



SNS-ABME-USA

**BIKER MICE™**  
FROM  
**MARS**

The title logo features the words 'BIKER MICE' in a large, bold, black font with a metallic, 3D effect. Below it, 'FROM MARS' is written in a smaller, red font with a similar metallic effect. The text is set against a background of stylized motorcycle handlebars and a central emblem depicting a mouse's face with a red visor.

**INSTRUCTION BOOKLET**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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



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# “ROCK - N - RIDE!”

The **BIKER MICE FROM MARS** are here on your Super NES®! Their planet was invaded by the evil alien Limburger, who has now set his sights on Earth. Hit the road on a super-charged motorcycle to crush Limburger and beat all the others to the finish line!

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# INTRODUCTION

The fish-faced Plutarkians have devastated Mars—the home planet of Throttle, Vinnie and Modo. These three rebel rodents escaped the mayhem and landed in Chicago, only to find that Limburger, the Plutarkian leader, set Earth as his next target!

From their new home way up in the scoreboard at Quigley Field in Chicago, the three mice have vowed to keep Limburger and his cohorts—the over-lubed enforcer Greasepit and the diabolical Dr. Karbunkle—from taking over Earth.

With help from their friend Charley—a real knockout who runs her own racing shop—these mice live by the motto: “Ride free, citizens!”



# ABOUT THE GAME

In this game one or two players can select from six characters: the three Biker Mice (Throttle, Modo and Vinnie), or Limburger, Grease Pit and Dr. Karbunkle. Watch out, though, this isn't a normal race! Traps lie in wait for you along the way, and other players can attack you. You can also lay a variety of traps yourself.

There are four different races you can try:

- ① **Main Race:** The main race of the game, for one or two players.
- ② **Battle Race:** Win by taking out all enemies, or by crossing the finish line first. For one or two players.
- ③ **Practice:** Practice your racing. For one player only.
- ④ **VS Race:** Take on a friend. For two players only.

# STARTING UP

Insert the Game Pak into your Super Nintendo Entertainment System®, and turn the power ON. The Title/Select screen will appear after the legal screens.

At the Select screen:

- Move the Control pad or push the Select button to make selections.
- Push the Start button to set your selections.

## TITLE SCREEN

Use the Control pad or the Select button to choose a mode, and press the Start button to move to the next screen.

- ❖ 1 PLAYER - Game Select screen
- ❖ 2 PLAYERS - Game Select screen
- ❖ PASSWORD - Password screen
- ❖ OPTION - Option screen

Select the game you want to play and the difficulty level. The Player Select screen will then appear.



## PLAYER SELECT SCREEN

Choose your character with the START or B button. The game will then begin. If two people are playing, you can't both select the same character. See "The Players" section for details on each character.



## PASSWORD SCREEN



If you use a password, you can pick up from where you left off in the Main Race. Passwords come up on screen at the end of the game and at the end of each round.

Select 1P or 2P. Move the cursor to the input point using the Control pad, and use the A or B button to input the symbol. Press the A button repeatedly to cycle through the different symbols. When all the symbols have been entered, move the cursor to "OK" and press the Start button to start the game.

You can also input the password for a second character at the same time, if you want to play a VS game. However, you can't do so if the other character finished in a different round or at a different difficulty level, or if both characters are the same.

## OPTION SCREEN

You can change the game parameters from this screen. Use the Control pad to set the following items:



**AUTO ACCEL.:** Lets you rev up your bike. Keep the X button held down for one or two seconds to rev, and release it to peel out.

