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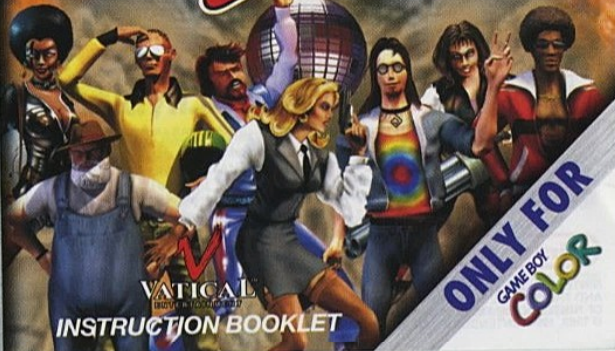
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Nintendo

GAME BOY COLOR

**VIGILANTE
8**

CGE8-VWB0USA



VATICAL
ENTERTAINMENT
INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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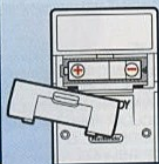
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TABLE OF CONTENTS

Game Controls.....	2	Rules of Engagement	10
Main Menu	3	Back Story	11
Options/The Game	5	Characters, Vehicles & Special Weapons	13
Dash Board/HUD	6	Credits	19
Standard Weapons	7	Software License Agreement ..	20
Power Ups	9		



**GAME BOY
RUMBLE PAK**

Game Boy® Rumble Pak® Function

This Game Pak has a built-in rumble feature that allows you to experience real-time feedback when used with any Game Boy system.

Before using the Game Boy Rumble Pak, install the battery as follows:

Note: The game play features of this Game Pak will operate when loaded into any Game Boy system, but the rumble vibrations will only be felt when the battery has been installed.

Caution: Make sure to remove the Game Boy Rumble Pak from the Game Boy system when inserting or removing the battery.

1. Remove the battery cover and insert one AAA battery as shown. Make sure to use only fresh alkaline batteries. Do not use nickel-cadmium batteries (rechargeable type).
2. Replace the battery cover. Load the Game Boy Rumble Pak into any Game Boy system then turn the Game Boy system power on.

1

GAME CONTROLS

Control Pad Left/Right	Steering
A Button	Accelerate
B Button	Fire
SELECT (config 1)	Weapon select
Control Pad Up + SELECT (config 1)	Lock Target
Control Pad Up (config 2)	Weapon select
SELECT (config 2)	Lock Target
Control Pad Down	Brake
Control Pad Down + A Button	Reverse
SELECT + A and B Buttons	Switch focus between vehicles
START	Pause

2

MAIN MENU - GAME MODES

ROAD TRIP

In Road Trip mode you take a tour across the Southwest as either a Vigilante or a Coyote fighting the competition all the way. The arenas and enemy vehicles are automatically chosen and the number of opponents will increase with each successive arena. There are four stops on the tour.

ARCADE

Arcade mode allows you to select an arena, character, and opponents to play against. Up to three opponents can be chosen along with the number of times each can regenerate. The game is won by destroying all opposing vehicles.

SURVIVAL

In Survival mode you choose an arena and a vehicle. The object of Survival mode is to see how many enemies you can destroy before being eliminated. You will face an unlimited wave of enemies with a maximum of three enemies at once. Each new wave introduces another enemy to be defeated. Play begins against one enemy.

PROGRESSIVE

Progressive mode is identical to Survival mode except that after each wave a new arena is selected.

TIMED ATTACK

Timed Attack mode is the same as Arcade mode except a fixed amount of time to play is chosen. The object is to survive the time limit while destroying as many enemies as possible.

MAIN MENU - TWO PLAYER MODES (LINK CABLE REQUIRED)

COOPERATIVE

Cooperative mode allows two players to team up against a group of computer opponents in any of the five game modes. The game is over when both players are defeated. If either player survives then both players are winners. If one player loses his lives in cooperative mode, he must wait for the other player to lose her lives before the game is over.



ONE-ON-ONE

In One-On-One mode you are able to pick any of the single player modes and fight against not only the computer controlled vehicles but the human player as well. It is an all out free-for-all brawl.

OPTIONS

DIFFICULTY

Easy Mode • Medium Mode • Hard Mode

LIVES

1-9: Number of player's lives during a game.

RUMBLE

Toggles rumble on and off.

SOUND

Toggles sound on and off.

NEXT WEAPON

Toggles which key (Select or Control Pad Up) is used for switching between weapons.

