



INSTRUCTION BOOKLET

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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## **A WORLD OF SPEED**

*You've got the pedal to the metal. Your 5-liter turbo-charged modified street machine is screaming down the straightaway at 200 mph. Now you're drafting right on the tail of your buddy. Suddenly you slingshot past for the lead, blowing into the backstretch and full blast into the tightest corner of the track. Welcome to ESPN SPEEDWORLD, the highest octane stock car racing simulator ever created. Whether you're racing car-to-car against 24 computer opponents, or going head to head with a buddy in wild split-screen action, ESPN SPEEDWORLD leaves all other simulations in the pits.*





## ABOUT JERRY PUNCH


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Dr. Jerry Punch has been a pit reporter for ESPN's coverage of NASCAR Winston Cup races since 1984 and has also worked as a college football sideline reporter, beginning with the 1989 season. He also hosts other select motorsports events, including the NASCAR Busch Grand National Series, and has called play-by-play

for college football, basketball and gymnastics. His full-time profession, however, is as a medical doctor, serving as the director of emergency room services at Memorial Hospital-Flagler in Bunnell, Fla.

Punch, a native of Newtown, N.C., spent considerable time as a youth around racetracks and cars. He worked as a mechanic and driver while in high school and at North Carolina State, where he also was a walk-on quarterback for coach Lou Holtz. He graduated magna cum laude in 1975. He received his degree from the Bowman Gray Medical School at Wake Forest University in 1979.



His interest in motor sports led to a job substituting for the track announcer in 1975 in Hickory, N.C. From there, he landed a position with the Motor Racing Network covering NASCAR races on radio beginning with the Daytona 500 in 1979. He branched out into television in 1982, working on syndicated telecasts and for WTBS. He has worked for ABC since 1987, including the Indianapolis 500 telecast (since 1989), in addition to his work with ESPN.

Twice in 1988, his two careers dramatically came together at ESPN events. In Bristol, Tennessee in August, Punch was first on the scene when Rusty Wallace crashed during practice. Punch revived Wallace, who was not breathing, and directed the rescue efforts. In November in Atlanta, Don Marmor suffered a terrible crash during an ARCA race. Punch was told Marmor was dead and not to bother, but he decided to help the rescue team. Although seriously injured, Marmor survived the incident.

Punch, has been honored for his work. In May 1989, he was awarded the United States Air Force Outstanding Performance Award, given for exemplary service in the auto racing community. In April 1989, Punch was given the Outstanding Young Alumnus Award by North Carolina University. This annual award honors a graduate of the school, 35 or younger, who has made the most contributions to his profession, community and university. In 1990, Punch was presented with NASCAR's Team Player of the Year Award.

Punch, who was born August 20, 1953, splits his time between homes in Ormond Beach, Florida, and Boone, North Carolina with his wife, Joni, and their daughter. He also has four sons.

## STARTING THE GAME

1. Turn off your Super NES by sliding the POWER bar away from the Game Pak slot. Plug one game controller into your system for one-player racing action. Plug in a second controller for two-player competition.
2. Insert the *ESPN SPEEDWORLD* Game Pak, label facing front, in the system slot.
3. Turn on the system by sliding the POWER bar toward the Game Pak slot. The Sony Imagesoft logo appears, followed by *ESPN SPEEDWORLD* graphics and the opening *ESPN SPEEDWORLD* main selection screen.

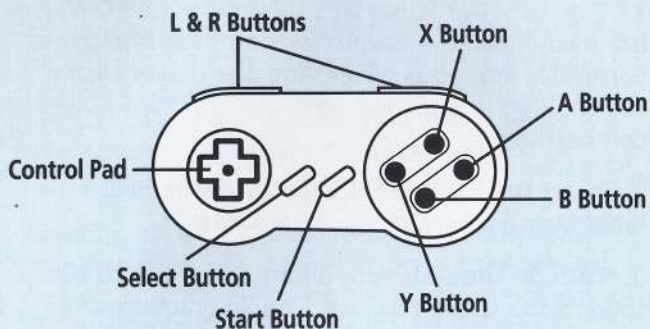
After about half a minute without any input from you, the Demo Mode will appear, followed by the game credits. You may press any button at any time to go to the main selection screen.





