

冷冻性处验验验验验 生光

Tradewest, Inc. 2400 South Highway 75 Corsicana, Texas 75110 (903) 874-2683

Super OFF ROAD, The BAUA** © 1993 Leland Interactive Media.

PEINTED IN JAPAN

ale de de desi

SUPER SUPER OFF ROAD



INSTRUCTION BOOKLET

TRADEWEST SPERTS

CIPIT NUTANI

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

Thank you for purchasing Super OFF ROAD, The BAJA™ from Tradewest for your Super Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.



NINTENDO SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. 01991 NINTENDO OF AMERICA INC.





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 SUPER NINTENDO ENTERTAINMENT SYSTEM ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



TABLE OF CONTENTS

Acknowledgments 3

Using the System 4

History of The Baja 1000 5

Ivan Stewart Biography 7

Ivan Stewart Career Highlights 8

Game Select/Main Menu 9

Password Screen 10

Game Set-Up 11

Pre-Run 12

Leg Selection 13

Map of Baja 14

Vehicle Controls 15

The Race Vehicle 17

Pit Stop Screen 19

Start The Race/Penalties 21

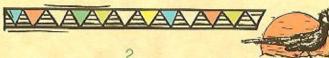
Scoring & Statistics 22

Tow Truck Screen / Best Times 23

Trophy Screen 24

Record Your Passwords 25

Limited Warranty 26



ACKNOWLEDGMENTS

Tradewest gratefully acknowledges
the enthusiastic cooperation of
the following individuals and
corporations for their generous
contribution of time
and resources in the development
of

Super OFF ROAD, The BAJA™:

Mr. Ivan Stewart
Toyota Motor Corporation
Cal Wells, Julie Bentley and the
entire staff of
Precision Preparation Inc.
Mr. Sal Fish and the entire staff of
SCORE International

Information excerpted from SCORE
International Monthly Magazine is reprinted
herein without other reference.

Producer: Michael Abbot / Art Director: Kevin Lydy /
Packaging & Print Director: Debbie Austin / Game Designers:
John Morgan, Kevin Lydy, Michael Platteter, Steve High /
Game Programmer: John Morgan / Game Artists: Francisco
Gracia, David Ellingson, Michael Platteter, Steve High / Music
& Sound Effects: Chip Burwell / Package Concept &
Illustration: Steve High, Debbie Austin / Manual Design:

Steve High, Shawn Murphy, Debbie Austin / Poster Design & Illustration: Steve High, Shawn Murphy, Debbie Austin / Quality Control: Donna Jorgensen, Ken Welk, Brian Johnson, Josh Greeson.

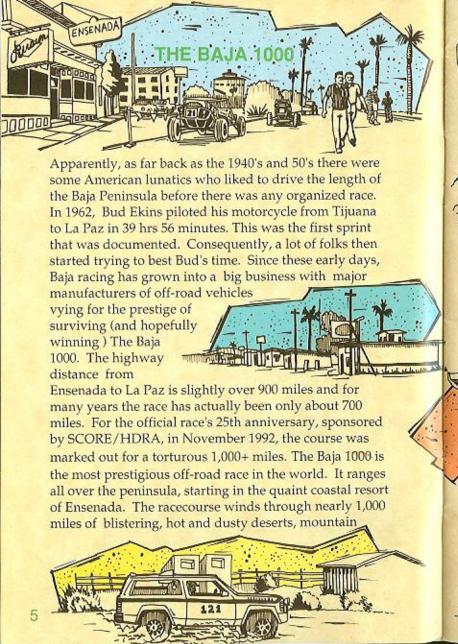
USING THE SYSTEM

1. Turn OFF the power on your Super NES.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

- 2. Make sure a controller is plugged into the #1 port on the Super NES.
- Insert the Game Pak into the slot on the Super NES and press firmly to lock the Game Pak in place.
- Turn ON the power switch. The Trademark/Developer logos will be displayed and then the game title screen will appear.
- When you see the Super OFF ROAD, The BAJA™ logo screen, press START to activate the Game Select Screen.



