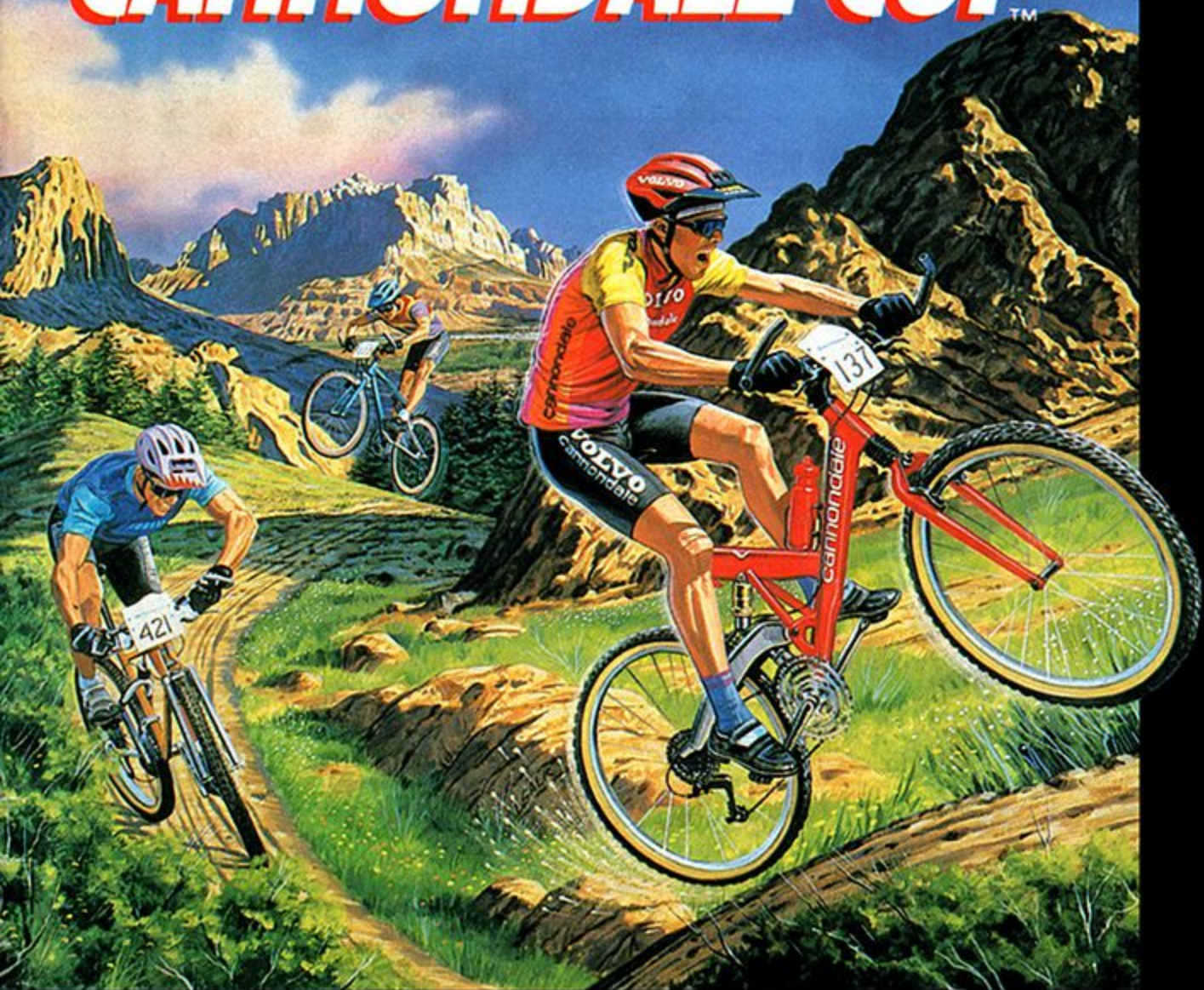


CANNONDALE CUP™



INSTRUCTION BOOKLET



AMERICAN SOFTWORKS

SUPER NINTENDO
ENTERTAINMENT SYSTEM

CANNONDALE CUP™

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INTRODUCTION

CANNONDALE CUP™ BRINGS THE EXCITEMENT OF MOUNTAIN BIKING TO YOUR SUPER NINTENDO. SELECT YOUR CANNONDALE® MOUNTAIN BIKE AND STEERING OPTIONS AND YOU'RE ON YOUR WAY. BUT WAIT, KEEP YOUR EYES FIXED ON THAT TERRAIN. IT'S FULL OF ENEMIES AND OBSTACLES THAT CAN RUIN YOUR DAY. THERE'S A BUNCH OF STUFF OUT THERE TO TRIP YOU UP AND WIPE YOU OUT. ARE YOU UP TO THE CHALLENGE OF THIS FAST-PACED RACE? READY, SET, RIDE!



HOW TO START



1. MAKE SURE THE SUPER NINTENDO ENTERTAINMENT SYSTEM (SUPER NES) POWER SWITCH IS OFF.
2. INSERT THE CANNONDALE CUP GAME PAK INTO THE SUPER NES AS DESCRIBED IN THE SUPER NES INSTRUCTION MANUAL.
3. TURN THE POWER SWITCH ON. THE ASC LOGO AND CREDIT SCREENS WILL DISPLAY AND THEN THE GAME SELECTION SCREEN WILL APPEAR.
4. IF YOU ARE A FIRST-TIME USER, USE THE CONTROL PAD TO ARROW TO A NAME YOU WISH TO REPLACE WITH YOUR NAME, THEN PRESS SELECT.

THE CANNONDALE CUP CHALLENGE