THE GAME

The basic goal of the game is to eliminate as many enemies as possible by any means possible. Each car and arena has unique features that make driving exciting and challenging. Explore the arenas to look for weapons and power-ups that will add more firepower to your arsenal. Use your radar to scope out enemies. Keep your eyes open for special weapons.

5

DASHBOARD

RADAR

RED = Enemy

YELLOW = Targeted Enemy

WEAPON SELECTED

LOCK INDICATOR
Indicates vehicle target lock



PLAYER HEALTH

NUMBER OF WEAPONS ON YOUR VEHICLE

REMAINING AMMO (for selected weapon)

TARGETED ENEMY

ENEMY'S HEALTH

6

HUD

The closest enemy is automatically targeted. All tracking weapons will follow after this target. Automatic targeting can be overridden with the **Lock Target** control mechanism.

Lock Target can then be turned off to engage automatic targeting. The current target is yellow.

ENEMY
INDICATOR



STANDARD WEAPONS



MOSQUITO MACHINE GUN

The Mosquito is made in Tijuana, Mexico. It is equally popular with both Coyotes and Vigilantes for its cheap price and unlimited ammo! Standard equipment on all cars.



INTERCEPTOR MISSILES

Homing missile developed at Site-4. This experimental weapon uses a combination of optical and heat-seeking tracking systems. While quite agile, its tracking accuracy is dependent upon target size.



BULL'S EYE ROCKETS

This "homemade" rocket is quite powerful, but has limited range and no tracking ability.



7

STANDARD WEAPONS (CONTINUED)



SKY HAMMER MORTAR

This fire-and-forget weapon was extremely hush-hush, until Sid broke into Site-4 and stole it. Adapted from a recovered UFO, the Sky Hammer fires an explosive charge of semi-intelligent alien matter. The blob is initially fired up to 200 feet into the air, then proceeds to fall down under gravity, tracking its target. While not extremely agile, it is able to adjust the trajectory by altering its organic shape in flight.



BRUISER CANNON

As the world's smallest artillery cannon, the Bruiser packs quite a punch. Unfortunately, its 360 auto-tracking turret is rather slow, thus not very effective while on the move.



8

POWER UPS



GREEN CRATE

Contains a Special Weapon



BROWN CRATE

Surprise: May contain any standard weapon or a Special Weapon



SHIELD (Green)

Special force-field protecting the vehicle from being damaged for a limited time.



RADAR JAMMER (Yellow)

Confuses enemy radar and homing devices for a limited time.



WEAPON UPGRADE (Blue)

Doubles the damage factor to an enemy for a limited time.



REPAIR WRENCH

Partial damage repair.

9

RULES OF ENGAGEMENT

DRIVING

- Maneuvering in tight locations requires some skillful turning and three-point turns - Have patience.
- Reverse is your friend.
- If you get stuck, try wiggling your vehicle free by moving back and forth.

COMBAT

- Ramming vehicles does a surprising amount of damage. Use it wisely.
- Heavier vehicles do more damage. Be careful!
- Use speed to your advantage by ramming slow moving cars.

STRATEGY

- Use elevation to your advantage. Most weapons can't make it over hills and elevated terrain.
- Avoid the water. It will only slow you down.

10

BACK STORY

It was the time of a worldwide oil shortage. The U.S. - heavily dependent on affordable gasoline - was on the verge of an economic breakdown. Strikes, riots, and crime were rampant. All available law enforcement was brought into metropolitan areas, leaving the outlands unprotected.

All this was music to the ears of the Oil Monopoly Alliance Regime (OMAR), a foreign multinational oil consortium bound on monopolizing the world oil trade. The U.S. was the last country opposing OMAR's price fixing schemes and the vicious conglomerate was prepared to go to great lengths to bring the U.S. to its knees.

Enter Sid Burn, the best professional terrorist money could buy. Sid was promised \$100 million by OMAR if he managed to push the U.S. economy over the edge. Sid immediately began to organize his troops in remote areas of the southwest. Known as the "Coyotes," these motorized gangsters soon became synonymous with vandalism and chaos. They began to target oil refineries and other vital industrial and commercial installations throughout the region. Small towns and settlements were terrorized...

next page

BACK STORY (CONTINUED)

With no one to turn to for protection, some desperate civilians decided to take the law into their own hands. Led by a trucker named Convoy and referred to simply as "Vigilantes," this oddball group of volunteers soon became a major hindrance to Sid's plans.

