Kawasaki®
SUPER BIKE
Challenge

TIME WARNER
INTERACTIVE
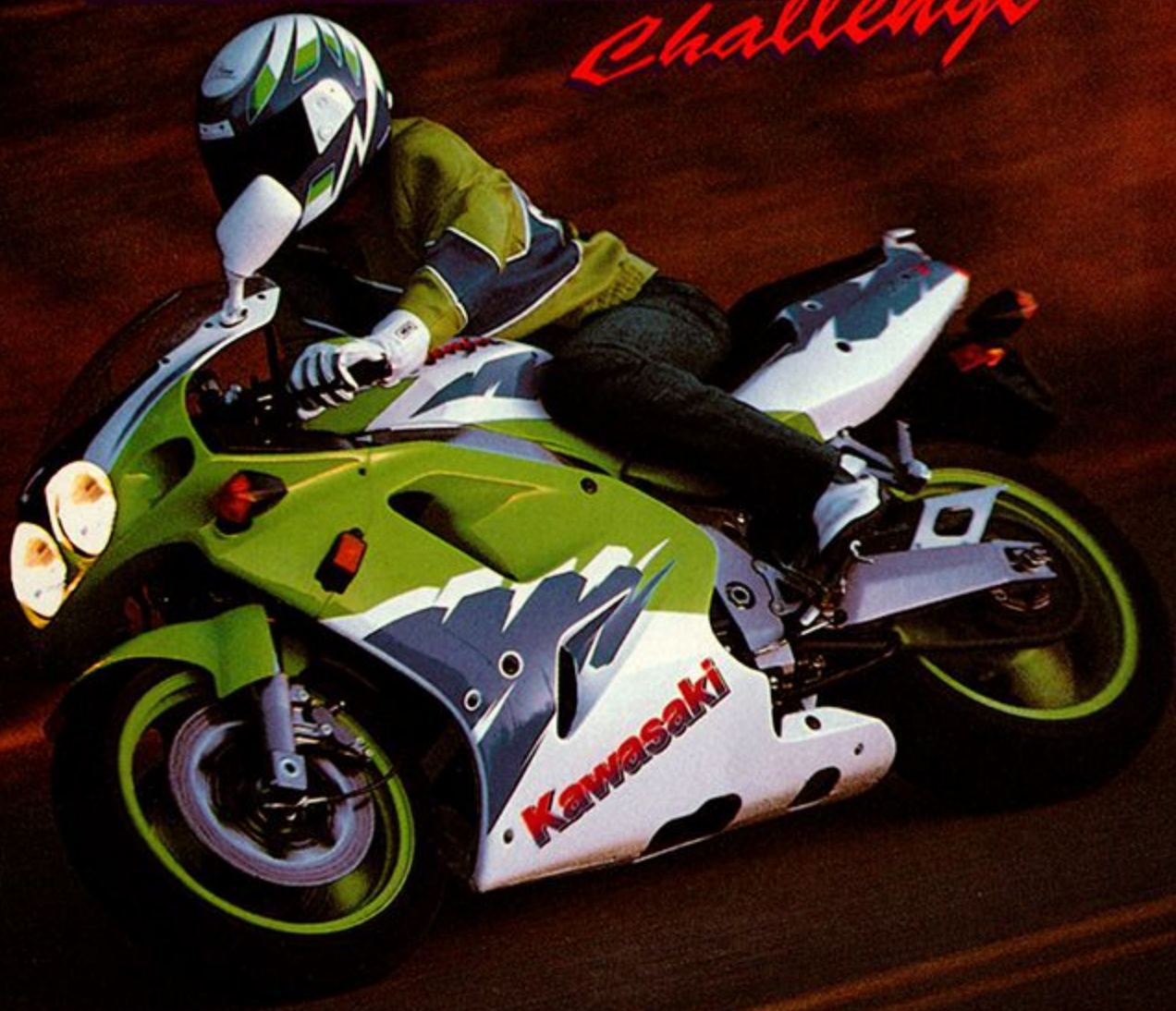
INSTRUCTION
BOOKLET

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

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

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

Contents

Introduction

Get ready for the biggest adrenaline rush of your life — Kawasaki SuperBike® Challenge! Straddle a real, high powered Kawasaki motorcycles, then bury the throttle, lay low on your seat and scream.

