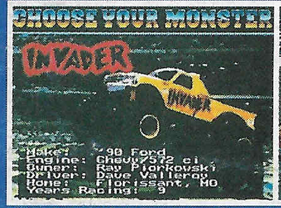
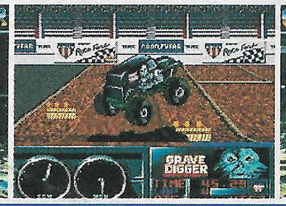
OFFICIAL LICENSED PRODUCT United States HOT ROD Association

Get behind the wheel and **crush** the competition! Authentic Truck-Cam™ angles, senses-shattering

sound f/x and a thrash-metal soundtrack drive the car-crunching Monster Truck Wars™ action home!





Acclaim entertainment, inc.

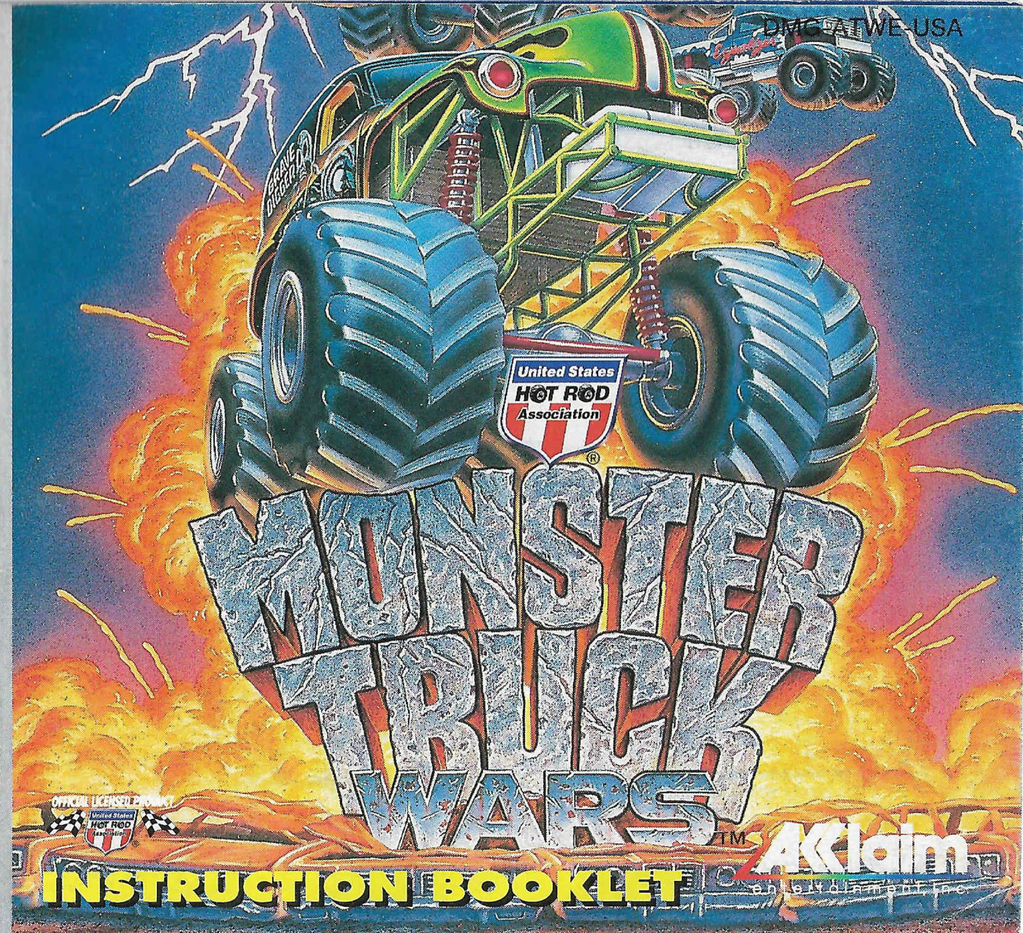
SUPER NINTENDO ENTERTAINMENT SYSTEM

Marketed by Acclaim Entertainment, Inc. Distributed by Acclaim Distribution, Inc. 71 Audrey Avenue, Oyster Bay, New York 11771
Printed in Japan