In the meantime, the U.S. government, feeling more vulnerable than ever was intensifying its research and development of a new military arsenal. The most advanced weaponry, rumored to be based on UFO technology, was located at Site-4, a secret facility at Papoose Lake, Nevada. This information was not lost on Sid. Hungry for more firepower, the Coyotes organized an ambush on the facility. The robbery went sour when the Vigilantes unexpectedly appeared at the scene. As a result, the world's more advanced weaponry found its way into the hands of both parties...

What followed were no ordinary skirmishes. Auto clashes ensued all over the land, from Colorado's Rockies to California's farmlands, only to culminate in a battle like no other. To this day the events which took place are only a matter of speculation...

CHARACTERS, VEHICLES & SPECIAL WEAPONS

VIGILANTES



CHASSEY BLUE

A beauty queen and secret government agent from D.C., Chassey joined the Vigilantes as part of her undercover assignment to neutralize the Coyotes.

Special Weapon
GRIDLOCK



Vehicle
'67 RATTLER



SLICK CLYDE

A showoff playboy from Texas, Clyde was on his way to an auto show in Albuquerque when Convoy confiscated his truck and forced him to help the Vigilantes. (Now Clyde wants to be the leader.)



Special Weapon
WHITE LIGHTNING



Vehicle
'70 CLYDESDALE

13

CHARACTERS, VEHICLES & SPECIAL WEAPONS

VIGILANTES



SHEILA

Convoy's stubborn 16-year old niece, Sheila loves all the action. Convoy is furious with her, but she won't let him send her back home.

Special Weapon
TANTRUM GUN



Vehicle
'74 STRIDER



Special Weapon
BASS QUAKE

JOHN TORQUE

Torque, John Torque. A one-time Vegas hustler, he was recruited by Convoy for the good cause. Now, he's Convoy's right-hand man. Vowed never to gamble again.



Vehicle
'69 JEFFERSON

14

CHARACTERS, VEHICLES & SPECIAL WEAPONS

VIGILANTES



DAVE

Dave believes aliens are his friends and has been tracking them for years. He joined the Vigilantes in hope of entering Site-4 and seeing some aliens first hand.

Special Weapon
INVASION ATTACK



Vehicle
'70 VAN

CONVOY

Vigilantes' righteous leader. Originally a trucker, he decided to take the law into his own hands after being repeatedly ambushed by Coyotes on his transport routes.



Special Weapon
STEEL BELTER



Vehicle
'72 MOTH TRUCK

15

CHARACTERS, VEHICLES & SPECIAL WEAPONS

COYOTES



LOKI

Former military test pilot of secret craft at Site-4, Loki was released from duty after becoming mentally unstable. He is obsessed with flying and will do anything to pilot one of the "saucers" again!

Special Weapon
SCATTER MISSILES



Vehicle
'73 GLENN 4X4R

HOUSTON 3

OMAR's scientists turned Houston into a bionic woman against her will. Half human, half machine, she was programmed to aid Sid in his quest for destruction and chaos.

Special Weapon
SUPER FANTASTIC DEATH RAY 3-AX



Vehicle
'75 PALAMINO



16

CHARACTERS, VEHICLES & SPECIAL WEAPONS

COYOTES



BOOGIE

A die hard dance fan, Boogie is the winner of several disco dancing competitions. When not shaking his booty, Boogie runs dirty jobs for Sid.

Special Weapon
DISCO INFERNO



Vehicle
'76 LEPRECHAUN

BEEZWAX

Enraged Arizona bee keeper. When his bees were mutated by radiation from government nuclear tests, Beewax joined the Coyotes in revenge.



Special Weapon
GAMMA SWARM



Vehicle
'70 STAG PICKUP

17

CHARACTERS, VEHICLES & SPECIAL WEAPONS

COYOTES



MOLO

An obnoxious kid from New York, Molo was kicked out of school for bad behavior. He stole a school bus and headed west to play bully with the big boys. A wanna-be Coyote.

Special Weapon
BAD DAY IN L.A.



Vehicle
'66 SCHOOL BUS

SID BURN

A born arsonist, Sid is the Coyotes' ruthless leader. He was promised \$100 million by a foreign oil consortium to destabilize the U.S. economy by wreaking havoc in the southwest.



Special Weapon
BREATH OF FIRE



Vehicle
'69 MANTA

18

CREDITS



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19

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