This game provides superior graphics, sound, speed and handling. Choose from 15 circuits, including the Suzuka 8-hour Endurance Race. Experience realistic motorcycle racing with weather changes which affect performance and tire wear. Kawasaki SuperBike Challenge is motorcycle racing at its fastest!

Getting Started

1. Make sure the power on your Super NES is turned off. Insert the Kawasaki® SuperBike Challenge Game Pak and plug one or two controllers into the game port.

2. Turn your Super NES on. Once the title screen appears, press the START Button to view the Main Menu.

Important: Always make sure the power switch is turned off when inserting or removing your cartridge.

Controls

L Button   R Button
           X Button
           A Button
Control Pad
           B Button
Select Button
Start Button   Y Button
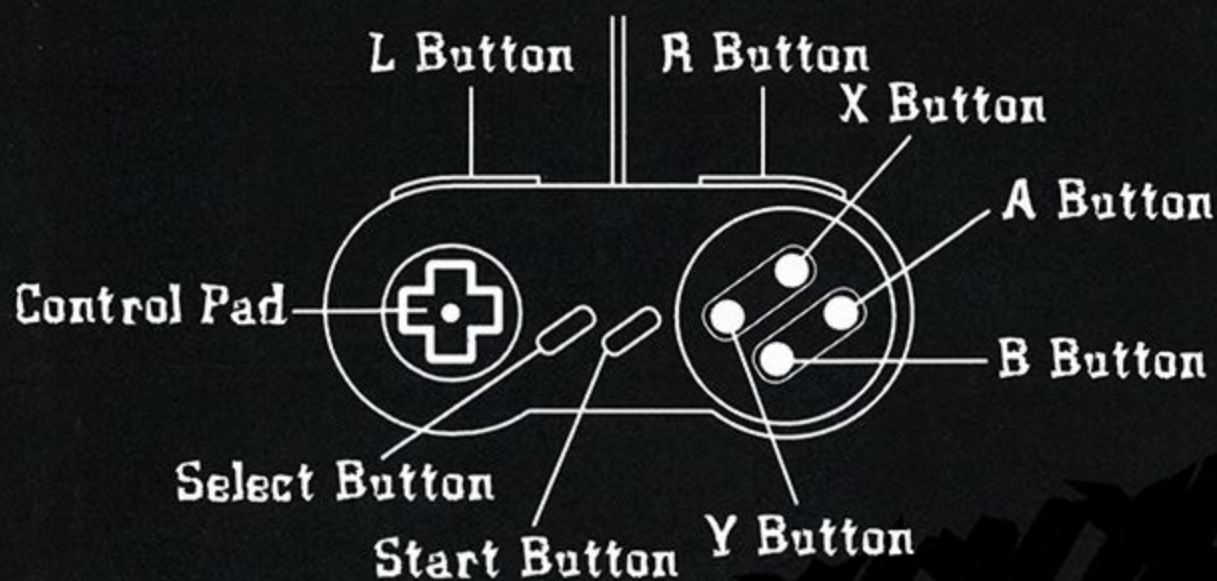
Control Pad: In menus, use the Control Pad to move Up, Down, Left or Right to highlight a desired selection.

START Button: Selects highlighted options.

DEFAULT BUTTON CONFIGURATION FOR GAMEPLAY

Control Pad: When using a manual transmission, press Up to shift up and press Down to shift down.

START Button: Pauses the game and gives you the option to Continue the race or quit and go on to the next race.

A Button: Accelerate.

B Button: Brake.

L Button: Slight turn left.

R Button: Slight turn right.

Control Pad Left: Turn left.

Control Pad Right: Turn right.

Main Menu

Following the title screen, press the START Button to view the Main Menu with these three Player Select options:

1 Player - Select this option to race against the CPU controlled field of racers. You'll go to the Game Select Screen (see Game Select, pg. 9).

2 Player - This option lets you and a friend race against each other and the rest of the CPU controlled field of racers. You'll go to the Game Select Screen (see Game Select, pg. 9).