THE OBJECTIVE OF CANNONDALE CUP IS TO COMPLETE ALL FOUR COMPETITION STAGES. TO COMPLETE THE FIRST THREE STAGES, YOU NEED TO EITHER SCORE A MINIMUM NUMBER OF POINTS OR COMPLETE A CERTAIN NUMBER OF LAPS. FOR THE FOURTH AND FINAL STAGE, YOU NEED TO FINISH FIRST IN A 30-LAP MINIMUM RACE. THE CANNONDALE SCOREBOARD SHOWN ON THE **PLAYER SELECTION** SCREEN UPDATES THE POINTS OR LAPS YOU NEED TO SCORE OR COMPLETE BEFORE YOU CAN ADVANCE TO THE NEXT STAGE.

cannondale players		
PLAYER 1 - JASON		
STAGE	NEEDED TO ADV.	
	POINTS	LAPS
QUALIFIER	COMPLETED	
REGIONAL	COMPLETED	
CHAMPION	COMPLETED	



PREPARING FOR YOUR RIDE



SELECT A NAME: PRESS THE B BUTTON TO ADD/CHANGE/EDIT YOUR NAME.

REPEAT PRESSING THE UP OR DOWN ON THE CONTROL PAD TO SCROLL THROUGH THE ALPHABET TO SELECT THE DESIRED LETTER. PRESS RIGHT OR LEFT ON THE CONTROL PAD TO ADD/CHANGE ADDITIONAL LETTERS. WHEN YOU HAVE ENTERED YOUR NAME, PRESS THE B BUTTON.

THIS SCREEN ALSO DISPLAYS YOUR PROGRESS TOWARDS QUALIFYING FOR THE NEXT STAGE. YOU CAN ONLY RIDE ON THE TRACKS OF THE STAGE(S) YOU HAVE QUALIFIED FOR.

PREPARING FOR YOUR RIDE

SELECT A RIDER:

SELECT A CANNONDALE SUPER RIDER BY PRESSING THE CONTROL PAD DIRECTIONALS TO MOVE THE RED BOX TO THE DESIRED CANNONDALE RIDER AND THEN PRESS SELECT.