Nintendo

GAME BOY

DMG-ATWE-USA



INSTRUCTION BOOKLET

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

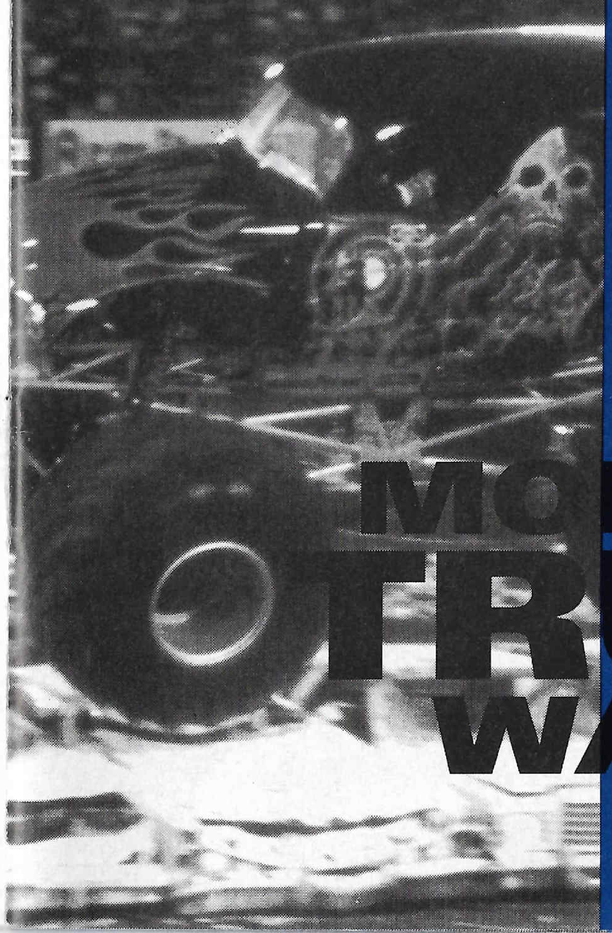
LICENSED BY

Nintendo®

NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality ®

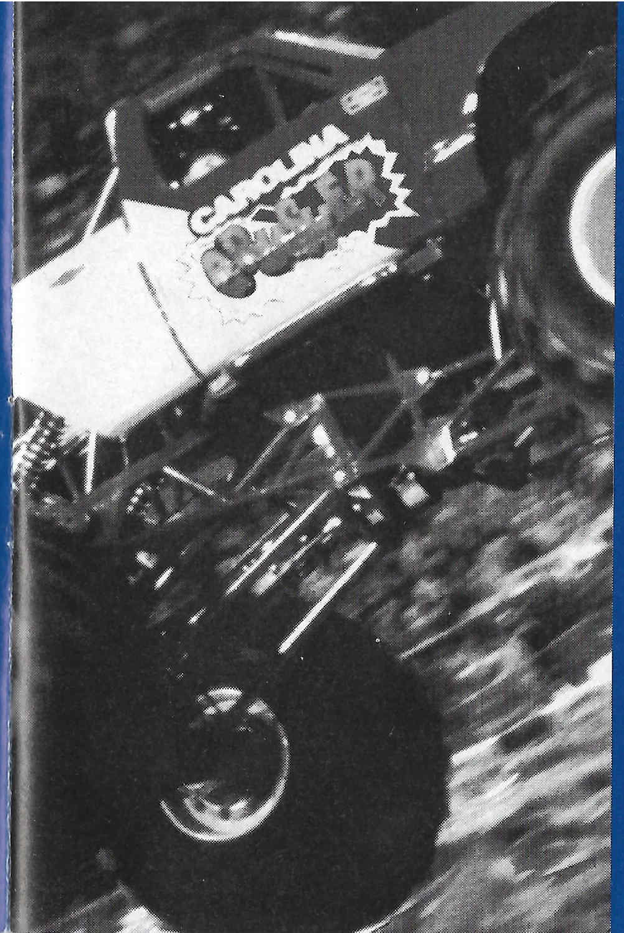
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



WELCOME TO THE CAR-CRUSHING, MUD-SLINGING, BONE-RATTLING, NITRO-FUELED WORLD OF

MONSTER TRUCK WARS™!