Options - Choose this option to view the game's various gameplay options. They are:

Difficulty: Select from four different gameplay difficulty settings, Novice, Amateur, Expert, and Professional (Novice is the easiest, Professional is the most difficult). Press the Control Pad Left or Right to cycle through the four options and select the one that best fits your level of play.

Weather: Press the Control Pad Left or Right to toggle the changing weather conditions option On or Off.

Laps: Press the Control Pad Left or Right to cycle through the number of laps you want your race to have either 5, 7 or 10 laps.

Note: This option only applies to the Championship Circuit. The Suzuka 8 Hour Endurance Race has a default number of laps.

Music: Press the Control Pad Left or Right to toggle the games music On or Off.

Control Set-up: This option lets you set-up your controller the way you want. To change the set-up, highlight the option to select Change, then press START. Press the Control Pad Left or Right to select one of three different types: A, B, or C. The new configuration will be displayed on-screen as you cycle through the choices. When the choice you want is displayed, press the START Button to select and return to the Options Menu.

Exit: When you have finished selecting your options choose Exit to leave the Options Menu and return to the Main Menu.

Game Select

The Game Select Screen displays four options to choose from. Press the Control Pad Up or Down to highlight an option, then press the START Button to select. The options are:

Practice: Select this option to get on the track and go through those turns and gears. It's a good idea to get familiar with the tracks before you take on the pros. When you select this option, you'll go to the Select Circuit Screen (see Select Circuits, pg. 13).

Continue: Select this option to enter a password from a previous Championship race. (See The Password, pg. 22 for details). When you select this option, you'll go to the Enter Password Screen. To enter your password:

9

1 Press the Control Pad Up, Down, Left or Right to highlight a character, then press the START Button to select it.

2 Select one of the two arrows if you need to create a blank space or go backwards to fix mistakes.

3 Repeat the process until the entire password is displayed, then press START to return to the saved race.

Championship: Select this option and you'll take on a field of racers and compete on 14 different tracks. You'll race each track in the order they appear on the Select Circuits Screen (see Select Circuits, pg. 13). Depending on where you finish (if you finish) each race, you'll receive points that are accumulated toward the overall championship. Point total standings appear after each race to update your progress (see Race Results, pg. 21). Whether you play a 1 player or 2 player game,

you'll have a teammate. You can win a team championship if your CPU or human teammate (player two) finishes second in the final championship standings. After this selection is chosen, you'll go to the Select Circuits Screen briefly to show you which circuit you'll race on. You'll then go the Choose Equipment Screen (see Choosing Your Equipment, pg. 14). After you choose your equipment, you'll first qualify for the race. The racer with the highest qualifying time will take the pole position.

Suzuka 8-Hour Endurance: This selection is a grueling long distance endurance race. You'll race on this track only, and try to out race and out pit your opponents. The pit stop (see Pit Stops, pg. 19) plays an important part of this race. You'll need to watch your gas gauge and damage meter. If either one falls below the critical stage, the race will end. As in the championship mode, you'll have a

teammate. You can win a team championship if your CPU or human teammate (player two) finishes second in the final championship standings.

ENTERING YOUR NAME

Press Up, Down, Left or Right on the Control Pad to highlight the letter you want, then press the START Button to select it. Repeat the process to type your name. When you are finished, select END to go to the Select Circuits Screen.

Note: The Name Screen only appears when you select Championship or Suzuka 8-hour Endurance modes.

SELECT CIRCUITS

The Select Circuits Screen displays a list of all the tracks available in Kawasaki SuperBike Challenge. In practice Mode, use your Control Pad to highlight each track. The selected track's location, lap distance (in miles), and lap record is displayed at the bottom of the screen.

As the Kawasaki SuperBike Challenge progresses, you will race each of these courses in the order they appear on-screen. If you select the Suzuka 8-hour Endurance, you will not race the other tracks.

Press Start to select a track and go to the Choose Equipment Screen (see Choosing Your Equipment, pg. 14). Press START again to go to Race Qualifying.