**SOUND MODE:** Choose **stereo** or **mono** sound.

**SOUND TEST:** Listen to the game sounds using the A, B, X, or Y buttons.

**ENGINE POWER:** Adjust the bike speed in VS Race.

**EXIT:** Return to the Title screen. You can also press the Start button to return to the Title screen.

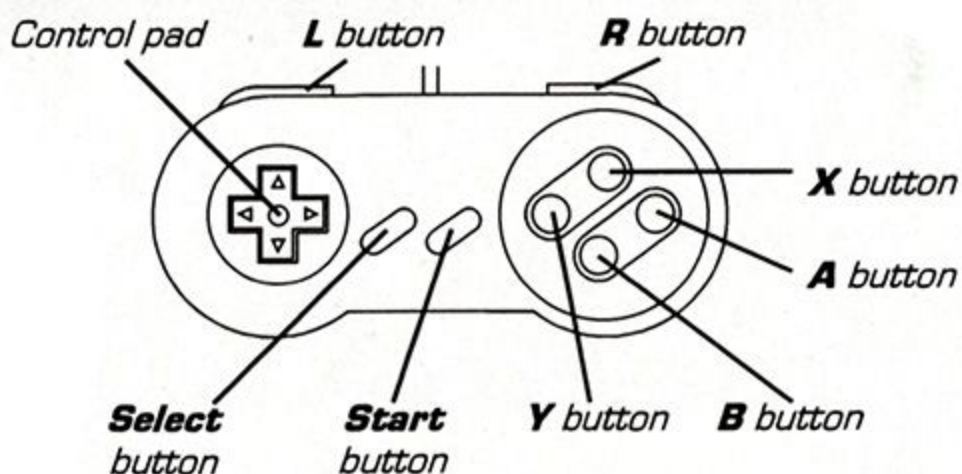




# BASIC CONTROLS

Basic functions of the controller during game play:

- **Control pad:** Move your character (turn steering wheel)
- **L & R buttons:** Lane change to left/right (some characters cannot do this move)
- **L & R buttons:** Hold down during corner turns to do a power slide.
- **X button:** Brake
- **A button:** Use items
- **B button:** Accelerate
- **Y button:** Attack/use special attack
- **Start button:** Start game/Pause
- **Select button:** Not used



## CONTROLLER FUNCTIONS AT THE SELECT SCREEN:

- **Control pad, Select** button: Make selections
- **Start** button: Set selections
- **X** or **Y** button: Cancel (when you are in the Bike Shop)

## BASIC MOVES DURING GAME PLAY:

### ACCELERATING (B BUTTON)

Hold down the B button to accelerate. If you keep it held down your speed will level off once you've reached top speed .

Ⓢ Dashing: Hit the B button repeatedly to dash. You can only dash for a short distance. Dashing is particularly useful when starting off and when going over jumps.

### DIRECTIONAL MOVES (CONTROL PAD)

Use the Control pad to do directional moves. Press it left to turn left, and right to turn right.

Ⓢ Jumps: You can make your character lean backwards and forwards during jumps. Press the Control pad down to bring the front of the bike up in a wheelie position and increase the jump distance. Press the Control pad up to bring the front of the bike down and shorten the jump distance.



## **SIDESWIPING (L, R BUTTONS)**

You can slide left and right to side-swipe other bikes while staying in an upright position on your bike. Press the L button to side-swipe to the left, and the R button to side-swipe to the right.

- Modo, Limburger, and Dr Karbunkle cannot sideswipe.

## **POWER SLIDE**

Turning corners will increase your speed if you use a power slide. Hold the L or R buttons as you turn a corner to accomplish this special move. Each character has a different power slide.

For Limburger, first press the R (L) button twice rapidly, and then press the Control pad left or right.

To power slide left, press the Control pad left and the L button at the same time.

To power slide right, press the Control pad right and the R button at the same time.

## **WHEELIE (B BUTTON + CONTROL PAD ↓)**

You'll come across rough patches and obstacles on the course that'll slow you down if you ride over them. You can keep your speed up by doing a wheelie over them.

- Limbuger and Dr Karbunkle can't do wheelies. Limbuger will turn around if you press the Control pad down.



You can also use this technique to protect yourself from bombs or traps on the ground.

## **USING ITEMS (A BUTTON)**

This command is only effective if you've got items to use.

## **ATTACKING (Y BUTTON)**

Each character attacks in a different way.