SELECT A STAGE:

USE THE CONTROL PAD TO ARROW UP OR DOWN TO SELECT ONE OF THE FOUR DIFFERENT STAGES. YOU CAN ONLY RIDE IN THE STAGE(S) THAT YOU HAVE QUALIFIED FOR. PRESS ANY KEY TO ADVANCE TO THE NEXT SCREEN.



PREPARING FOR YOUR RIDE

THE FOUR RACING LEVELS ARE:

QUALIFIER: 1 TRACK

REGIONAL CIRCUIT: 3 TRACKS

CHAMPIONSHIP CIRCUIT: 3 TRACKS

FINAL RACE: 1 TRACK

SELECT A TRACK:

IF YOU HAVE
SELECTED TO RACE
ON THE REGIONAL
OR CHAMPIONSHIP
CIRCUITS, USE THE
CONTROL PAD TO ARROW LEFT OR RIGHT
TO SELECT ONE OF THE THREE TRACKS.

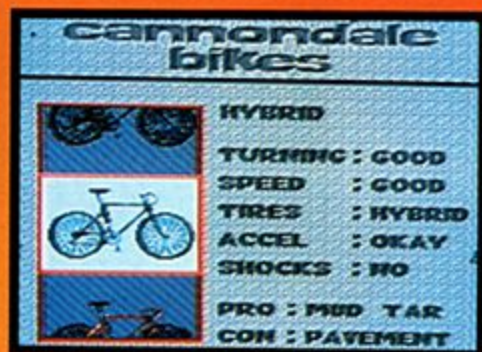


NEXT, USE THE CONTROL PAD TO ARROW
DOWN TO SELECT THE NUMBER OF LAPS
YOU WANT TO RIDE. PRESS ANY KEY TO
ADVANCE TO THE NEXT SCREEN.

PREPARING FOR YOUR RIDE

SELECT A BIKE:

EACH CANNONDALE BIKE WILL HAVE DIFFERENT ATTRIBUTES THAT WILL MAKE IT MORE



OR LESS DESIRABLE THAN OTHER BIKES WITH RESPECT TO THE CHOSEN TRACK. HINTS FOR CANNONDALE BIKE SELECTION ARE PROVIDED AS BIKE PROS AND CONS. USE THE CONTROL PAD TO ARROW UP OR DOWN TO THE DESIRED BIKE AND THEN PRESS SELECT.

OPTIONS: THE OPTIONS MENU ALLOWS YOU TO CHANGE OPTIONS FOR YOUR GAME PLAY. TO CHANGE AN OPTION, USE THE CONTROL PAD TO ARROW THE SELECTION BOX UP OR DOWN TO THE ITEM YOU WISH TO CHANGE AND THEN ARROW LEFT OR RIGHT TO CHANGE THE OPTION.



PREPARING FOR YOUR RIDE



SKILL LEVEL: You will have the option to choose from three skill levels – Amateur, Pro and Champion.

These skill levels have the following default option configurations:

cannondale options	
SKILL LEVEL	- AMATEUR
WIPE OUTS	- OFF
PUNCHING	- ON
STEERING	- SPORT
PROGRAM	- CNTRLR
BIKE LEVEL	- NA
CONTROLLER	- TYPE A
SOUND	- MONO
SETTINGS BONUS	- 92%

AMATEUR

WIPE OUTS: Off

PUNCHING: Off

STEERING: TOURING

PRO

WIPE OUTS: Off

PUNCHING: On

STEERING: SPORT

CHAMPION

WIPE OUTS: On • PUNCHING: On

STEERING: RACING

NOTE: For Amateur and Pro some default option settings can be changed.

PREPARING FOR YOUR RIDE

WIPE OUTS: WHEN THE WIPE OUTS OPTION IS ON, YOUR RIDER WILL CRASH WHEN HE RIDES INTO CERTAIN OBJECTS. CONVERSELY, WHEN THE WIPE OUTS OPTION IS OFF, YOUR RIDER WILL NOT CRASH REGARDLESS OF WHAT HE OR SHE RIDES INTO.

