™

PORSCHE®

LICENSED BY



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



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.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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

CONTENTS

<i>PORSCHE® HISTORY</i>	4
<i>THE CARS</i>	4
<i>GETTING STARTED</i>	6
<i>USING THE MENU SYSTEM</i>	7
<i>SINGLE PLAYER > QUICK RACE MODE</i>	8
<i>SETTING UP A NEW PLAYER</i>	9
<i>DRIVING CONTROLS</i>	10
<i>CHANGING VIEWS</i>	11
<i>ON SCREEN INDICATORS</i>	11
<i>EVOLUTION MODE</i>	12
<i>EVOLUTION MODE: LOADING A GAME</i>	12
<i>MULTI-PLAYER MODE</i>	13
<i>CREDITS</i>	14

PORSCHE® HISTORY

Ferdinand Porsche set out to design cars back in 1931. It wasn't until 1948 that the first car bearing his name was put into production. This was the Porsche® 356.

Over the years, Porsche® evolved their 356. Eventually, the 911 series was created, with its instantly recognizable shape. Renowned for their performance, Porsches® were the only 'super car' that was just as happy making the day-to-day trip to work than it was on the racetrack.

Need For Speed™: Porsche® Unleashed draws from this history of groundbreaking cars, allowing you to choose and customize 25 different vehicles from within Porsche's® 50-year history.

Unleash the power of the Porsche®!

THE CARS

Need For Speed: Porsche® Unleashed gives you the opportunity to drive virtually any car from Porsche's® 50 year history, from a classic '50s 356 right up to the modern day GT1 race car. The handling and performance of each vehicle differs with the era, engine power, tires and suspension.

CLASSIC	YEAR	MODEL
Class 3	1950	356 Cabriolet
	1954	356 Coupe
Class 2	1960	356 B 1600 Cabriolet
	1964	356 B 2000 GS Carrera 2
Class 1	1967	911 S Coupe
	1967	911 S Targa
Race Class	1956	550 A Spyder

GOLDEN ERA	YEAR	MODEL
Class 3	1970	914
	1982	944 Coupe
Class 2	1980	928 S
Class 1	1987	911 (930) Turbo Targa
	1987	959
	1978	911 (930) Turbo
Race Class	1978	935 "Moby Dick"

MODERN ERA	YEAR	MODEL
Class 3	1997	Boxster
	1989	944 S2 Cabriolet
	2000	Boxster S
Class 2	1995	911 (993) Carrera 4 Coupe
	1990	911 (964) Carrera 2
	1994	911 (993) Carrera Cabriolet
	1992	928 GTS
	1998	911 (996) Carrera Coupe
	1995	911 (993) Turbo
Class 1	2000	911 (996) Turbo
Race Class	1998	911 (996) GT1

GETTING STARTED

First, make sure the POWER switch is OFF. Insert the Need for Speed™: Porsche® Unleashed Game Pak into the Game Boy® Advance or Game Boy® Advance SP. If you are unsure how to do this, please consult your Game Boy® Advance or Game Boy® Advance SP User Manual. With the Game Pak firmly in place, switch on the Game Boy® Advance.

USING THE MENU SYSTEM

The menu system can be navigated using the Control Pad, along with the A and B Buttons. The options are displayed sequentially down the screen. The currently selected option will be highlighted GREEN. Unselected options will be RED.



Use the following buttons to navigate the menus:

- | | |
|--|----------------------------|
| Control Pad Up | Select option above |
| Control Pad Down | Select option below |
| Control Pad Left/
Control Pad Right | Change / Toggle Option |
| A Button | Select Option |
| B Button | Go back to previous option |

SINGLE PLAYER > QUICK RACE MODE

This arcade mode is for anyone who wants to get into the action quickly. Use any of the unlocked cars to race competitors around any of the tracks.

Note: Only 4 cars initially available. Additional cars can be unlocked by winning tournaments in Evolution mode.

There are 3 Quick Race Modes. These are:

- Quick Race - A race from start to finish along any track.
- Quick Knockout - Multiple laps around a circuit track.
- Knockout - Multiple Races across all tracks. This mode enables you to create your own Knockout tournaments. You can select which tracks you want to race on, along with the weather conditions and other settings.

SETTING UP A NEW PLAYER

Before you begin, you can personalize the game by entering your own name. You may also choose from a selection of driver images.

Use the Control Pad to move the selector box around the letter

selection area. Pressing the A Button will select a letter. If you make a mistake, select the 'Del' button from the selection area. Alternatively, pressing the B Button will delete the letters.