- When controlling Vinnie, press the Y button once to make him jump up into the air, then press it again while he's still airborne to make him attack.

## **LAYING BOMBS**

Hold the control pad down and press the Y button to drop a bomb. (You must have attacks available to do this.) You can lay bombs on the ground as a trap for characters coming up from behind.

## **GOING OVER JUMPS**

The distance you jump varies depending on the size of the jump and the speed you're traveling at when you go over it.

## **BRAKING (X BUTTON)**

Braking Dash (X button + B button, then release X button)

To do a braking dash, hold down the brake (X button) and accelerate (B button). Release the brake to dash off at high speed.

## **RETIRE**

Stop racing. You can select this after pressing the Start button to pause.

## **HINT FOR JUMPING**

To land your bike without losing time, press the Control pad up/down to keep it parallel with the ground.

## MAIN RACE

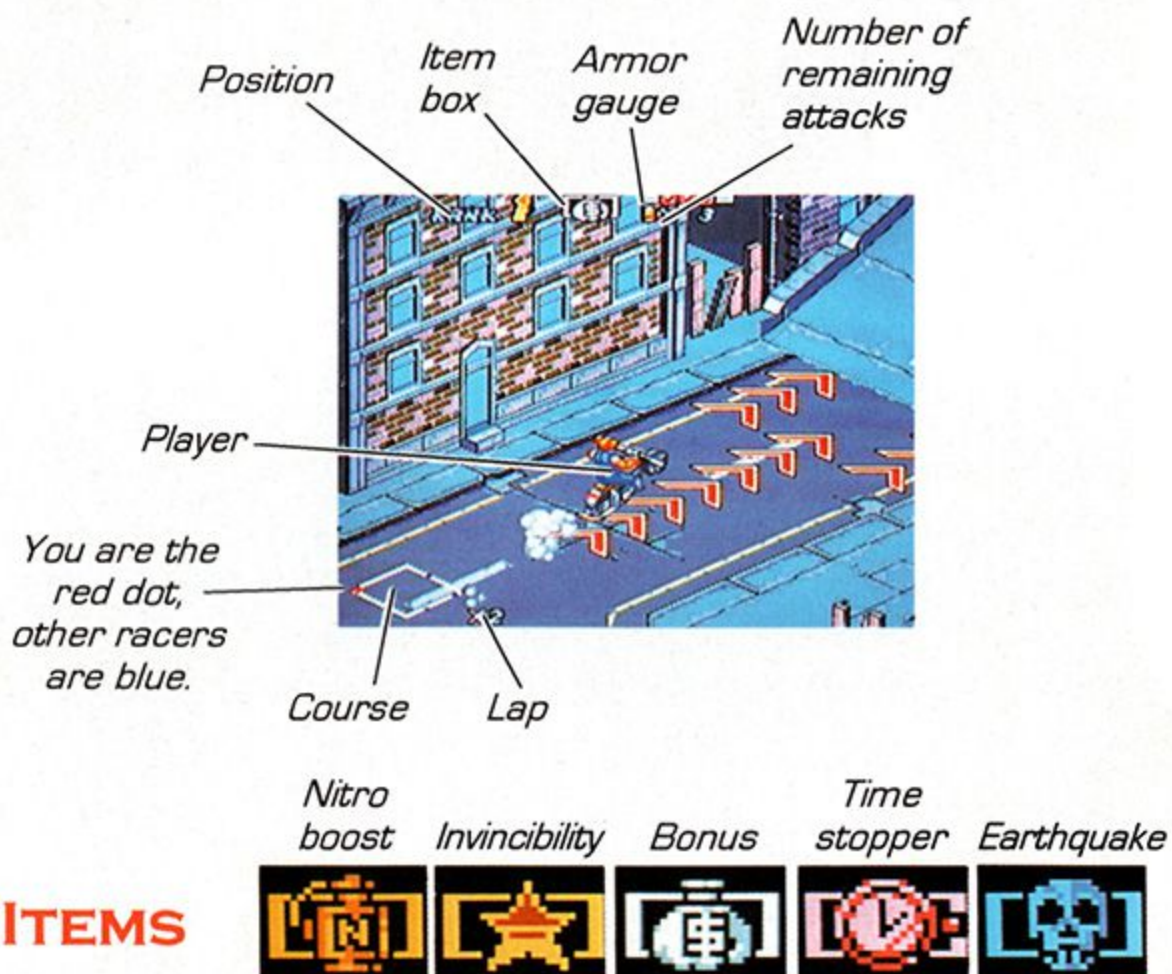
- © One or two players can compete in the Main Race.
- © You must make five laps on each course to complete it. There are five courses in each round—each over different terrain. You have to complete all five courses to complete the round.
- © The number of rounds in the race depends on the difficulty level. There are three rounds in the Easy level, five in the Normal level, and six in the Hard level. The courses themselves get harder as you progress through each round.
- © You receive points for each race corresponding to where you place in the race. The riders placing first, second, and third at the end of each round move on to the next round. In addition to points, you can also win victory money at the end of each race (depending on where you've placed).
- © Your position at the end of each race affects your start position in the next race.
- © Each character has an armor gauge. The character's armor gets weaker if he falls into a trap or is hit by an enemy attack. If the gauge goes down to zero, the character will explode. After exploding, he will be able to ride on, but will have lost valuable time.