13

Choosing Your Equipment

Before every race, a screen is displayed with a weather tip, a picture of your bike, and options for your equipment. You can make adjustments for the weather conditions and your equipment. Press Left or Right on your Control Pad to choose from the following options, then press your Control Pad Up or Down to highlight your choice of these options:

GEARING HIGH/GEARING LOW

Gearing high will give you top speed, but you'll have to use your brakes more often. Gearing low has slower speed, but cornering is easier to control.
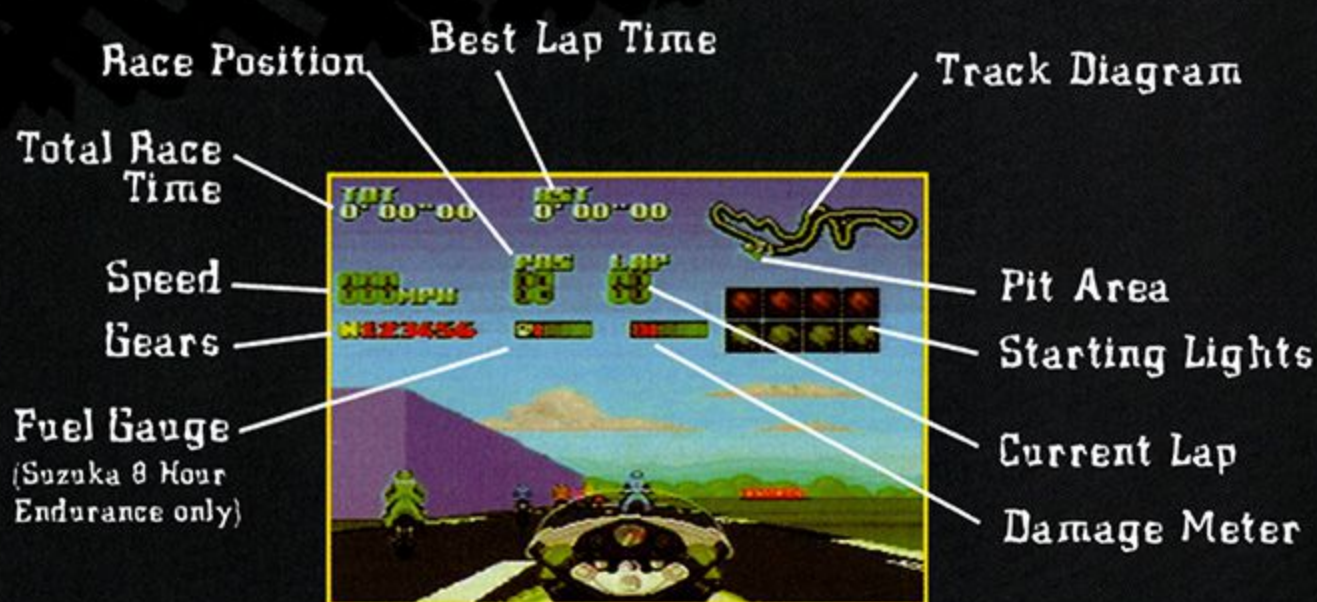
MANUAL GEARS/AUTO GEARS

Choose manual gears to shift for yourself, or automatic gears to have the computer do it for you.

SLICK TIRES/MEDIUM TIRES/ WET TIRES

Use slick tires on dry ground for the best speed, and wet tires for better traction on wet ground.

Get Your Motor Running

Your chance to race on the world's most elite tracks using the world's best motorcycle—the Kawasaki SuperBike—is here! Speed through 15 incredible tracks to accumulate major points and bask in glory. If you think you're really hot stuff, try the Suzuka 8-Hour Endurance Race—it's the ultimate racing challenge!

Race Position

Best Lap Time

Track Diagram

Total Race Time

Speed

Gears

Fuel Gauge
(Suzuka 8 Hour Endurance only)

Pit Area

Starting Lights

Current Lap

Damage Meter

The better you place in the qualifying race, the better your starting position on the track. On each track, you'll race to set a qualifying lap time to determine your position at the start of the race. Following qualifying, you'll pan through the field of racers. Look for your name and the number next to your bike. The number will represent your position for the start of the race.

Go fast and good luck!

Two-Player Mode

When the two-player option is selected, you'll race on a split screen. Player 1 will race on the top half of the screen and Player 2 on the bottom half. Players take turns while selecting options prior to each race, and both set qualifying times together for the same race. Race information for Player 1 is displayed at the top left of the screen and Player 2 at the right.