Your driver image can be selected by moving the selector cursor directly beneath the driver image, then pressing Control Pad Up. This will activate the picture selector. Pressing Control Pad Left and Right will enable you to scroll through the different driver images. When you are happy with your driver image, press Control Pad Down to return to letter entry.

When you have finished entering your details, select the 'End' option.



DRIVING CONTROLS



SELECT

Pressing SELECT during the game will change the camera view. There are two different views:

- 1st Person In-Car view
- 3rd Person External View

START

Pressing START during the game will pause the action. You will then be able to select from the following options:

- Resume Game
- Quit Game

Use the Control Pad to select your option, and then press the A Button to confirm it.

CHANGING VIEWS

When playing the game in 1st person mode (with the dashboard in view), the following keys may be used to change views:

L Button	Look Left (in car only)
R Button	Look Right (in car only)
L & R Button	Look Behind (in car only)

ON SCREEN INDICATORS

During the game, the following information is present on the screen:

- **Corner Indicator:** A large colored arrow will flash at the top of the screen, indicating the direction and severity of the corner you are approaching.
- **Wrong Way Indicator:** This icon appears in place of the corner indicator when you are heading in the wrong direction on the track.
- **Time:** This is the current race time.
- **Position:** This shows your race position in relation to the opponent cars.
- **Lap:** This shows your lap number. This is only shown on the Monaco circuit.
- **Speedometer & Rev Counter:** This shows your current speed, gear and engine RPM.



EVOLUTION MODE

This is a career mode in which you will take part in a series of races or tournaments. Successfully winning a race will unlock the model required to compete in the next event. Starting with the Classic 356s, you will work your way through Golden and Modern era cars to the 2000 edition GT1.

The cars unlocked in Evolution mode will be available to drive in all the other game modes.

EVOLUTION MODE : LOADING A GAME

Need for Speed™: Porsche® Unleashed uses an EPROM backup. This means that the cartridge stores your details and status automatically at the

end of each tournament. When Evolution mode is selected, you have the option of loading a previously saved game from any of the four available memory slots.

MULTI-PLAYER MODE

Multi-Player mode will allow you to race against any friend who owns their own copy of Need For Speed™: Porsche® Unleashed. You can race any of your unlocked cars against your friend-the player with the fastest car having the advantage.

To use multiplayer mode, the Game Boy® Advance systems must first be connected using a Game Boy® Advance Link® cable. Once this is done, select the Multi-Player option from the Main Menu on both Game Boy® Advance systems.

Multi-Player mode is available for 2-4 players.

Developed by **POCKETEERS.COM**

Production: Matthew Hopwood
Dave Garrison

Programming: Matthew Hopwood
Adrian Brown
Al Dukes

Artwork: Dave Garrison
Jamie Woodhead
Alex Gingell
Dan Haigh

Pocketeers QA: Matthew Hopwood Jr.
Brian Hopwood
Doug Holmes

Music and Effects: ConsoleAudio.com
Alistair Brimble

Sound Driver +
Multi-Player: Paul Carter

Thanks to: All the guys at N-Philes
Ronald "Antmaster"
Dubyak
Della-Marie Brighton
Marie Elliott
Jean Hopwood
Jack Daniels

Studio Producer:
Donald Tao

Studio QA:
Juan "Solo" Gutierrez
Amy Gibbons
Jarrett Kaufman

Thanks to:
Eberjan Purugganan
Beth Garbarini

Distributed by **DESTINATION SOFTWARE INC**

DSI Games/Destination Software Inc. is an
authorized Electronic Arts Distributor.

ELECTRONIC ARTS™

© 2003 Electronic Arts Inc. Electronic Arts and Need for Speed are trademarks or registered trademarks of Electronic Arts Inc. All rights reserved. Licensed from Dr. Ing. h.c. F. Porsche AG under certain patents.

PORSCHE®
POCKETEERS

**DESTINATION
SOFTWARE, INC.**



DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.DSIGames.com

DESTINATION SOFTWARE, INC. Consumer Service Dept. (888) 654-4447
400 North Church St., Moorestown, NJ 08057

NOTES

Author: **Matthew Hayward**
Date: **1/1/00**

Project: **...**

Abstract: **...**

Introduction: **...**

Methodology: **...**

Results: **...**

Discussion: **...**

Conclusion: **...**

References: **...**

Appendix: **...**

ELECTRONIC ARTS

PROJECT-45

...

NOTES

[Faint, illegible text on the right page]

DSI Games/Destination Software Inc. is an authorized Electronic Arts distributor.

Distributed by Destination Software, Inc.
400 North Church Street, Moorestown, NJ 08057
1-888-654-4447
www.DSIGames.com

PRINTED IN USA