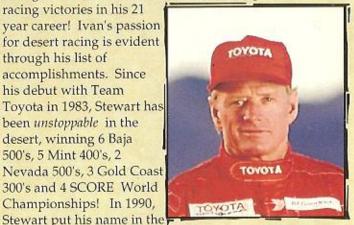


plateaus, forests, fields of giant cactus and hard, flat, dry lake beds where the landmarks have names like Diablo Seco and Martir. About every four years the final destination is La Paz, where drivers from all corners of the world come to prove they can survive The Baja. Since 1967, The SCORE Baja 1000 has produced stories almost too wild to imagine. It's a different kind of motor race. probably because for the 500 or so participants, The Baja 1000 is a personal event to each of them. For instance, one year a Frenchman named Jean Francois got stuck in a silt bed. All around him were mounds of dust covering the silent hulks of other vehicles that had been trapped in the same insidious powder. There wasn't another human to be seen on the horizon. As he and his co-driver started to dig the car out, a small boy, about eight years old, seemingly came out of nowhere. He climbed onto the roof of the car to watch the digging. When they finished, the boy jumped off the roof into the silt and simply disappeared. The racers looked around, but he had vanished completely! There are so many bizarre stories about this race that, over the years, it has become epic. The Baja 1000 ... it's no Sunday drive!

IVAN STEWART BIOGRAPHY

Since entering the world of off-road in 1971, Ivan Stewart has earned unparalleled honors, including winning 11 Baja 500's; 7 Mint 400's; 5 SCORE World Championships; 5 SCORE Driver of the Year awards; and 3 driver's titles and a record 14 main event victories in stadium off-road racing. In total, the California veteran has posted 68

racing victories in his 21 year career! Ivan's passion for desert racing is evident through his list of accomplishments. Since his debut with Team Toyota in 1983, Stewart has been unstoppable in the desert, winning 6 Baja 500's, 5 Mint 400's, 2 Nevada 500's, 3 Gold Coast 300's and 4 SCORE World Championships! In 1990,



record books when he piloted his V-6 powered Toyota truck to 6 victories, becoming the first truck driver in the history of the SCORE and HDRA series to earn both the "Overall" title and the "Unlimited Class" championships! In addition to all of his record-breaking titles, Ivan has also become legendary because of his penchant for running The BAJA 1000, 15 hours of non-stop, dirtchurning, gravel grinding driving without a co-driver or

> a windshield! "I'll tell ya," quipped Stewart, "when you go down to Baja, it's not really a race, and this may sound corny, but it's an adventure. I've loved it for more than twenty years!"

IVAN STEWART'S BAJA HIGHLIGHTS

| 1992 | 1st Baja 500Class 1, Overall | SCORE |
|------|------------------------------|-------|
| 1991 | 1st Baja 500Class 1, Overall | SCORE |
| 1990 | 1st Baja 500Class 1, | SCORE |
| | 2nd Overall | |
| 1989 | 1st Baja 500Class 1, | SCORE |
| | 2nd Overall | |
| | 2nd Baja 1000Class1 | HDRA |
| 1986 | 1st Baja 500Class 1 | SCORE |
| 1985 | 2nd Baja 500Class 1 | SCORE |
| 1984 | 1st Baja 500Class 7 | SCORE |
| 1980 | 1st Baja 500Class 8 | SCORE |
| 1976 | 1st Baja 500Class 1, Overall | SCORE |
| | 1st Baja 1000Class 1 | SCORE |
| 1975 | 1st Baja 300Class 1, Overall | SCORE |
| | 1st Baja 500Class 1, Overall | SCORE |
| | 2nd Baja 1000 Class 1 | SCORE |
| 1974 | 1st Baja 300Class 2 | BSC |
| | 1st Baja 500Class 2, Overall | SCORE |
| | 1st Baja 500Class 1 | BSC |
| 1973 | 1st Baja 300Class 2 | BSC |
| | | |



Event Sponsors: SCORE: SCORE International HDRA: High Desert Racing Association BSC: Baja Sports Committee

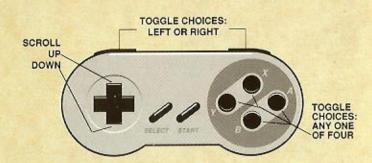


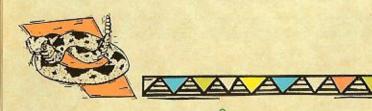
GAME SELECT

From the Game Select screen, choose the race you wish to run in. If you hit START without selecting a race, you'll find yourself running The Baja 1000. You also have the option to

Came Select
PASSMORD
SETUP
PRE-RUN
MEXICO 250
ENSENADA 500
BAJA 1000

enter your password from a former race, pre-run any of the first 4 legs or go to Set-Up to modify the number of players, vehicle colors, etc. (Life is full of choices!) Using the control pad, scroll through the options and select your categories by pushing START.





PASSWORD

If you select PASSWORD from the game select menu, you will be presented with 2 lines of 14 zeros on the screen. Use the control pad to move and the select buttons (A,B,X or Y) to change the zeros to your



previously recorded 28 digit password. After entering your password, push START. You will then return to the point in the game where you left-off.

