



SEAT WING BEARPLANE



BANJOBIKE

BUILDING A VEHICLE

The main feature of Mumbo's Motors is the **Parts Store**.

This is where you select the parts you want to use to build your vehicle. All parts you have found or purchased appear in the Parts Store.

Parts are grouped by part type (such as body, seats, or wheels) and then broken up into special subcategories. For example, body parts are classed as light, heavy, or super; wheels as standard, monster, or high grip. To view detailed information on a part, select it and press RB

THE PARTS STORE

Select a part from the **Parts Store**, and press $oldsymbol{\mathbb{A}}$ to place it. Repeat until you have a vehicle. Simple, eh?

There are two critically important rules regarding vehicle construction. First, every vehicle must include at least a seat. Second, any parts that are unattached will fall off your vehicle when you try to drive it. Third, number of critically important

rules must be stated correctly. Please note that the attractive inflatable bear, which comes standard on each seat, is not to be used as a floatation device

MODIFYING A VEHICLE

Modify Vehicle. You can delete, rotate, or move parts.

To delete a part, highlight it and press 🕜.

To rotate a part

- 1. Highlight the part, and press (A) to select it.
- 2 Press (A) again to detach the part from the vehicle.
- 3 . Rotate the part into a new orientation using \bigcirc .
- 4 Press (A) to reattach it.

To move a part

- 1. Highlight the part, and press (A) to select it.
- 2. Press (A) again to detach the part from the vehicle.
- 3. Move the part to a new position using .
- 4. Press (A) to reattach it.

To move multiple parts at the same time 1. Highlight the first part, and press (A) to select it.

- 2. Highlight additional parts, and press (A) to select each.
- 3. When you have selected all the parts you want to move, press (A) again to detach the parts from the vehicle.
- 4 . Move the parts to a new position using f t.
- 5. Press (A) to reattach them.