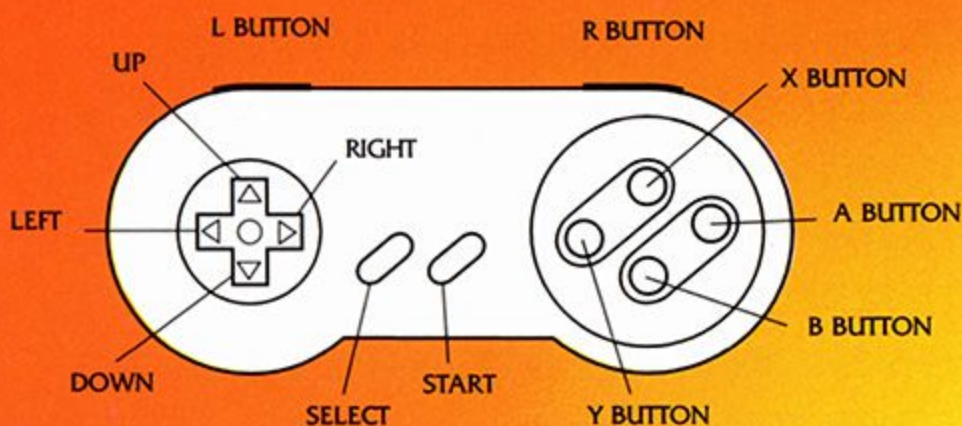
PUNCHING: WHEN PUNCHING IS ON, OTHER RIDERS ARE ALLOWED TO STRIKE YOUR RIDER. WHEN THIS OPTION IS OFF, OTHER RIDERS CANNOT PUNCH YOU, BUT YOU WILL BE ABLE TO PUNCH OTHER RIDERS.

STEERING: THREE TYPES OF STEERING ARE AVAILABLE.

- **TOURING:** THE GAME STEERS FOR YOU
- **SPORT:** YOU STEER THE BIKE WITH SOME HELP FROM THE GAME
- **RACING:** YOU STEER WITH NO ASSISTANCE



GAME CONTROL FUNCTIONS



- RIGHT: STEER RIGHT
- LEFT: STEER LEFT
- UP: No FUNCTION
- DOWN: DUCK
- L: PUNCH
- R: GRAB
- A BUTTON: SPEED
- B BUTTON: BRAKE OR SKID WHEN USED WITH DIRECTIONAL PAD.
- START: DURING SET-UP IT MOVES YOU THROUGH THE OPTIONS SCREENS. ALSO USE TO PAUSE OR END A RACE.
- SELECT: WORKS SAME AS START BUTTON IN ALL OPTIONS SCREENS.


HOW TO PLAY THE GAME

AFTER SELECTING YOUR RIDER, BIKE, OPTIONS AND SKILL LEVEL, USE THE CONTROLS AS DESCRIBED ON PAGE 13 TO GUIDE YOUR CANNONDALE RIDER AROUND THE TRACK. SEVEN OTHER RIDERS WILL APPEAR ON EACH TRACK WITH YOUR RIDER. THESE RIDERS WILL PUNCH/ATTEMPT TO PUNCH YOUR RIDER AS YOU RACE UNLESS THE PUNCHING OPTION IS SWITCHED OFF ON THE OPTIONS MENU. PUNCH BACK TO SLOW DOWN OTHER RIDERS AND AVOID GETTING PUNCHED.

TWO PLAYER GAME: CONNECT A SUPER NINTENDO CONTROLLER TO THE RIGHT CONTROLLER PORT TO ALLOW A SECOND PLAYER TO DO THE PUNCHING AND GRABBING OF THE RIDER WITH THE L AND R BUTTONS. PLAYER #1 CAN STEER AND PEDAL WHILE PLAYER #2 CAN PUNCH THE OTHER RIDER AND CATCH OR THROW OBJECTS!



HOW TO PLAY THE GAME



SOUND: MATCH THE SOUND OF THE GAME TO THE SOUND OF YOUR TV. PRESS THE L OR R ON THE CONTROL PAD TO CHANGE THE SOUND FROM STEREO TO MONO OR VICE VERSA.

