Wacky Races

HOW TO PLAY
THE GAME
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This game is licensed by Nintendo for play on the

Nintendo
ENTERTAINMENT SYSTEM

CONGRATULATIONS on your purchase of WACKY RACES for your NINTENDO ENTERTAINMENT SYSTEM. We suggest you read this instruction booklet completely to learn the game.

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PRECAUTIONS
Always make sure that your game system is turned off and that you have removed the game cartridge from your system before you attempt to remove the game cartidge from your system. Always remove the cartridge from the system before you attempt to remove the game cartidge from your system.

ADVISORY
READ BEFORE USING YOUR NES/SUPER NES

This is a highly sensitive game system. Avoid subjecting it to extreme temperatures or shocks. Store in a cool, dry place. Never attempt to disassemble it. Injuries to the form of disassembly may occur if you are not careful. Do not insert any foreign objects into the terminal leads. Use of these features, including a coupled adapter, may cause damage to the game cartidge.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection system with your Nintendo Entertainment System or NES/SNES. Your projection system may be damaged if used with this system. If you are using a projection system, make sure that you have removed the game cartidge from your system before you attempt to remove the game cartidge from your system.
Muttley Takes Charge!

As we join the dashing duo today, Dick Dastardly and Muttley are once again preparing to join in the world-famous Wacky Races. In the recent past, our panting pair of heroes challenged this race course and lost painfully. It was pure pandemonium. Dick Dastardly and his daring deeds usually land Muttley in more trouble than one dog can dig his way out of. So he's decided to take charge. Yes, this flea-fearing friend of man is going to do whatever he can to get his bumbling buddy through the race in one piece — and as a winner! But does this brave example of canine cunning know exactly what he's getting himself into? The Wacky Race has three courses, and in each course are several stages. Muttley must manage to rescue Dastardly at the end of every stage, with only his bite, his brains, and a few secret weapons for help. And that's not even mentioning the many mighty mean bosses awaiting our hero on each stage! Pull up a seat, folks, and hold on to your hats!

Choose a Course!

The three courses are A, B, and C. With A being the best for beginners, and C a true test of toughness. Our hero will get farther if he starts with A to learn the rules of the road. Then he will be ready to race right through difficult courses.

COURSE A
In course A, we see our hero Muttley practicing his daring deeds and studying the road.

COURSE B
When Muttley advances forward to course B, things get sticky. Now he must build up many lives.

COURSE C
Muttley will face the most fierce foes of all in this course. Is he ready and able?
The Controller

Mutley will need to think fast on his paws, and make many tricky moves, so you'll be using every one of the controls.

Control Pad
Use the Control Pad to move Mutley, left or right, and to make him bend down or crouch when necessary.

A Button
Like most pups, Mutley can poop only high when he really has to. Just press A and he'll take a leap.

Select Button
It appears that there are different Mutleys. If the button to do this is pressed, the dog in the screen will change.

Start Button
On your mark, get set, hit Start. And they're off. To send Mutley on his way, press Start. Or give a proper peep and press Start until the game, push Start to pause the action.

B Button
Pushing it sets off Mutley into attack mode. If no weapon is selected, he can bite fiercely. And if a weapon is chosen, it lets Mutley use it.

On the Screen

Enemy
Matley and dandy Dick Dastardly have a lot of enemies in this race. Here's one of them now!

Diamond
Matley keeps track of how many diamonds he collects. Each one will give him another life.

Items Window
When Mutley picks up a bone, this window will show the items that can be or already have been spotted for use.

Mutleys
There are little images of Mutley. Let you keep track of how many lives your racing hero has.

Time
This clock shows how many moves Mutley has.

Muttley
Hero for the Dog.

Hearts
This meter shows how many more lives the dog can stand.

Item
At the races along his way, in true canine fashion, Mutley should stop and pick up items.
Rev-Up Items

The race really heats up whenever Muttley sinks his teeth into one of the items shown here. These things rev him right up by giving him some special ability.

**DIAMOND**
Muttley goes for diamonds because 100 of them will give him an extra life.

To get these beautiful diamonds, Muttley changes underground with them, and makes a graceful upward hop.

**BONE**
Late in the other night, Muttley staked onto the course and hid many items disguised in these bones. Now when he grabs hold of a bone, he will find a cannonball, sonic-bomb, an extra energy, or even wings.

Muttley gets hold of bones in the same delicate manner he uses to grab diamonds. A quick dash beneath the bone, a powerful upward leap, and CHOMP! the bone is his.

**BOMB**
The bomb with a red arrow over it is a mighty Muttley weapon.

With the handy Dick Dastardly's friend and helper can fire real cannonballs at their foul enemies.

**SONIC BARK**
All the world knows about the strength of Muttley's fierce bite.

But with SONIC BARK, he becomes a fearsome foe to all those who stand in his way—slowly yet surely charging forward.

**WING**
Muttley can stay in the air longer when he jumps if he finds and uses wings.

**HEARTS**
Select the heart when an arrow is above it to get extra energy.

Simply wait until the red arrow appears above Muttley's hearts and then choose them from the items window.
Running the Race

In preparation for his great adventure, Muttley should choose course A to warm up. He can practice his leaps, ducks, and aim. He can also learn about where Dick Dastardly is, and how to rescue him.

COURSE A

START HERE

CASTLE

Muttley should power through the castle grounds to challenge Big Gruesome in the Creepy Caves.

DESERT

One of Muttley's desert tricks is to keep jumping if he falls into the quick sand. Surpass Blast and his Army Surplus Special Await.

FOREST

The gorillas and monkeys who live here are quite dangerous. And even if Muttley survives the jungle, he still has to face Rufus Rufcut in the Buzz Wagon.

COURSE B

ISLAND

On the island, Muttley needs to keep a sharp lookout for shooting natives and collapsed bridges.

CAKE LAND

Muttley must keep his wings handy on this course, or else he'll never make it over some of the long jumps.

START HERE

OCEAN

Course B is where Muttley will have the chance to test his speed and agility. He also should try to sniff out and collect all the diamonds and bones he can.

Fortunately for our racing team, Muttley has been working on his dog paddle. To stay afloat, send him forward with the Control Pad.
Where are you going? Look out! Hey, watch out for the — Are you insane? I thought you said you were going to help me! Is this help? You need practice! Build strength, speed, HURRY!

Don’t bother me now! I can run this race by myself, O.K.?! I know all about good timing and I have better aim than you ever will! Let go!
Helpful Hints

THE ICE VILLAGE

In the Ice Village, Mutley needs to slow down and plan ahead. It's very slippery here and it's easy to slide off a cliff or into an enemy.

JUDGING DISTANCE

This race is full of many long and tricky jumps. But Mutley looks before he leaps, and uses his wings for more control.

COLLECT DIAMONDS

Mutley's greed is rather useful in this game. For every 100 diamonds Mutley collects, he will get a one up.

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The equipment generates and may radiate radio frequency energy and, if not installed and used in accordance with the manufacturer's instructions, may cause interference to radio communications. It is the responsibility of the owner and user of this equipment to ensure that it does not cause interference to radio or television reception. Therefore, if you are having trouble with radio or television reception, you should consult your dealer, who will advise you on the steps you can take to correct the interference.

This equipment complies with FCC radiation exposure limits set forth for uncontrolled equipment (i.e., equipment not intended for use near the body). Therefore, you should follow the instructions in this manual for installation and use of the equipment. The equipment complies with the FCC radiation exposure limits set forth for uncontrolled equipment (i.e., equipment not intended for use near the body). Therefore, you should follow the instructions in this manual for installation and use of the equipment.