## ATTACKING

Each character attacks in a different way. At the start of a race, the number of available attacks is zero. After completing one lap, attacks are added and become available for use. The number of attacks is initially set at three, but if the player buys more at the Shop, she/he can increase this to up to eight attacks per lap.

If you attack an opponent and make him explode, you'll receive bonus money in addition to the normal race money.

If you are placed fourth or lower at the end of a round, the Continue screen will appear. Press the Start button before the countdown reaches zero and you'll be able to continue the game (from the start of the round you were just playing). You'll still have the same amount of money and equipment that you had before, but you'll lose all your points. If the countdown reaches zero, the game will end, and the Password screen will come up. Passwords come up on screen at the end of each round.



Each time you complete a lap, you'll be able to get an item. The type of item is chosen at random. All of them will help you in your efforts to win the race.

## POWER UPS

You can use your race money to power up by buying equipment for your bike at the Shop. Choose SHOP at the Preparation screen to go to the Shop screen.

You keep the equipment you buy when you move to the next course or the next round. If you input a password when you stop playing, your equipment will still be there when you resume play again.



### ENGINE

Increases your top speed and your acceleration power.



### ARMOR

Increases your armor gauge and your power to repel enemies.



### TIRES

Makes your tires grip the road more effectively.



### SHOT

Increases the number of attacks you have.



# BATTLE RACE

◎ One or two players can play in **Battle Race**. Your aim is to destroy the other characters and stay alive until the end of the race to cross the finish line.

◎ The courses are the same as in the Main Race, but if you are destroyed you won't be able to revive and complete that course.

◎ The way you attack is the same as in the Main Race, but you have the full number of attacks allowed for your vehicle. (As with the Main race, attacks are not available until you complete the first lap.) You can get bonus money by injuring enemies and blowing them up.

◎ The player left alive at the end of the race places first, the player most recently destroyed places second, and so on. If more than one player is left alive to cross the finish line, the player who crosses the finish line first places first, the player who crosses second places second, and so on.

◎ If you place first, second or third at the end of a race, you'll move on to the next race. If you place fourth or lower you are out of the race, and the Continue screen will come up. Press the Start button before the countdown reaches zero, and you'll be able to continue the game from the start of the race you were just playing. If the countdown reaches zero, the game will end, and you'll return to the Title screen.

You can buy equipment (except extra Shots) from the Shop in the same way as in the Main Race.





# PRACTICE

In this mode (for one player only) you choose one of the courses in the Main Race and practice your driving skills.



## COURSE SELECT SCREEN

You choose your course at this screen, and then the game begins.

