NARC

“NO ONE HAD THE GUTS ...UNTIL NOW”
Climb aboard Bigfoot, the toughest monster truck rig ever pieced together. 460 cubic inches of blown block engine. Giant tractor tires. Cantilever suspension. And behind the wheel? You!

First off, you're going to put a little cross-country mileage under your belt. All the way from LA to New York. And you'll be picking up pick-ups every inch of the way.

Then, as you roll into designated destinations, (like Mesa, Pueblo and Yakima) you'll show your monster stuff in highly publicized side-by-side championship events. There'll be car crushing, tractor-pulling, mud racing, hill climbing and hunks more.

So, get a grip on the wheel, put your pedal to the metal, and steer clear of trouble. 'Cause when the dust and metal finally settle...you've got an excellent chance at the title!
Ready to Race

Loading

1. Make sure the power switch on your NINTENDO® control deck is OFF.
2. Insert the BIGFOOT® cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

You'll first see the BIGFOOT title screen. Press the START BUTTON, then select one or two players by moving the ARROW KEY, on player 1's controller, up or down. Press START again.

Cross Country

The tournament begins with your first Cross Country race—from LA to Mesa. The following illustration shows you the control points for the Cross Country competition. (For the control points for the Championship Events, see page 13.)
THE CONTROLS

TO ACCELERATE TO MOVE RIGHT TO ACTIVATE PICK-UP ITEM

TO MOVE LEFT

SELECT START TO BRAKE STARTS/PAUSES GAME FOR A BURST OF NITRO (TO JUMP)

ON THE SCREEN

All the game play information lies across the bottom of the screen as follows:

AVAILABLE PICK-UP*

NITRO PLAYER 2'S SIDE

PLAYER 1'S SIDE NITRO

TOTAL CASH COLLECTED

*SEE PICK-UP POWER (PAGE 8.)
OFF-ROAD OBSTACLES

Easy does it. There are obstacles everywhere on the road to fame and fortune. Here are just a few:

JUMPS—Hurl over ‘em.

CAR CRUSHES—Drive over ‘em for BONUS POINTS.

WATER SLICKS—Avoid them if you can.

MUD HILLS—Grind over them.

PICK-UP POWER

Your Cross Country trek is loaded with powerful pick-ups—yours for the pickin’. If you can get there before your opponent:

Once you pick up a pick-up, it will be shown in the box in the lower corner of the screen—except for NITRO, CHECKPOINTS and CASH. (See ON THE SCREEN, Page 7.)

To collect a pick-up, drive Bigfoot over it.

To activate the pick-up, press the A BUTTON.

Note: If you don’t activate your pick-up before getting another one, you’ll lose the opportunity to use it.

Here’s an example: Bigfoot drives over the CIRCULAR SAW pick-up, which is used for damaging your opponent’s rig. But before pressing the A BUTTON to activate the saw, Bigfoot drives over the PROTECTIVE SHIELD. The shield is now the available pick-up (shown in the lower corner of the screen) and the saw—which was replaced by the shield—was never used.

Here are the pick-ups you’ll find—and what they do for you:

CIRCULAR SAW—Use this to cut your opponent down to size.

PROTECTIVE SHIELD—Use this to protect yourself against a CIRCULAR SAW, or use it as a battering ram.

WRENCH—When you pick this up, incurred damage will be repaired.

THE SPRING—The super suspension system really airs out the front end.

NITRO—A blast of this gives Bigfoot a real boost. NITRO can be accumulated and doesn’t disappear when you pick up something new. The Nitro gauge (see ON THE SCREEN, page 7) tells you how many blasts you have left.
CHECKPOINTS—First one here cashes in on the $$$ And this is something you can keep collecting more and more of. And should!

CASHOLA—Pure and simple.

BEEFING UP BIGFOOT

Unless you drive a perfect Cross-Country run, you're going to need to upgrade and repair Bigfoot before the Championship meet. Engine work. Bigger tires. Softer suspension, maybe.

When it comes to spending money on your truck, don't cut corners.

You can buy as much equipment as you can afford at the Auto Parts Shop. And what you should buy depends on which event is coming up next.
Here's what you can get. And how much it costs per upgrade:

Bigger Engine $800
More Monstrous Tires $600
Transmission Work $400
Upgraded Suspension $200

Once you select an item, your cash reserve will drop. Likewise, if you sell back an item, your total cash amount will raise.

CHAMPIONSHIP EVENTS

One Championship Event is held at every stop along the cross-country route. Each one is a "Best 2 out of 3" competition with such monster-punishing competitions as car crushing, hill climbing, tractor pulling, mud running and more, depending on which city you're in.

The following controls points are for these Championship Events only. (For the control points for the Cross-Country competition, see page 6.)
HARD DRIVING

Running these side by side events puts Bigfoot through some pretty hard driving. Here's how to keep her moving—and keep her engine from cutting out:

Keep on truckin'

For optimum power, you'll need to use both thumbs on the controller. Use them on both the right and left CONTROL PAD ARROWS.

Shifting Gears

Keep your eye on the Tachometer. When it's in the red, shift. When it gets too low, shift again. Grinding Bigfoot's gears will quickly damage the engine. But easy does it—too much shifting isn't good either.