SETTING BONUS: YOUR SETTING BONUS IS DETERMINED FROM THE SELECTION OF YOUR SKILL LEVEL, WIPE OUTS, PUNCHING AND STEERING. THE MORE DIFFICULT THE GAME SETTINGS, THE HIGHER THE BONUS. THE BONUS MULTIPLIER IS ONLY USED WHEN YOU FINISH IN THE TOP THREE ON ANY RACE (SEE SCORING FOR MORE DETAILS).

HOW TO PLAY THE GAME

To START: PRESS THE START OR SELECT KEY AT ANY TIME TO BEGIN YOUR CANNONDALE CUP MOUNTAIN BIKE RALLY RACE!

To PAUSE: TO PAUSE THE RACE, PRESS START. TO RESUME THE GAME, SELECT CONTINUE. IF YOU WISH TO END THE GAME, SELECT QUIT. AFTER THE RACE, YOUR GAME SUMMARY STATS WILL BE DISPLAYED.



TRACK FEATURES AND HAZARDS



TERRAIN: TERRAIN VARIES ON EACH TRACK AND FROM ONE TRACK TO THE NEXT. THE EFFECT OF THE TERRAIN WILL DEPEND UPON THE TYPE OF TERRAIN AND THE TYPE OF CANNONDALE BIKE USED. BE CAREFUL WHEN YOU SELECT A BIKE, AND AVOID RIDING THROUGH TERRAIN OTHER THAN THE SOLID ROAD.

BOSS ENEMY: EACH TRACK FEATURES A DIFFERENT TYPE OF BOSS ENEMY. AVOID THE BOSS ENEMY AND CATCH ANY OBJECTS THE BOSS ENEMY THROWS AT YOUR RIDER, OTHERWISE THEY WILL EITHER SLOW YOUR RIDER DOWN OR CAUSE YOUR RIDER TO CRASH.

RAMPS: MOST COURSES FEATURE RAMPS. WHEN USED PROPERLY, THESE RAMPS ARE SHORT CUTS AND MAY BE USED TO JUMP OVER ROUGH TERRAIN AND OTHER RIDERS.

ON-SCREEN FEEDBACK

OFF-ROAD OBSTACLES: EACH COURSE FEATURES DIFFERENT OFF-ROAD OBSTACLES. IF YOU RIDE INTO AN OFF-ROAD OBSTACLE, YOU WILL WIPE OUT UNLESS YOU TURN WIPE OUTS OFF UNDER THE OPTIONS MENU.

ON-SCREEN FEEDBACK

- **MPH WINDOW** DISPLAYS THE MILES PER HOUR AND RIDER POSITION.
- **S:** DISPLAYS YOUR SCORE. SEE CANNONDALE CUP **SCORING** SECTION.
- **D:** DISPLAYS THE DAMAGE YOUR RIDER HAS INCURRED. THE SHORTER THE DAMAGE BAR, THE GREATER THE DAMAGE. IF YOU HAVE WIPE OUTS ON AND YOUR DAMAGE BAR IS COMPLETELY USED, YOUR RIDER WILL WIPE OUT.
- **E:** DISPLAYS THE ENERGY YOUR RIDER IS RACING WITH.



SCORING

SCORE 8 MINUS YOUR CURRENT POSITION (I.E., 7 POINTS FOR 1ST POSITION, 6 POINTS FOR 2ND, 5 FOR 3RD...0 POINTS FOR 8TH POSITION) EVERY 5 SECONDS.

SCORE 5 POINTS PER BONUS ICON.

SCORE BONUS POINTS FOR FINISHING IN THE TOP THREE POSITIONS. BONUSES INCREASE WITH FINISH POSITION, SETTING BONUS MULTIPLIER (DETERMINED BY THE DIFFICULTY OF YOUR GAME SETTINGS) AND THE NUMBER OF LAPS RIDDEN.

