



LAMBORGHINI

AMERICAN CHALLENGE



INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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The Story

You've just arrived in the United States with your heart set on becoming a millionaire.

Since your only skill is advanced race-driver training, you decide to enter the Saturday Night Races, an organized tournament of infernal highway challenges.

As chance would have it, you run into an old friend down on his luck. In order to recoup some of his lost wealth, he sells you his prized Lamborghini Diablo at a rock-bottom price. This uses up all but a few thousand dollars of your savings.

Despite your lack of funds, your sights are firmly set on reaching the first Division of this competition. To do this, you must start by winning easy races in Division 3, until you have enough skill and money to enter more difficult ones.

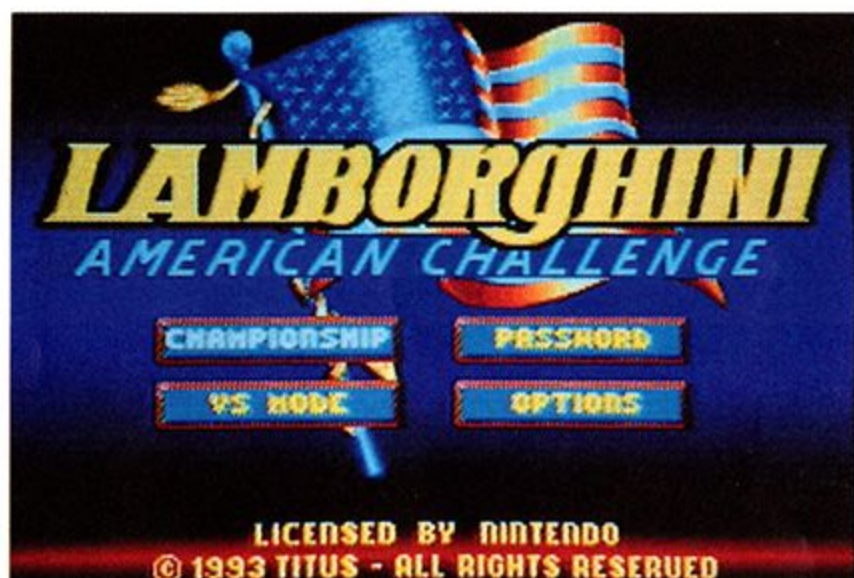
When you feel confident enough in your driving abilities, you may try the Division Challenge. If you succeed, you will progress to the next division. Races become more challenging as you progress, but you can buy more sophisticated equipment and win greater prizes.

**Good luck, and remember to be a careful
and courteous driver... until race-day!**

To Begin The Game

- 1 Make sure the power switch is off.
- 2 Carefully insert the LAMBORGHINI AMERICAN CHALLENGE Game Pak in your Super Nintendo Entertainment System.
- 3 Turn the power switch on.

After the license and copyright screen the introduction menu will appear:



To select one of the four icons, use the control pad to highlight the icon and press button **Y**, **B** or **START**.

PASSWORD icon:	Restart a game
CHAMPIONSHIP icon:	Select a driver and race
VS MODE icon:	2-Player racing
OPTIONS icon:	Options Menu

The Introduction Menu

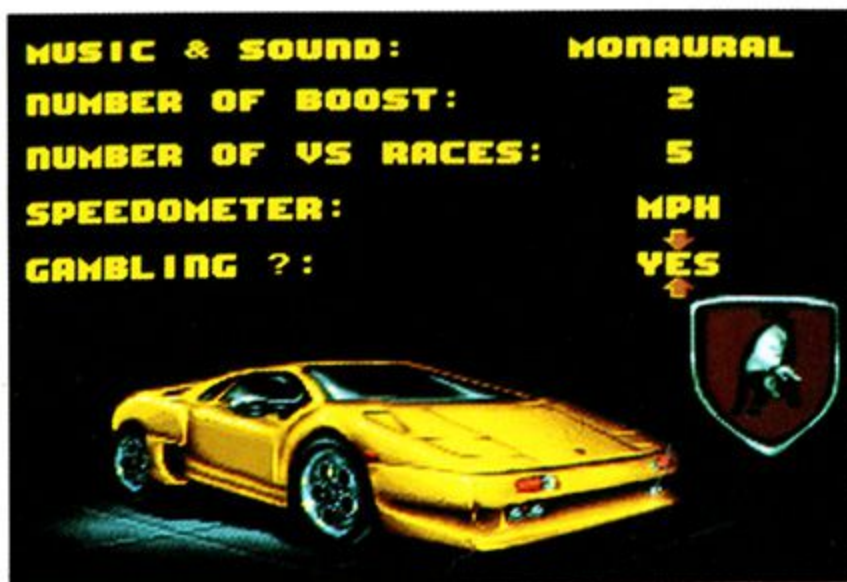
PASSWORD

Select the **PASSWORD** icon to restart a game. However, your score, the number of races won and the top speed of your competitors are re-initialized each time you use a password.

Press right or left on the control pad to position the cursor, then press up or down to select a letter. Each letter in the password is important, don't forget any. Press **START** or **Y** to validate the password.