A Blast from your Super Charger

If you feel your engine cutting out—or when you need that added competitive edge, activate your Super Charger (B BUTTON). But be careful—overusing it could overheat your engine.

ON THE SCREEN

There are two dashboards in the middle of the screen. The one on the left belongs to the monster truck on top. The one on the right belongs to the bottom truck. The dashboard gauges provide valuable information on the state of your rig. So keep an eye on them.

1. DASHBOARD FOR UPPER TRUCK
2. DASHBOARD FOR LOWER TRUCK
3. FUEL
4. TACH
5. TEMPERATURE
6. SUPER CHARGER
CHAMPIONSHIP EVENTS

THE CAR CRUSH
To smash through this crashing tangle of twisted metal, outfit your Bigfoot with large tires and suspension upgrades. Zap the Super Charger just as you're ready to pounce.

THE MUD RACE
It's a dirty, tough race through the mud, but a cool head and steady GRIP in a lower gear will see you through. Large tires and transmission upgrades are best for this event.

THE HILL CLIMB
You'll need transmission and suspension upgrades to finish this grueling climb to be top of the heap. Lower gears for traction is the way to go here.

THE TRACTOR PULL
Get the largest tires you can afford for this one. You'll need the extra grip. And a powerful engine will help pull you through.

THE CAR CRUSH DRAG RACE
Metal to bash. Jumps to perform. And grates and mud to battle through. A suspension upgrade is definitely recommended here.

THE OYSTER BAY CHAMPIONSHIP DRAG RACE
All of the above—plus your last chance to become the undisputed Monster Truck Champion!
RACING TO WIN

Watch for the scoreboard between meets. It will show you who won the last event, and give the scores and cash earnings for each driver.

Remember, it costs $1,000 to enter each event. And losing a rig on the Cross Country route will cost you another $1,000 for each truck you total.

Here's how to earn points and money:

SCORING

Each player starts with a bank of $500

Winner's Purse
Prize Money for each event
Championship points (not for Cross Country)

Costs
Entrance fee for events (side view only)
Replacement Bigfoot (during Cross Country)
Upgrades (See Beefing Up Bigfoot, page 10)

Pickups (Cross Country Game Only)
$ sign (random amount)
Flag checkpoint

Bonus Points (Cross Country Game Only)
Crushing cars
- partially crushed
- new cars
Pickups (except for $ sign)
MONSTER DRIVING TIPS

• Build up your cash to afford parts and repairs. But don't forget: in the end, it's the rig with the most points—not the most cash—who wins it!

• Pick up everything you can. But remember: pick-ups aren't cumulative. So use them as soon as you can.

• When competing in the Cross Country marathon, don't underestimate the power of the circular saw. Besides, who's going to see you out in the middle of nowhere?

• In the Championship Events, don't forget the power of your Super Charger. It can make all the difference at the finish line.

• Excessive gear grinding will strain the transmission to the breaking point. So shift slow and easy—and avoid overusing the gears.

• In the Championship events, driving flat out (with your tach screaming in the red) could easily burn out your engine. So keep it powered, but not pushed.

TAKE THE WIN

The championship. It's yours for the taking. You've got the truck. You've got the most blown-out engine ever assembled. Plus souped-up suspension and monster tires. All you need is a steady hand and a cool head.

So climb aboard. And paste your pedal to the metal. This run is going to take everything you got. Now take off and take it. Nothing can stop you now.
JOIN THE BIGFOOT INTERNATIONAL FAN CLUB

For information about joining the Bigfoot Fan Club, write to:
Bigfoot International Fan Club, 6311 N. Lindbergh, Hazelwood, MO 63042.

ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

Acclaim Entertainment, Inc. (Acclaim) warrants to the original purchaser of this Acclaim software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Acclaim software product is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from use of this product. Acclaim's entire liability and your exclusive remedy for a breach of this warranty shall be, at Acclaim's option, either repair or replacement, at its option, of the defective medium, or refund of the purchase price of the defective medium. This warranty shall not apply to normal wear and tear. This warranty shall not be applicable and shall be void if defective in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect.

There are no other representations or claims of any nature that Acclaim will be bound or obligated to provide any software updates, enhancements, or other forms of support, such as telephone assistance, for the software product. Acclaim further reserves the right to discontinue the production or support of the software product at any time without advance notice.

Acclaim warrants that the software product will perform in accordance with specifications described in the documentation accompanying the software product. Acclaim shall not be liable for any software product that has been modified or altered by any party except Acclaim.

Acclaim is not responsible for the performance of any third-party software product that is used with the software product. Acclaim shall not be liable for any damages caused by any third-party software product.

Acclaim shall not be liable for any loss of data, revenue, or profits resulting from the use of the software product or the failure of the software product.

Acclaim's sole obligation and your exclusive remedy under this warranty shall be limited to replacement or repair of the software product. Acclaim shall not be liable for any indirect, special, or consequential damages, including lost profits, arising out of the use or inability to use the software product, even if Acclaim has been advised of the possibility of such damages.

Some states do not allow the exclusion or limitation of incidental or consequential 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 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.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful in identifying and resolving Radio-TV Interference Problems: 'Interference from Home Computers & Other Electronic Devices.' This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00045-5.

Distributed & Marketed at 71 Audrey Avenue, Oyster Bay, N.Y. 11771. (516) 624-9300.