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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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WARNIMG: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System (NES) and NES games. Your projection television screen may be permanently damaged if white spots or lines of color appear on your projection television. Similarly, damage may occur if you place a game on top of a projector. If you play your projection television with your NES games, Nintendo will not be liable for any damage.

PRECAUTIONS

Always make sure that all of the game components are inserted correctly into the game cartridges before turning on the game system. This is a highly sensitive game pack. Avoid submerging in extreme temperatures or shocking. Store at room temperature. Never attempt to disassemble it. Be sure to pack the game component set together and in the correct order. Never insert your fingers or any metal objects into the internal leads.

ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very initial part of the sound due to the expansion of high pitched sound when holding certain objects, but blocking it with your hands may sufficiently prevent your cause. In the case of an occurrence of unexpected sound, we suggest that you stop and inspect the issue. If you have any of the following symptoms while playing a game, please discontinue playing immediately:

1. Headaches
2. Nausea
3. Dizziness
4. Instances of your eyes, ears, mouth, extremities, and teeth

To purchase this product, you will need an NINTENDO ENTERTAINMENT 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 fear-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 spot 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 go to the ground when necessary.

A Button

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

Select Button

Remember that the right Mutley is fully prepared to use several kinds of secret weapons. The dashing dog will show you how to use them. Press the Select button to get things from the items window.

Start Button

On your mark, get set, hit Start! And they're off. To send Mutley on his way, press Start. Or give a poop to a rest during the game, push Start to pause the action.

B Button

Pushing it twice will make Mutley into attack mode. When a weapon is selected, he can bite fiercely. And if a weapon is chosen, it lets Mutley use it.

On the Screen

Enemy

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

Diamond

Mutley keeps track of how many diamonds he collects. Each 100 will get him another life.

Items Window

These little images of Mutley let you keep track of how many lives our racing hero has.

Item

As he races along his way, in true canine fashion, Mutley should stop and pick up items.

Time

This clock shows how much time Mutley has.

Muttley

Here for your own.

Hearts

This meter shows how many more hits the racing dog can stand.

Mutley

Mutley should pick up items at the end of his race.
Rev-Up Items

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

**DIAMOND**

Mutley goes for diamonds because 100 of them will give him an extra life.

To get these beautiful diamonds, Mutley charges and never stops, and makes a grateful upward leap.

**BONE**

Late the other night, Mutley stuck onto the courses and hid many items disguised in these bones. Now when he gets hold of a bone, he will find a cannonball, sonic-bomb, an extra energy, or even wings.

Mutley 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 Mutley weapon.

With the bomb, Dick Dastidly's friend and helper can fire real cannonballs at their own enemies.

**SONIC BARK**

All the world knows about the strength of Mutley's fierce bite.

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

**WING**

Mutley can stay in the air longer when he jumps if he finds and uses wings.

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

**HEARTS**

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

START HERE
COURSE A
CASTLE

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.

Muttley should prow through the castle grounds to challenge Big Gruesome in the Creepy Coop.

DESERT

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

FOREST

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

CAKE LAND
COURSE B

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

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

ISLAND

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 alive, 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, Muttley 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 Muttley looks before he leaps, and uses his wings for more control.

Collect Diamonds

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

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Compliance with FCC Regulations

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- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

FCC Regulations:

Part 15 Subpart B (b)(2)

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference,
2. This device must accept any interference received, including interference that may cause undesired operation.

ATLUS SOFTWARE, INC.

1744 Main Kamome Ave, Suite 300
Irvine, CA 92614
Tel: (647) 263-0562