OPTIONS

Press the control pad up and down to select the option you wish to change, then press right or left to make the change.



The Introduction Menu

CHAMPIONSHIP MODE

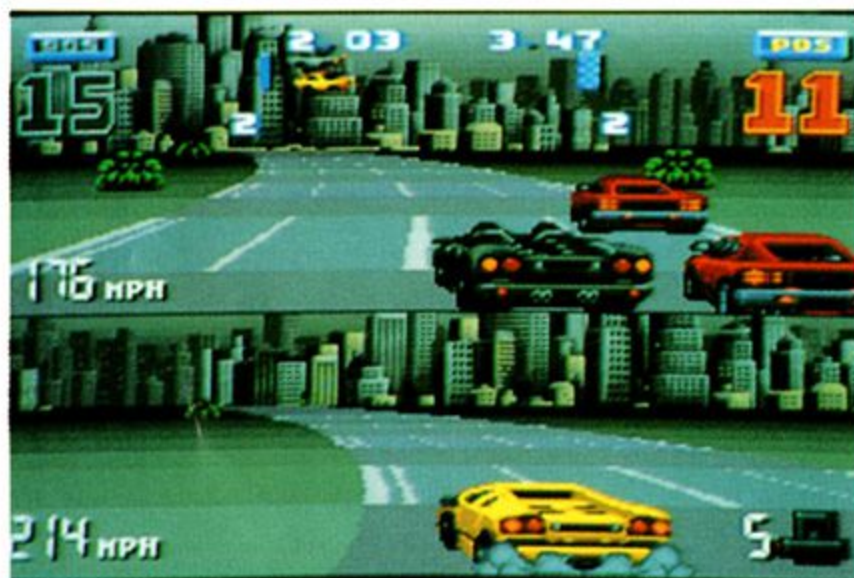
After selecting the **CHAMPIONSHIP MODE** icon you may select your driver with the control pad. Then press **START**, **Y** or **B** to reach the Map of the United States where you can select a race.

THE VS. MODE

In the **VS. MODE**, two players can participate in 1, 5, 7 or 9 races. You may change the number of races you wish to enter by changing the **NUMBER OF VS RACES** from the **OPTIONS** menu.

To win, you must not only cross the finish line before the other player, but also finish the race in first position.

After winning a race, a statistics screen appears. It shows who won the race, who stayed the longest in first position and which player is winning.



The Controls

CONTROLLER

B	Accelerate / Confirm an option
Y	Brake
A	Activate Boost
START	Pause / Confirm an option
SELECT (from pause)	Quit
For manual transmission only	
R	Gears up
L	Gears down

MOUSE

Right Button	Accelerate
Left Button	Brake
Right + Left	Activate Boost
(Note: Gears are automatic when using the Mouse)	
To make sharp turns, move the Mouse fast)	
The Super NES Mouse can only be used in 1-Player mode	

SUPER SCOPE

Fire Button	Accelerate/Shoot other cars (and aim where your car should go, in the One player mode)
Fire Button released	Brake (One player mode only)
Pause Button	Adjust Aim
Cursor Button	Activate Boost

The Map of The United States

There are 15 races in each division. Each race is represented on the map by a red or yellow star. A yellow star indicates you have sufficient funds to enter the race. A red star indicates you cannot pay the entry fee for that race. When you have enough money, a large star appears: this is the division challenge which enables you to reach the next division (if you finish it in less than 60 seconds).



To go to the **SHOP**, **GARAGE** or view information on the **DRIVERS**, select the **EXIT** icon on the map.

To select a race, place the cursor on a yellow star and press **A**, **B**, **X** or **Y**. The following characteristics will appear:



- Name of the race
- Entrance fee
- First prize
- Skill level of locals
- Probability of police encounter
- Weather conditions
- Picture of the professional drivers competing in the race

To go back to the map, press **A**, **B**, **X** or **Y**.
To start the race, press **START**.

The Betting System

If there are professional racers in the race you have chosen, you may bet on the outcome of the race.

If you feel confident that you can finish the race in first position, you can wage your bet with the other racers who will bet against you.

Participants will take turns to either match the current bet (highest bet so far) or stand (finish betting).

The pot is the total amount of money bet by the racers so far.

After one turn, each player has two choices:

- increase his or her stake (match the highest bet so far): **BET**
- decide he has reached his limit and quit the betting process: **DONE**

If you are confident in your driving abilities and your car's performance, you can "raise" your opponents by increasing your wager by an amount greater than that of the current bet. This will force them to either match your current bet or pull out.

During all betting operations, you can accelerate every display by keeping the **R** button pressed.



Note: you may de-activate the betting system by selecting **NO GAMBLING** in the options menu.

Starting the Race

After you have selected a race, finished betting (if the betting system was activated), and repaired any damage, you will start the race.

The following information will appear on the dashboard:

- On the left, a picture of you, a nearby policeman or the nearest opponent driver appears (1-player mode only).
- Seconds remaining for current boost (when activated), and number of boosts remaining.
- Car damage.
- Your position in the race.
- Percentage of the race completed.
- Your speed (you can select MPH or KPH in the **OPTIONS** menu).
- The current gear.