The PASSWORD will automatically be presented on the screen at the following points:

- 1. At the end of The Mexico 250 (CAMALU)
- 2. Halfway through The Ensenada 500 (CAMALU)
- 3. At the end of The 500 (GUERRERO NEGRO)
- 4. One quarter through The Baja 1000 (CAMALU)
- 5. Halfway through The 1000 (GUERRERO NEGRO)

Hey, we even gave you a place at the back of this book to write down your passwords. Do it.



GAME SET-UP

The Game Set-Up Screen will appear every time you choose SET-UP from the main menu (Game Select). Use it to customize game play. Scroll up or down through the selections with the control pad.

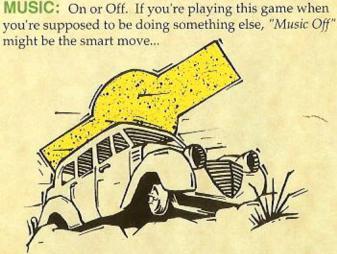


Toggle the choices on each line with the A,B,X or Y buttons. The choices that are left on screen when you push START will be the parameters with which the game is played. Did you get that?

DIFFICULTY: (Beginner, Intermediate or Expert)

Choose from 3 levels of difficulty by using the control pad to illuminate "Difficulty" and the A,B,X or Y buttons to cycle through the levels.

MUSIC: On or Off. If you're playing this game when you're supposed to be doing something else, "Music Off"



One Player - against Ivan Stewart Two Player - against another person Either option will include the complete field of drivers. When you are driving in the 2-Player mode, Player 1 will run each leg alone. During Player 2's run, the "ghost image" of Player 1's vehicle will appear on the course. It will perform the same way it did during Player 1's run, including picking up bonus objects, when the "ghost vehicle" is visible on the screen.

Vehicle Color: Cycle through the 6 vehicle colors and select one. Player 2 may select one of the remaining 5 colors. Don't fight about it. All vehicles are equal at the start - bragging rights come later, after you prove yourself!

Player Initials: Cycle through the alphabet and select 3 initials. (Move sideways from first to third initial with the control pad left-right lever).

PRE-RUN

The Pre-Run option will allow you to check-out any of the first 4 legs of the race. Scroll through the legs using the Control Pad. When you find a leg you want to challenge, press START. Your vehicle will then appear on the starting line of the selected leg. When you've finished your pre-run, the stats will come up. Push START and the Game Select screen will appear. You can then choose to start a race or pre-run another leg. This option is also useful for those of you who are afraid of the "real thing" and want to avoid the race altogether - you can pre-run all day long...



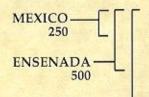
LEG SELECTION

Forty Miles of Bad Road? Forget about it...there are 8 legs to The BAJA 1000! 8 segments of the most in-your-face terrain on the planet! You can choose any of the first 4 segments to pre-run and you may pre-run as many times as you wish. In the 2-Player mode, both players must pre-run the same leg sequentially. Once you feel confident with your pre-run, you may want to go all the way from Ensenada to La Paz. This is the real BAJA...1,000 miles of bone-jarring rocks, dust and heat!

RACES

BAJA 1000

LEGS



- 1. Ensenada to San Felipe
- 2. San Felipe to Camalu
- 3. Camalu to El Arco
- 4. El Arco to Guerrero Negro
- 5. Guerrero Negro to San Juanico
- 6. San Juanico to San Javier
- 7. San Javier to Santa Rita
- 8. Santa Rita to La Paz

No matter which race you pick, you will be shown the LEG SELECTION screen where you'll see a map of Baja, the title of the next leg and Ivan's racing tip for the

segment. If you've already run the entire race, you can toggle through the legs to re-run any one of them out of order.

Check out Ivan's hints - the guy knows what he's talking

about! Hit START and get ready to bounce ⇒ your teeth loose!

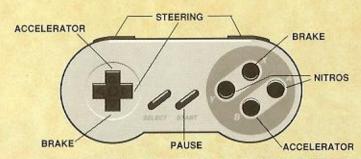






VEHICLE CONTROLS

Check it out - there are several controls to make your driving easier. The START button will pause the driving action, but will not halt the time clock in the Pit Stop. We are also giving you a gift - you start the game with 25 Nitros!