CANNONDALE RIDERS



ALISON SYDOR IS A
WORLD ROAD MEDALIST
WHO RACES WITH THE BEST
AND WINS! SHE'S
MOTIVATED AND
DETERMINED TO TAKE ON

ANY CHALLENGER BRAVE ENOUGH TO ENTER
IN COMPETITION WITH HER — AND SHE
DOESN'T PLAN TO LOSE.



MYLES ROCKWELL HAS A
WORLD ROAD MEDAL
UNDER HIS BELT AND IS
AIMING TO SHOOT EVEN
HIGHER. HE'S INTO SPEED,
DANGER AND THE SHEER

FUN OF "GETTING CRAZY" WHILE KEEPING
HIS MIND FOCUSED — A WINNING
COMBINATION.



CANNONDALE RIDERS



MARC GULLICKSON LOVES HORRIBLE RACING CONDITIONS AND CAN EASILY SCALE THE LONG STEADY CLIMBS IN ROUGH TERRAIN. HE LOVES THE MUD AND KNOWS HOW TO HANDLE IT, ESPECIALLY IN AREAS WHERE MOST RIDERS WIPE OUT.



TINKER JUAREZ IS SHOOTING FOR A PLACE ON THE 1996 OLYMPIC TEAM. HE'S PUMPED, PRIMED, WITH PLENTY OF EXPERIENCE TO GO THE DISTANCE — AND THEN SOME. WHEN IT COMES TO ROAD RACING, HE KEEPS HIS COOL ALL THE WAY TO THE FINISH LINE.

CANNONDALE RIDERS



MISSY GIOVE RACES AROUND THE WORLD, IN EVERY SEASON, WITH A COOL ADVANTAGE OVER HER OPPONENTS. MENTALLY TOUGH AND ABLE TO

FOLLOW HER INSTINCTS, THE RESULT IS SPLIT SECOND TIMING – WHAT IT TAKES TO BE ON TOP.



FRANCK ROMAN HAS A KNACK FOR TURNING A CALCULATED DOWNHILL RUN INTO A FESTIVAL OF ACROBATS. HE KNOWS WHAT IT TAKES TO BE A

FORCE ON THE CIRCUIT AND WHAT TO DO TO WIN. "IT'S GOING TO GET HOT OUT THERE."



CANNONDALE RIDERS



MYSTERY KNOWS HOW TO TACKLE A LONG, HARD CLIMB AND CAN MOVE LIKE THE WIND. WITH SPEED, DETERMINATION AND A DRIVE TO SUCCEED, SHE WILL PASS FROM BEHIND LIKE MAGIC, LEAVING YOU IN A CLOUD OF DUST AND DOUBT. WATCH OUT!