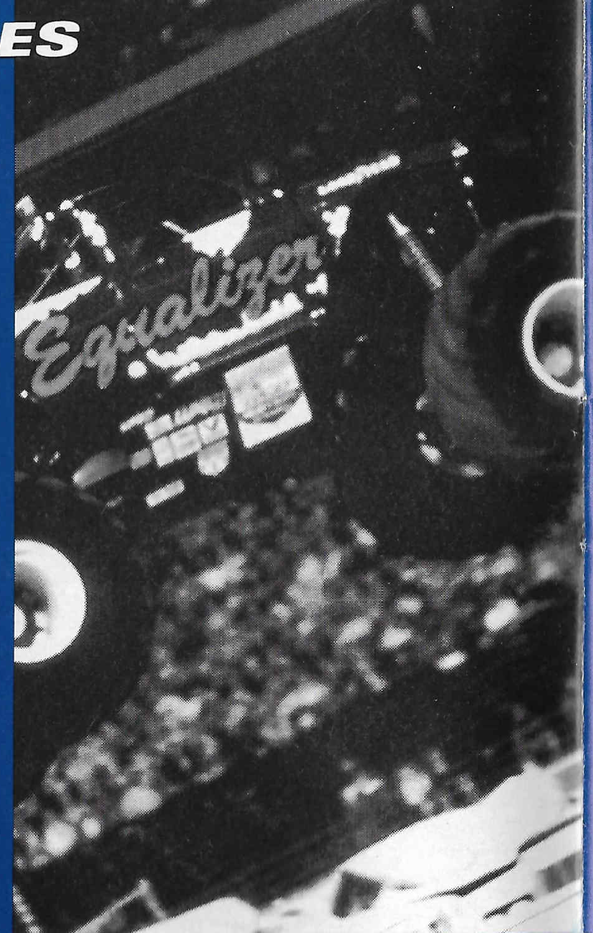
You're about to do battle with some of the biggest, baddest monster trucks ever built, on some of the toughest circuits in America! Blast your way to the top by crushing the opposition. Inflicting maximum damage while avoiding having the same done to you is what it's all about. Along the way, you'll find that keeping your machine in top shape is as important for winning as putting the pedal to the metal is. To do that, you'll



spend the prize money you win at the track in the Garage, repairing body and chassis damage, and repairing or upgrading your engine, tires and suspension until nobody but nobody can top your sweet monster machine!

START YOUR ENGINES

1. Make sure the Nintendo® GAME BOY® power switch is OFF.
2. Insert the Monster Truck Wars™ Game Pak as described in your Nintendo® Game Boy® manual.
3. Turn the power switch ON. When you see the Monster Truck Wars™ title screen, press any button. You will see a selection of 3 options. Choose between Start Game, Trucks, and Difficulty by pressing UP or DOWN on the CONTROL PAD.

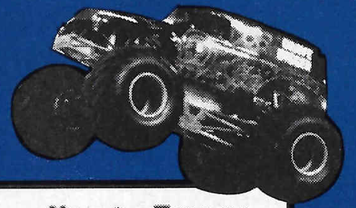


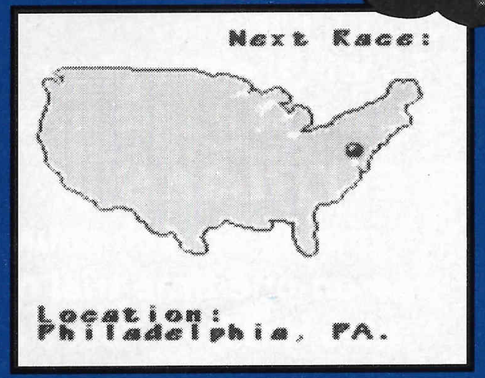
START GAME

If you wish to play at the default settings (Carolina Crusher/ Easy), press START. This will bring you to the Course Screen, featuring a map of the United States. There are 20 different courses in the circuit, beginning in the East and working West. Courses get progressively harder as you move around the circuit. Press START.
You're ready to race!

TRUCKS

To select your Monster Truck, press LEFT and RIGHT on the CONTROL PAD to browse the choices. Press A to see a picture of a particular Monster Truck. Press A again to see stats for that truck. Press START to enter your selection.