© Only one player can play in this mode. There are no opponents, and no items or attacks for you to use. The time it took for you to complete the course is displayed when you've finished all five laps of the course and crossed the finish line.

© Your best time for each course in Practice mode will also be displayed. Time records are kept in memory until you turn your SNES™ off.

© When you've completed one course, the Practice Select screen will appear. You can select from the following items:



❖ RETRY: Practice the same course again.

❖ COURSE CHANGE: Return to the Course Select screen to select a different course to practice.

❖ PLAYER CHANGE: Go to the Player Select screen to choose a different character and continue playing.

❖ END GAME: Return to the Title screen.

# VS RACE

In this mode (for two players only) you choose one of the courses in the Main Race and compete against a friend.



## COURSE SELECT SCREEN

You choose your course at this screen, and then the game begins.

◎ **VS Race** is basically the same as the Main Race. You choose a course, and the person who completes the five laps and crosses the finish line first is the winner.

◎ There are no items.

◎ The 1P bike races in the top half of the game screen, and the 2P bike races in the bottom half.

◎ When one course has been completed, the loser of the race can select from the following items:

- ❖ **RETRY**: Race the same course again.
- ❖ **COURSE CHANGE**: Return to the Course Select screen to select a different course to race.
- ❖ **PLAYER CHANGE**: Go to the Player Select screen to choose a different character and continue playing.
- ❖ **END GAME**: Return to the Title screen.

\*You can change player speed at the Option screen.



# ABOUT THE COURSES

There are thirty courses in total in the Main Race, set in a variety of different locations and terrain for action-packed, exciting racing.

There are five main types of course:

1) CITY: Race through urban landscapes of freeways and city buildings.



2) ISLAND: Speed along from island to island in tropical settings.

3) SEWERAGE: Experience the thrills of racing in gloomy underground tunnels full of traps.



4) CIRCUIT: Action-packed courses set in a stadium.

5) FORTRESS: Fight through the final race in the round, along courses set in a heavily guarded iron fortress.



# ABOUT THE PLAYERS

## BIKE CHARACTERISTICS

Each character has a different kind of bike. Each bike has different speed, acceleration, and grip characteristics.

**Speed**—How high a speed the bike can reach.

**Acceleration**—How long it takes for the bike to hit top speed after you've pressed the accelerator.

**Grip**—How the bike handles corners.

## ATTACKING

Each character's bike can do a different kind of attack.

**Throttle:** Tornado Shot

Flings enemies up into the air.

**Modo:** Bionic Crash

A deadly tackle that severely injures enemies.

**Vinnie:** Shooting Star

Propels the bike up into the air and sends it zooming down at top speed to attack.

**Limburger:** Plutarkian Beam

Freezes enemies with a lightning bolt.

**Grease Pit:** Grease Gun

Sprays enemies with grease and melts them.

**Dr Karbunkle:** Mutation Beam

Transforms enemies into "Fred the Mutant" for a fixed period of time.

## CHARACTER AND BIKE PROFILES

### THROTTLE

The cool and self-possessed leader of the Biker Mice. His bike is stable and takes corners well.



### VINNIE

A quick-witted and agile Biker Mouse. He has a flashy, technically-skilled racing style that features jump attacks and corner skids.



### MODO

A Biker Mouse with incredible power. He drives a hard race, jumping in the air to execute sharp turns, and harrassing enemies with powerful attacks.





### **LIMBURGER**

The boss of the bad guys. He races in his flying saucer, attacking in all directions without mercy.