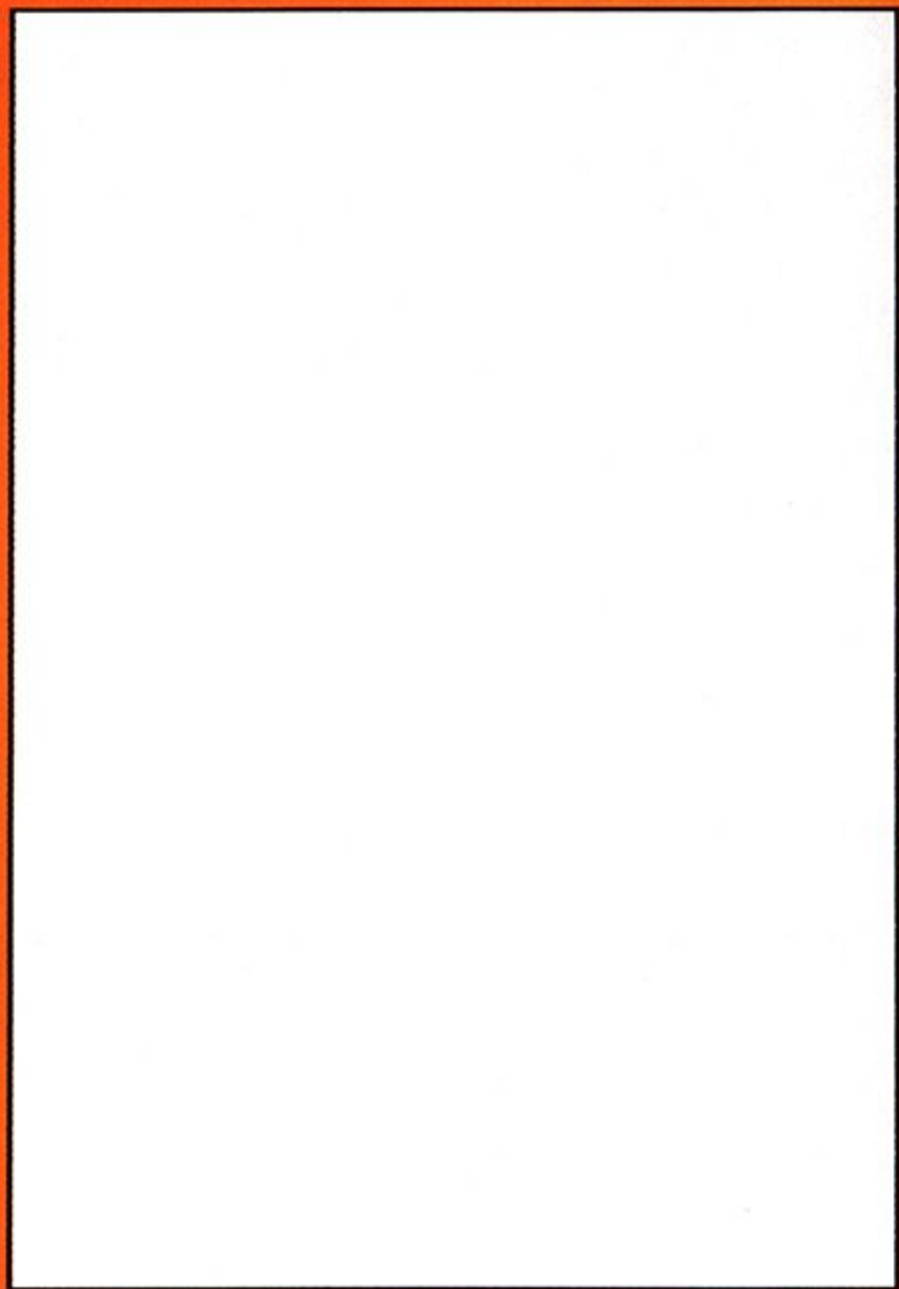
MOUNTAIN DEMON LIKES TO GIVE OPPONENTS A DEVIL OF TIME. CUNNING, QUICK AND A FIENDISH CLIMBER, HE'S NOTORIOUS FOR DARING FEATS AND PASSES, LEAVING OTHER RIDERS DEAD IN THEIR TRACKS AND RUINING THEIR DAY.