Player 1 Race Information

Player 1

Player 2 Race Information

Player 2

Pit Stops

Pit Area

Pit Options

When your gas gauge begins to blink and the bar display is in the red, this is your indication to pit.

To make a pit stop during the race, pull the motorcycle over to the far right as you approach the large grey building. Bring the bike to a complete stop. A pop-up menu will appear displaying three tire change options. Press your Control Pad Up or Down to view the tire type options. Press the A Button to leave the Pit. (See Choosing Your Equipment, pg. 14, for descriptions of the tire types).

If needed, your tank will fill with gas automatically. Damage may occur

19

during the race. Keep an eye on the meter. When you pit, your bike will be repaired. Press the A Button to leave. When the options disappear, you're ready to resume the race.

> **Notes:** Watch for large white signs that have the letter "P" on them. The Pit Stop soon follows.

You should complete the pit stop process as quickly as possible, but don't exit the pit area too soon. If you leave before your tank fills or repairs are made, you might need to pit again and lose time. The race does not stop, so be efficient.

Race Results

Following each circuit race, the Race Results Screen will appear. It displays a breakdown of point totals for the race's finishers. The amount of points awarded toward the championship depends on your position as you pass the checkered flag. If the letters "dnf" appear next to a name, that player "did not finish" the race. Here is a breakdown of the points awarded:

1st	= 20	9th	= 7
2nd	= 17	10th	= 6
3rd	= 15	11th	= 5
4th	= 13	12th	= 4
5th	= 11	13th	= 3
6th	= 10	14th	= 2
7th	= 9	15th	= 1
8th	= 8	16th	= 0
dnf	= Did not finish		

The Password

THE PASSWORD

At the end of each Championship race, the Password Screen will appear following the Newspaper Screen. It displays your latest password and the name of the next race. Write it down, and enter it using the Continue Option (see Continue, pg. 9).

Racing Scores

Credits

LANKHOR
Programmers: Jean Luc Langlois
and Christian Droin
Graphics: Stephanie Polard, Lloyd Baker,
and Jason Cunningham
Additional Graphics: Jolyon Myers
Music: Mike Ash
Original Design: Chris Johnson
Producer: Darren Anderson
Testers: Ken Jordon, Tim Mawson,
and Clifford Ramsey

TIME WARNER INTERACTIVE
Producer: Ken Humphries
Associate Producer: Tom MacDevitt
Manual: Jon Mongelluzzo
Testers: Rob Boone
Pete Gauteote
Brian Nichols
Package and Manual Design: Beeline Group, Inc.
Special Thanks: Steve Calfee, Bill Hindorff,
Mitzi McGilvray, and Patti Thorson

90-Day Limited Warranty

Time Warner Interactive, Inc. warrants to the original purchaser of this software product that the medium on which the computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. Time Warner Interactive, Inc. agrees to repair or replace, at its option, free of charge, any Time Warner Interactive, Inc. software product. Before any returns are accepted you must call our warranty department (408) 473-9400 for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANT IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT WILL TIME WARNER INTERACTIVE, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion 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. Address all correspondence regarding this Time Warner Interactive, Inc. game to:

Time Warner Interactive, Inc.
Warranty Department, P.O. Box 360782
Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your Time Warner Interactive, Inc. Game Pak develops problems after the 90-day warranty period, you may contact Time Warner Interactive, Inc. at 1-408-473-9400. If the Time Warner Interactive, Inc. customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective Game Pak to Time Warner Interactive. Return the defective Game Pak, freight prepaid, to Time Warner Interactive, Inc. at the address below. Enclose a check or money order for $20.00, payable to "Time Warner Interactive, Inc." Time Warner Interactive, Inc. will, at its option, subject to the conditions above, repair the Game Pak or replace it with a new or repaired Game Pak. If replacement Game Paks are not available, the defective will be returned and the $20.00 payment refunded.

Time Warner Interactive, Inc.
Attn: Customer Service
675 Sycamore Drive
Milpitas, CA 95035-0782

? PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this Time Warner Interactive game, please call a **Time Warner Interactive game counselor** at **(408) 433-3999** Monday through Friday from 8:00AM - 5:00PM Pacific Time.

TIME WARNER INTERACTIVE

675 Sycamore Drive, Milpitas, CA 95035