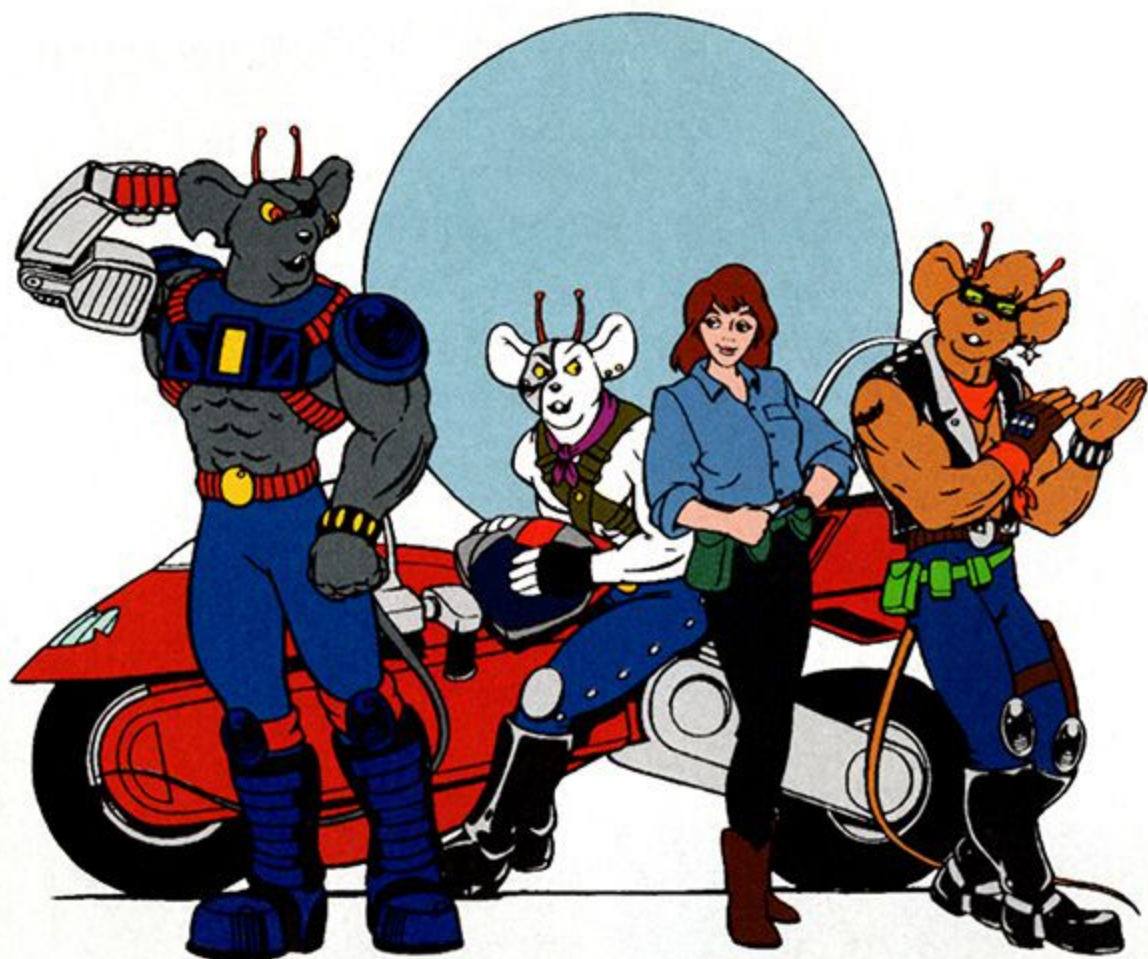
### **GREASE PIT**

His bike is the fastest of all, but doesn't take corners well. His favorite weapon is his Grease Gun, which he uses to spray grease all over people who try to overtake him.



### **DR KARBUNKLE**

He rides an insect-shaped bike with tentacles that he designed himself. An evil scientist who delights in turning people into mutants with his Mutation Beam.



## VICTORY TIPS

Use these tips to get out in front!

➤ Master the art of the power slide to take corners effectively!

➤ Use attacks and items to your best advantage!

➤ Hit the acceleration button (B button) repeatedly to dash when going over jumps!



When you've gotten used to the courses, challenge a friend. Pitting your wits against a worthy rival is the best way to hone your skills and become the hottest rockin' racer in the universe!



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CompuServe: To reach our Customer Support board in the Video Game Publishers Forum, type **Go VIDPUB** at any "!" prompt and access the Konami library. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and \$15 usage fee credit.

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