GAME TIPS

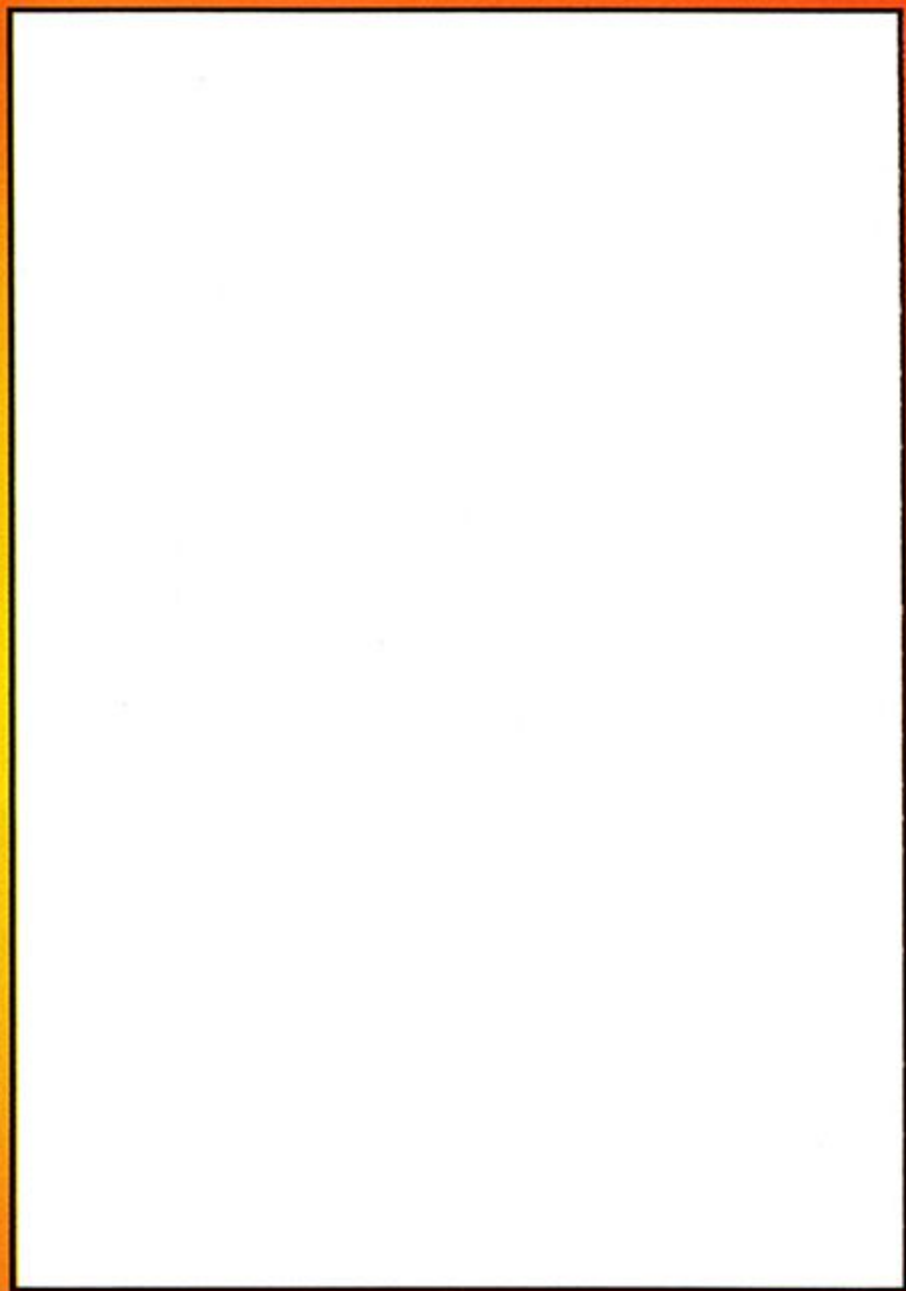
- PUNCH OTHER RIDERS TO SLOW THEM DOWN AND/OR WIPE THEM OUT.
- CATCH OBJECTS THAT ARE THROWN AT YOU – THEY ARE POWER-UPS.
- RIDE OVER THE COLORED PATCHES ON THE ROAD – THEY GIVE VARIOUS BONUSES.
- AVOID POTHOLES AND PIPES ON THE ROAD, UNLESS YOU HAVE A BIKE WITH SHOCKS.
- STAY ON THE ROAD – SHORTCUTS ARE NOT WORTH IT – THEY SLOW YOU DOWN.
- HIT THE JUMPS – THEY ACCELERATE YOU PAST AN OPPONENT.
- USE THE ACCELERATOR BUTON FOR AN ENERGY BURST, THEN EASE OFF TO BUILD YOUR ENERGY BACK UP.



PLAYER'S NOTES



PLAYER'S NOTES



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MISSY GIOVE

♂ TINKER JUAREZ ♀ MISSY GIOVE ♂ MYLES ROCKWELL ♀ SARA ELLIS ♂ MARC GULLICKSON ♀ ALISON SYDOR ♂ FRANCK ROMAN

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