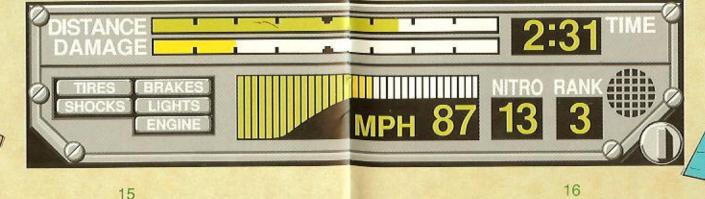


Dashboard: The dashboard at the bottom of the driving screen gives information about the condition of your vehicle and how well you're doing. The long bar gauge at the top shows your distance. The long bar

gauge underneath it shows the damaging hits to your vehicle from impacting obstacles (trees, rocks, animals) and from hitting the road too hard. Drive fast, but don't act the fool and allow your damage bar to get ahead of your distance bar!



Additionally, small warning lights on the left will advise you of the specific type of damage you are incurring (tires, brakes, etc.) The RPM/MPH gauge shows current speed & RPM's. Notice that your speed is best ON THE ROAD. The Nitro window shows remaining Nitros. The Rank window displays position in the race. Don't be confused by the crowd of drivers in your face, your position is determined by who's in front of you and who is in back of you. The dashboard clock actually begins to run the moment you are in the Pit Stop so decide quickly and get outta there!

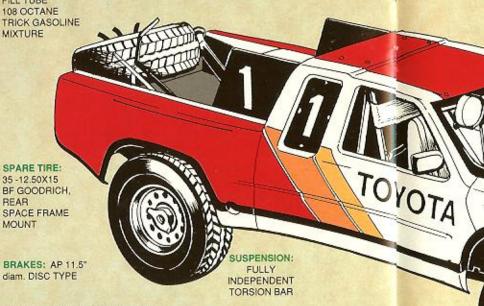




ROLL CAGE: 2" diam. 4130 CHROME MOLY AIRCRAFT STEEL

LIGHTS: (6) 130-WATT HALOGEN PIAA. ILLUMINATION DISTANCE: 2500 ft SKIDPLATE: AIRCRAFT **ALUMINUM ALLOY**

> TIRES: 35" diam., 12.50 X 15 BF GOODRICH STEEL BELTED RADIALS ON 8" ALUMINUM ULTRA WHEELS WITH ALUMINUM KNOCK OFF HUBS



CHASSIS: TOYOTA SINGLE SEAT UNLIMITED CLASS WITH QUICK-RELEASE FIBERGLASS BODY PANELS.

FUEL TANK: 35 GAL CAPACITY, ALUMINUM WITH 4"DIAMETER

FILL TUBE 108 OCTANE

MIXTURE

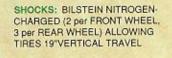
SPARE TIRE: 35 -12.50X15

REAR

MOUNT

WHEELBASE: 120" WEIGHT: 4200 LBS. CLEARANCE: 17"

SEAT: SINGLE BUCKET, CENTER MOUNTED





THE PIT STOP

Before each leg of a race, you will hit the PIT STOP. Here you will be able to outfit your vehicle for the particular hazards ahead. Word up: pay attention to Ivan's advice. He's been there and he knows what



you'll need. Just like on "Ivan Stewart's Super Unlimited Toyota Desert Truck", you can acquire features like: Nitros, spare Tires, better Brakes, improved Shocks, Lights or a larger Engine.

PIT STOP ACCESSORIES

| ITEM | COST |
|------------------|----------------------------------|
| Nitros | \$1,000 (\$1K) |
| Brakes | \$4,000 (\$4K) |
| Tires | \$5,000 (\$5K) |
| Shocks | \$6,000 (\$6K) |
| Lights | \$7,000 (\$7K) |
| Engine | \$9,000 (\$9K) |
| Shocks Lights | \$6,000 (\$6K) \$7,000 (\$7K) |

Don't rush it, the Pit Stop will not appear until after the first leg has been run by both players. Thereafter, you'll pull in before each leg so you can get the equipment you'll need for the coming race segment. Don't mess around - get outta there quickly because the clock is running and it adds unwanted seconds to your time. (What?! You spent all your time shopping?!) When you're

finished wandering around in the Pit Stop, hit START and get ready to leave your buddies in the dust!

SCROLL THROUGH ACCESSORIES PURCHASE SELL BACK IF YOU MAKE OR CHANGE YOUR MIND

Besides earning Bonus Money at the end of a leg, you can also grab big bucks to use in the Pit Stop by nailing the money bags you will see along the racecourse. As you collect more bags, the amount of money in each will progressively increase. Also, you can avoid spending all your hard-earned dollars on Nitros if you're good and fast enough to collect them along the racecourse! Coordination counts on these moves...