# ***BASIC CONTROLS***

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The **START** Button starts the game, and pauses the game.

The **SELECT** Button exits the option screen, and quits a race while the game is paused.

Press any button to enter and exit the option screen. The Control Pad is used to highlight the different options to choose from before starting the game.

The **B** Button is used to select the different car setups.



# CONTROLLING YOUR CAR

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*ESPN SPEEDWORLD* gives you four different controller set-ups for operating your vehicle.

Use the Control Pad to choose a configuration. Press any button to exit.

**Configuration #1** — The LEFT Button is used to downshift and the RIGHT Button is used to upshift. The X Button is used for gas. The A Button is used for brake. The Control Pad is used to steer the vehicle.

**Configuration #2** — The Control Pad is used to steer, accelerate and stop the vehicle. UP will gas the vehicle. DOWN will stop the vehicle. The X Button is used to upshift the vehicle. The A Button is used to downshift the vehicle.

**Configuration #3** — The Control Pad is used to steer only. The Y Button is use to upshift the vehicle. The X Button is used to downshift the vehicle. The B Button is used to accelerate the vehicle. The A Button is used to stop the vehicle.

**Configuration #4** — The Control Pad is used to steer, accelerate and stop the vehicle. Both the Y and B Buttons are used to upshift the vehicle. Both the A and B Buttons are used to downshift the vehicle.

**NOTE:** Configurations #3 and #4 are designed for left-handed players.



## SETTING UP OPTIONS

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The main selection screen offers you two “boxes” of set-up choices — OPTIONS and CONTROLS — and a RACE box. It’s up to you to make sure your options and controls are set up as you want them before you highlight RACE and press START to go on to select a track and set up your race parameters. To pick a box, use your Control Pad to highlight it and press any button to select it.

Under OPTIONS, you use the Control Pad to choose the following:

**ROOKIE, PRO, or VETERAN.** You can choose how you want to be rated — which also determines the level of competition you’ll face. While you’re learning the ropes, you’ll be wise to pass as a ROOKIE. As you get better and more experienced, you can push yourself up the ranks as a PRO. Then go VETERAN, and see hard-driving cutthroat racing competition.

**SOUND ON or OFF.**

**MUSIC ON or OFF.**

**SINGLE RACE, HEAD TO HEAD, PRACTICE, or SEASON.** Select **SINGLE RACE** for one-player competition in a single race. Select **HEAD TO HEAD** for two-player, split-screen action. **PRACTICE** gives you a chance to try out any track, controls setup, and car setup you like, without the distraction of competition. Select **SEASON** to begin or resume a full racing season against the best in the business (see "THE RACING SEASON" for details).

To change an option, press the Control Pad up and down to highlight it, then press left and right to change it.

When you've selected the options you want, press any button to return to the main selection screen.



# SELECTING TRACKS AND RACE PARAMETERS



On the main selection screen, highlight RACE and press START to go on to select a track and set up your race parameters. (Note: When

playing in Season mode, the sign-in screen will appear before the track screen.)

To select one of 15 tracks, you use your Control Pad Up and Down Buttons to cycle through the available tracks, three by three. Use the Control Pad Left and Right Buttons to cycle through each of the three tracks identified at the bottom of each screen.

As you highlight a track, a digitized photo of it appears on screen, along with key information about the track: its length, and whether it's a road course (with relatively flat curves, turns and hills) or has banked turns (and how steep they're banked, in degrees).

When the track you want is highlighted, press START to confirm your choice and go on to set up the parameters for the upcoming race.



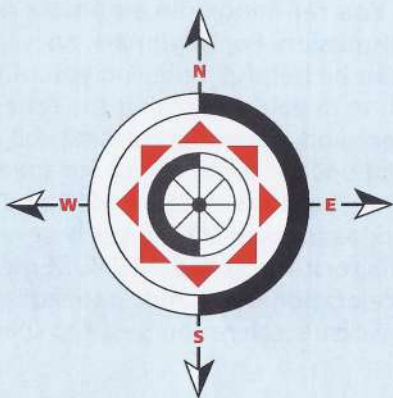
To set up race parameters, you use your Control Pad Left and Right to cycle through the three boxes at the bottom of each screen. Press the B Button to cycle through the choices you have as each box is highlighted.