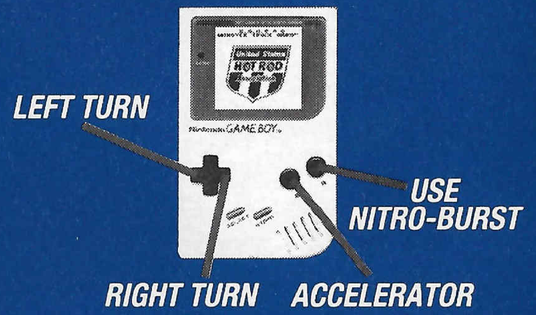




DIFFICULTY

Press START to view Easy, Medium or Hard options. Use UP or DOWN on the CONTROL PAD to move to desired difficulty. Press START to enter selection.

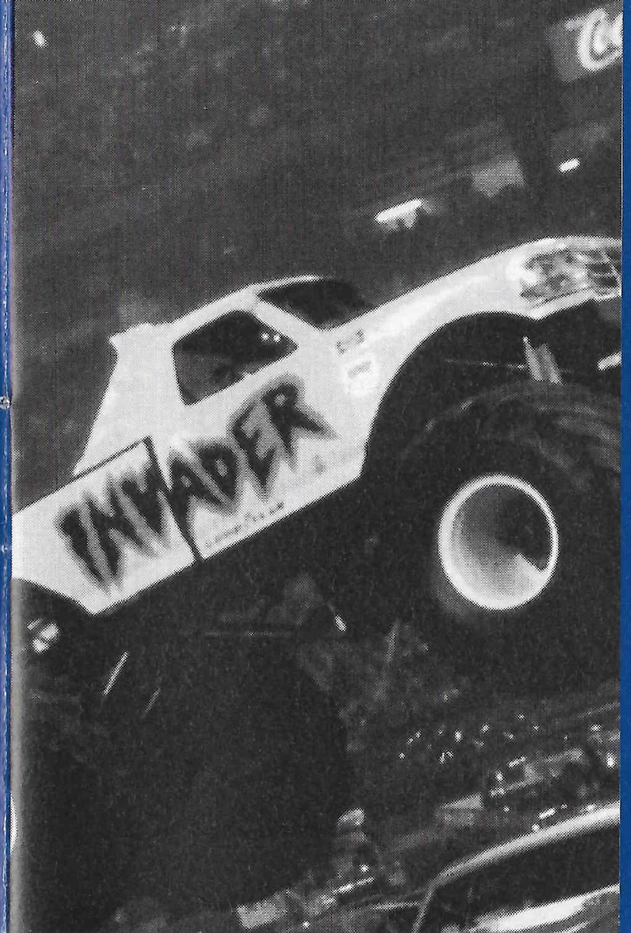
GAMEPLAY



Monster Truck Wars™ consists of a 20 course race circuit where you compete against five other monster trucks on the circuit for points and prize money. The object is to lead the Series in both. To win the title of top truck, you must compete at all 20 courses, and be the top overall finisher.

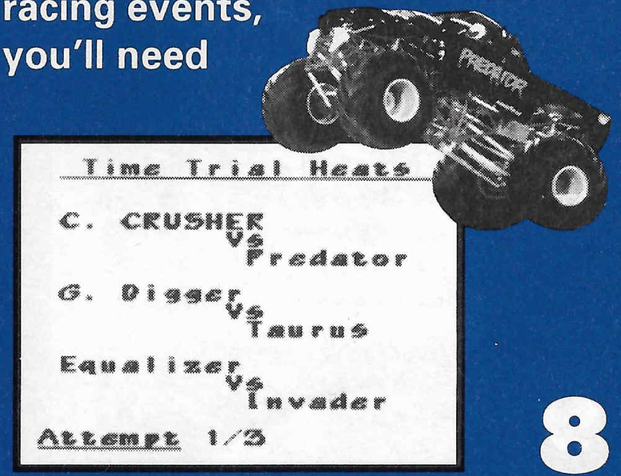
TIME TRIALS

To qualify at each course, Monster Truck Wars™ features a one-on-one time trial heat before the "normal" United States Hot Rod Association® Monster Trucks race.