START THE RACE

Once you burn rubber out of the Pit Stop, each leg will start automatically. You will see your vehicle at the start line, the flagman will wave the green flag and there will be 3 beeps. (HINT: Press " B " and hold between the 2nd and 3rd beep



and you can leave the others in the dust!) Stay on the road/path to keep your speed up and make the best time. (See DASHBOARD on page 15.) At the beginning of the first leg, you'll find yourself near the back of the pack. Don't pitch a fit 'cos after that your starting position is determined by your overall standing. Each vehicle starts the race a couple of seconds apart, so watch out - even though you may cross the finish line first, some of your opponents can still have quicker leg times!

PENALTIES

Even though you're drivin' to win, you would be wise to check-out what's in front of you! Avoid hitting Quad Riders, Spectators and Animals. Not only do they damage your vehicle, they also cause big penalty fines. Besides that, it's not very sporting of you... Look out for these Penalties:

| THEOR I CHICKLE |
|-----------------|
| OBJECT |
| Quad Rider |
| Animals |
| People |

YOU LOSE \$3,000 (\$3K)

\$5,000 (\$5K) \$10,000 (\$10K)





STATISTICS / SCORING

At the end of each leg (both players are finished) the stats

screen will appear to show you how well you did time wise and how much bonus money you picked up. What a concept! You will also see a cumulative lapsed time for the race you are running. These times will be stored in the data base as long as the power is ON.



BONUS MONEY

| OVERALL POSITION | BONUS MONEY | |
|------------------|--------------------|--|
| 1st Place | \$100,000 (\$100K) | |
| 2nd Place | \$95,000 (\$95K) | |
| 3rd Place | \$92,000 (\$92K) | |
| 4th Place | \$90,000 (\$90K) | |
| 5th Place | \$89,000 (\$89K) | |

NOTE: Bonus Money decreases in \$1,000 increments for each position after 5th Place, i.e., 6th Place is awarded \$88,000 and so on - get the picture?



TOW TRUCK SCREEN

If you try drivin' like some cabbie in New York City (NEW YORK CITY?!) you'll see the damage bar go off

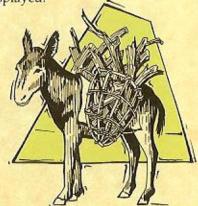
the charts and you'll wreck your vehicle. That's too bad, 'cos it's a long walk home from anywhere in Baja. And the tow truck is just for your vehicle, not for your sorry bones!



BEST TIMES SCREEN



The Best Times screen shows the times for the race that has just been run. In the 2-Player mode, your times, your opponent's and the best computer time will be displayed.



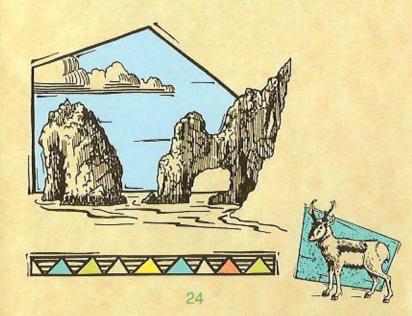


AAAAAAAAA

TROPHY SCREEN

The trophy screen will appear at the end of an entire race. Even if you do poorly and come in last, (Dude, even finishing this race gives you bragging rights!) you will be at the awards ceremony. But you must complete the whole 8 legs without breaking down. It's tough, but it's worth it! Good luck and go for the gusto!

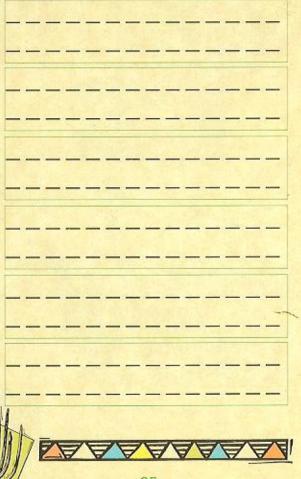






RECORD YOUR PASSWORDS

Unless you can remember all of your different passwords (oh, sure!), use the spaces provided below to make a note of them.



Tradewest, Inc. warrants to the original purchaser of this Tradewest 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 Tradewest software program is sold "as is," without express or implied warranty damages of any kind, and Tradewest is not liable for any losses or damages of any kind resulting from the use of this program. Tradewest agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Tradewest software product, postage paid, with proof of purchase, at its Factory Service Center.

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 Tradewest 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 TRADEWEST. 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 TRADEWEST BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TRADEWEST SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations 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.

Tradewest, Inc. 2400 South Highway 75, Corsicana, TX 75110. (903) 874-2683.