When the race is over, a picture of the three winners and the amounts they won will appear on screen. The next screen will show you the amount you won and how much money you have.



The Police

Saturday Night Races are not ordinary races.

First of all, they are infernal, so you may encounter a wide range of individuals, all looking for the same thing: **MONEY**.

Since state regulations prohibit these races on public roads, police patrols are sent to enforce the speed limits. The police can use the following tactics:

Speed Traps

The police look for anyone going a margin over the speed limit (125 MPH). They will chase you and try to slow you down if you are going too fast. It is recommended to buy a radar detector to detect the patrols, and super brakes to reduce the speed of your car rapidly.

Fines

Policemen standing near the road can catch you speeding with their radar-gun, you may even get a heavy fine after the race.

A radar detector will help you detect the police.

After the Race

After each race, you may exit the map of the United States (select the EXIT icon), you will then access the following menu:



If you wish to buy a part for your car, select the SHOP icon.

The Auto Parts Shop



The basic cars can reach a top speed of 203 MPH, however you may improve your car's performance by buying one of the following parts:

- Super tires for dry and rainy weather
- Radar detector to warn of police ahead
- Speed-up N° 1 (top speed=215 MPH)
- 5 speed automatic (top speed=253 MPH)
- 5 speed manual (top speed=253 MPH)
- Snow tires for extra grip in icy weather
- Super ABS brakes to slow down fast
- Speed-up N° 2 (top speed=265 MPH)
- 6 speed automatic (top speed=303 MPH)
- 6 speed manual (top speed=303MPH)
- Wing: doubles turbo-boost time
- Speed-up N° 3 (top speed=315 MPH)
- Infra-red goggles to see in the dark
- Radar jammer to trick the police
- Roadster: better road control and resistance
- Turbo-boost: 8 seconds of amazing speed

After the Race

The Garage

If your car suffers damage, its performance will be reduced. If the damage level reaches 100%, your car will stop and you will lose the race. It is advised to go to the garage regularly.

To get your car repaired, you must go to the garage. (Exit from the Map of the United States and select the **GARAGE** icon).



Driver Information

01		PAM WON: 01 POINTS: 03 203 MPH MAX
02		COOPER WON: 01 POINTS: 03 183 MPH MAX
03		BRETT WON: 01 POINTS: 03 184 MPH MAX
04		CLINT WON: 01 POINTS: 03 181 MPH MAX
		MARY

When you select the **DRIVERS** icon, the ranking of each driver will appear. The name, the number of races won, the number of points and the top speed are shown. You may scroll up and down this list with the control pad.

If you finish a race in first position, you obtain three points, you get two points if you are second and one if you arrive third.

The up-dated driver information will automatically appear after each race.

Hints

Keep a close watch on your rivals' top speed. You may want to avoid racing against opponents who are better equipped than you.

You will frequently have to choose between buying speed-up options and other additions to your car. Before opting for extras such as Super Brakes, Snow Tires, consider the "local racer" (LOCALS) skills in the remaining available races. You may find yourself up against better opponents without the engine power to beat them.

Beware of racers suddenly betting large amounts. They may well feel confident that their vehicle's performance is superior to yours. You can wear down their lead by skillful cornering. If circumstances get out of hand, you may have to resort to nasty tactics to beat them (such as pushing them off the road).

If you are feeling confident in your driving abilities, refraining from improving your vehicle's top speed may actually be more profitable. If the other racers see your car as less of a threat, they will bet more money on themselves winning. Snatching the victory will be very rewarding.

CAUTION

Keep an eye on your savings at all times so that you don't buy anything if you cannot afford it. If you buy a part for your car, get your car repaired or pay a fine which leaves you without having sufficient funds to enter a race, you will automatically lose the game and your Diablo will be sold.

Therefore, it is advised to spend your money wisely and keep a small amount in reserve to be better prepared against adversity.

Using the Super Scope

Plug your Super Scope in port 2 of your Super Nintendo Entertainment System. Switch on the Super Nintendo Entertainment System, then the Super Scope.

The screen below will appear. Shoot it to begin the game.



You will have to compete against 18 professional drivers in 9 duals. In order to win the race, you must finish in first position and you will probably also have to destroy your competitors' vehicles. (4 turbo-boosts are available to complete 9 races).

Three options are available when using the Super Scope:



1 PLAYER + COMPUTER

In this mode your car is driven automatically. Your mission includes eliminating competitors in your way. If you release the fire button your car will slow down.

1 PLAYER

The car follows the sights of the Super Scope. If you release the **FIRE** button, your car will slow down.

2 PLAYER TEAM

In this mode, one player controls the car with his controller while the other player shoots at competitors with the Super Scope

Limited Warranty

Titus warrants to the original purchaser of this Titus product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Titus program is sold "as is", without express or implied warranty of any kind, and Titus is not liable for any losses or damages of any kind resulting from use of this program. Titus agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Titus product with proof of date of purchase.

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