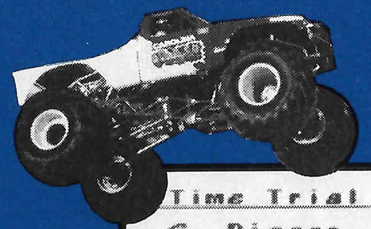
The Time Trial qualifying event consists of a single course lap. A screen will appear showing your Monster Truck in capital letters, your challenger, and two phantom matchups which occur off-screen.

In order to qualify for the main racing events, you'll need



to have one of the four top times. The better your qualifying time, the better position you'll have when it comes time to race on the circuit. This starting position can be crucial in the four way Monster Truck Wars™ race to follow, so it makes sense to concentrate on speed rather than on picking up icons as you might during a regular race.

Press START to begin a race. The count down begins, and you're off! Maneuver around the course as fast as you can. As you and your challenger compete on screen, two other pairs of rivals race off-screen. The qualifying times of all the contenders in the Time Trial are displayed after the race.



Time Trial Results

G. Digger	23:95
C. CRUSHER	24:92
Predator	26:20
Invader	26:47

Did not Qualify:

Taurus	26:72
Equalizer	29:91

If you do not qualify, you can try your luck against a different challenger by pressing A.

You have three chances to qualify. Failing to qualify for a particular course returns you to the course screen, and on to the next course.

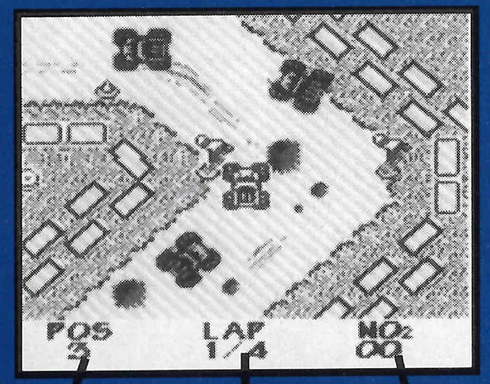
CIRCUIT RACING

Once you qualify, a screen will appear showing your post position.

CONGRATULATIONS!
You qualified.
START GRID:
1.Equalizer
2.C. CRUSHER
3.Invader
4.Predator

Normal Circuit racing consists of a variable number of laps (depending on the course) against three challengers. Laps in a given course and laps completed are displayed in the lap counter at the bottom of the screen. Your relative position is shown at bottom left, while a meter showing your Nitro Supply is on the lower right.

Besides smashing any challengers into oblivion and crushing any cars in your path, your aim in Circuit course racing is to finish quickly while picking up bonuses like extra prize money, speed enhancements, repairs and equipment upgrades. To pick any one up, drive over it. Keep in mind that your competition will be gunning for these same pick- ups. Some icons are hidden and will appear only after you've driven past or over them already. Do you dare go back for them, or should you bash on?



BONUS PICK-UPS

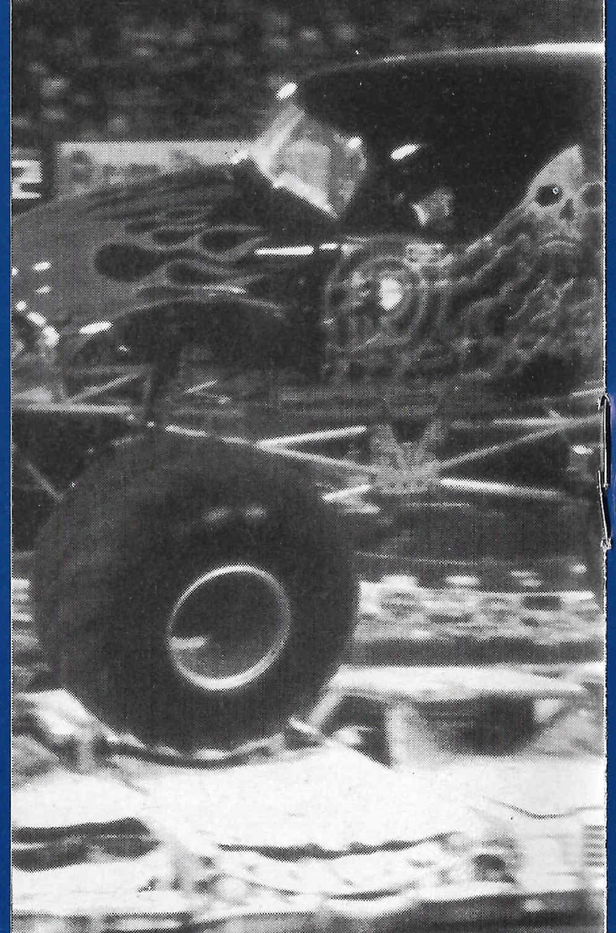
Bonus Pick-ups are described below:

- Supplement your winnings by picking up extra cash out on the course to spend on repairs or upgrades in the Garage -- it could mean the difference between coming in first and being an also-ran!

- Driving over an M icon will give you a temporary automatic burst of speed--watch out on the corners!

- Pick up a Nitro Burst Barrel for an extra burst of speed that you control the release of. Supplements Nitro purchases made in the garage.

- Picking up the Repairs icon will instantly repair a percentage of damages caused by crushing cars and hitting things like giant hay bales and other Monster Trucks.



STANDINGS

At the end of a race, a screen displays the finish order. Press START to see the standings, including points and prize money. To gain top points at any course and as you advance to the next course, you'll want to finish as close to first place as you can. Remember that the best equipped truck with the best post position is going to triumph over its competition, so bump and bully your way to the top dollars!

Monster prize money and points are awarded as follows:

1ST PLACE	2ND PLACE	3RD PLACE	4TH PLACE
4 PTS	3 PTS	2 PTS	1 PT
$400	$300	$200	$100

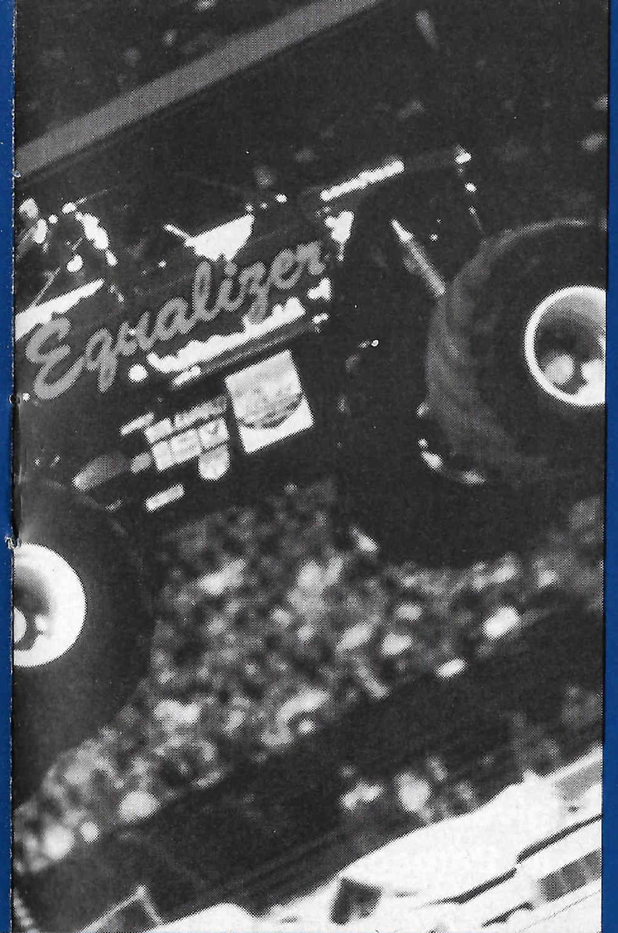
THE GARAGE

This screen will appear automatically at the end of a race, following the standings screen.

The Garage contains the five different Monster Truck equipment categories (Engine, Tires, Suspension, Nitro and Chassis), plus an Upgrade indicator. Press LEFT or RIGHT on the CONTROL PAD to browse categories. The highlighted category will display the cost of Repairing or Upgrading an item.

REPAIRS

Choosing Repair will restore any selected area of damage to a percentage of its original condition, depending



on the amount of money you spend on the repair. You can elect to completely or partially restore some items, while others (such as tires) must be completely replaced. To make a repair, press A.

UPGRADES

Choosing Upgrade allows you to enhance the performance of your Monster Truck in the following important ways:

SUSPENSION: Increases handling ability over jumps and bumps

ENGINE: Increases power and speed for faster acceleration

TIRES: Increases traction and handling (especially effective on the Mud Bogs)

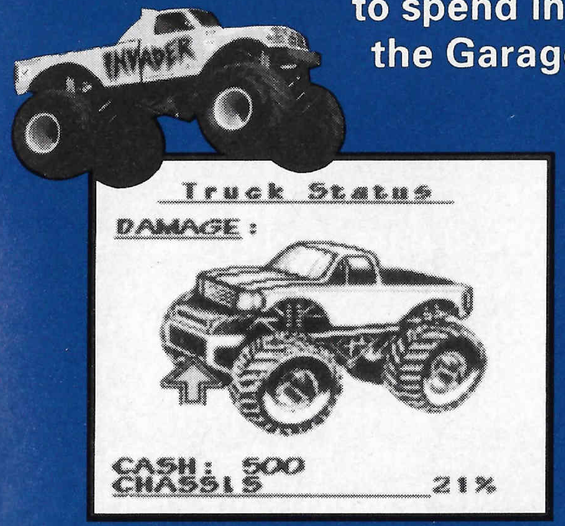
NITRO BOOST: Nitro gives you an extra jolt of power when you need it. You can't have too much of this stuff!

To do an upgrade, press B.

The indicator bar in the Upgrade window displays the amount an item has been upgraded as a percentage of total potential improvement.

TRUCK STATUS

From the Garage Upgrade/Repair screen, pressing the SELECT button will bring up the Truck Status screen, which allows you to assess any damage to your Monster Truck and to see how much cash you've earned to repair it. Press START at any time during a race to pause the race and bring up the Truck Status screen. You cannot actually do any repairs until the race is over. To scroll through the damage status areas, Press LEFT or RIGHT on the CONTROL PAD. Pressing SELECT at a given area will select that area for repair or upgrade in the Garage. Damage is given as what percentage of damage your monster truck has sustained in a given area. For example, if the damage rating of your suspension is 17%, the suspension is 83% sound. Money displays the total amount you have available to spend in the Garage.



COURSE FEATURES/HAZARDS

The Monster Truck Wars™ circuit courses are punishing torture tests that exact brutal tolls on even the best trucks and drivers. You'll need all the skill and cunning you possess to master them!

NOTE: All courses are marked by flags. You must pass through each pair of flags in order to complete a course.

Cars

Crunching cars is way fun, but it sure wreaks havoc with your suspension! You may lose some control and sustain damage while crunching stationary cars, but the bonus pick-ups hidden in them may make it worth the risk!

Jumps

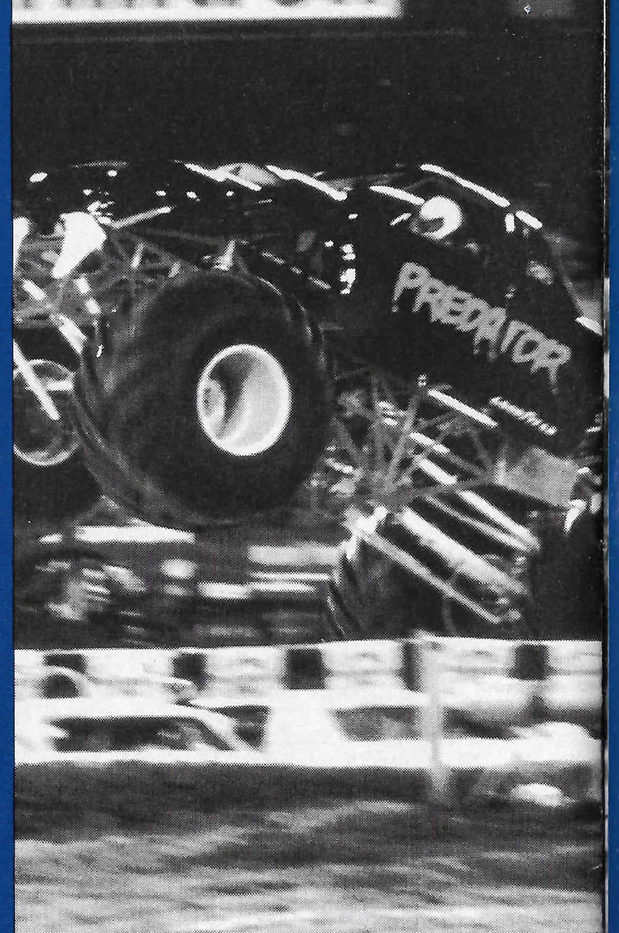
A jump will have different effects depending on how fast you take it. If you take it too slowly, your front end will hit the ground (and anything else in the way), causing damage to the suspension. Taking a jump at medium speed will give you a short jump, causing you to land on one of the obstacles placed after a jump, slowing you down, but giving you an excellent opportunity to destroy things (possibly your own vehicle!) and pick-up bonuses. If a truck lands on top of another truck after taking a jump or a mogul, the truck landed on will sustain a lot of damage to all areas. Taking a jump at top speed will clear all the obstacles, and give you the best time, but you'll lose the chance to pick up some bonuses. Taking a jump too fast can cause you to lose control completely, or even turn over!

Loose Dirt

Monster Trucks race on dirt courses. In some areas, the dirt is packed more loosely than in others. Poor traction in areas with loose dirt causes skidding when making turns. Watch out!

Moguls

Like jumps, the effect of taking a mogul depends on your speed. If you take one too slowly, you won't clear all of them. Landing in the middle of them will cause damage to your truck. If you take the first mogul fast enough, you'll be airborne, allowing you to fly over the moguls for your best race time. Just keep in mind that when you return to earth, you'll be a little out of control!



Monster Trucks

These trucks are dangerous weapons, in the right hands! You'll be facing some of the most cool-headed, cold-blooded, calculating cusses ever to stomp a gas pedal. They're all experienced Monster Truck warriors, and they want only one thing: to win at any price! They'll be looking to smash your truck into confetti by landing on you, smashing into you and pushing you into walls. Of course, you'll do the same thing to them. Won't you?

Mud

What's a Monster Truck race without plenty of mud? Depending on how deep it is, mud will slow you down and can cause a loss of control. Nitro and mud don't mix!

Potholes

What a great way to ruin your suspension! Try to force your opponents into these chassis-warping chasms!

MONSTER TRUCKS

Choose your churning champion from among these top United States Hot Rod Association® Monster Trucks:

Carolina Crusher™

The South rises again, powered by the glory of a 557 engine. This '92 Chevy has a nasty habit of crushing the competition!

Equalizer™

This mighty monster drags all competitor's down to one level – in the dust! No matter what you think you've got, your best may not be good enough!

Grave Digger™

A demon-driven nightmare from the Kill Devil Hills of North Carolina, this awesome 1950 Chevy Panel Truck buries all comers!

Invader™

It came from beyond! Like a Nitro burner from another planet, Invader lays waste to Earth-bound mediocrities such as mere mortals!

Predator™

This cat is out for blood! Vicious animal instincts put the Predator in a feeding frenzy--and he wants to feast on the competition!

Taurus™

This is one mean machine and that's no bull! Taurus sees red when he reaches the track, so you challengers better turn tail and run!

That's Monster Truck Wars™-- a loud, dirty-dealing duel in the mud between the toughest trucks on the United States Hot Rod Association® circuit, to see who will be Top Truck in the League! So get down in the dirt and rock your racing world!

ACCLAIM LIMITED WARRANTY

Acclaim Entertaiment, Inc. (ACCLAIM) warrants to the original purchaser only 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 program 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 program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific 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 can not be pre-empted.

REPAIRS/SERVICE AFTER EXPIRATION OF WARRANTY

If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM CONSUMER SERVICES HOTLINE (516) 624-9300

Marketed by Acclaim, Distributed by Acclaim Distribution, Inc.
71 Audrey Avenue, Oyster Bay, N.Y. 11771

Monster Wars ©1993. 4 Kids Productions, Inc. All Rights Reserved. U.S. Hot Rod Association © 1993. SRO MOTORSPORTS™.
Licensed through Leisure Concepts, Inc.® Acclaim is a division of Acclaim Entertainment, Inc.
® & © 1994 Acclaim Entertainment, Inc. All Rights Reserved.