**PIT STOPS ON or OFF.** Controls whether or not your tires wear and fuel gets used.

**NUMBER OF LAPS.** You can choose 10, 20, 30, 40, or 50.

**DAMAGE ON or OFF.** With the DAMAGE option turned on, your collisions with other cars during a race will affect your car's performance — the more collisions, the slower and less responsive your car will become. If you're engaged in a full season of racing, you'll have to pay to repair damage to your car, using money from your race winnings, in order to keep your car in peak form and keep yourself in the hunt.

Once you've set up the race parameters as you want them, press START to go on to set up your car.



## CAR SETUP



On the CAR SETUP screen, you can set up your car to perform and look the way you want it, from tire pressure to paint color.

To set up your car, use your Control Pad Up and Down Buttons to cycle through the two sets of three setup boxes at the bottom of the screen. Use the Control Pad Left and Right Buttons to cycle through each of the three boxes, and the B Button to cycle through the options available in each box.

**TIRES — SOFT, HARD, or MEDIUM.** Softer tires allow for better steering, but wear out faster.

**GEAR BOX.** You can choose an automatic or manual transmission. For beginners, an automatic can be helpful, relieving you of the task of shifting as you're learning the ropes. On the other hand, a manual transmission gives you more options for controlling your speed without using your brakes. LOW, MED and HIGH options work as follows: LOW gives best acceleration/worst top speed; MEDIUM gives medium acceleration/medium top speed; and HIGH gives worst acceleration/best top speed.

**SPOILER.** You can set your car's spoiler at 30, 45, or 60 degrees. The higher the angle of the spoiler, the better your traction, as the spoiler acts as an air-foil, pushing down the rear end of your car over the rear axle. But this lowers your top speed and gas mileage.

**SUSPENSION — TIGHT, NORMAL, or LOOSE.**

A tight setting makes the steering more sensitive. A normal setting gives an average "feel." A loose setting makes the steering less sensitive.

**PAINT.** Here you can cycle through several available color schemes for your car.

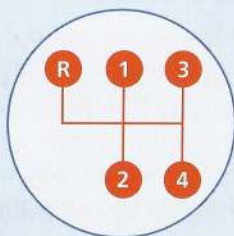
**BODY TYPE.** Pick the look you like best.

In Season Mode, the following options are available:

**ENGINE.** A better engine gives higher top speed and gas mileage.

**BODY.** A better body improves handling and gas mileage.

**PIT.** Makes your pit crew faster.







## ON THE TRACK

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Jerry Punch welcomes you to the track. When you're ready to go to the asphalt, press START.

**QUALIFY or RACE.** You can choose to qualify to determine your starting position, or you can go right to competition. If you don't qualify you always start out 24th in the field.

**WATCH THOSE GAUGES!** Keep an eye on the gauges in the upper right corner of the screen. Below your current speed, you'll see what gear your car is in. The fuel gauge will tell you when you need to make a pit stop for refueling. And the tire gauge at the far right — from four tires, meaning yours are in good shape, to one-half tire, which means a blow-out is imminent — will tell you whether you should make a pit stop to change your tires.

**FLYING START.** Every race starts with a single pace lap. You don't have to worry about controlling your car during the flying start — you can steer a little bit, you have no effective control over your speed or gear box. A green flag is used at the end of the flying start.

**DRAFTING AND SLINGSHOT PASSING.** You can take advantage of the phenomenon known as drafting by pulling in behind any car that's going within 10 mph of your own car's speed. The combined aerodynamics of the two cars will actually increase the speed of both vehicles.



When you get in a drafting situation, try to pass as much of the rest of the field as you can — in ESPN SpeedWorld, drafting is a key strategy for overtaking the leaders in any race. If you encounter a turn while drafting, try to go to inside, and you'll be able to execute a slingshot pass

**PIT STOPS.** To enter the pit stop, veer your car towards the left and let off on the gas completely. Press the RIGHT Button to change tires and the LEFT Button to refuel gas. A combination of the RIGHT and LEFT Buttons can also be used for gas and tires. To leave the pit stop you must accelerate. To get the fastest service from your pit stop crew, press buttons rapidly.

**NOTE:** During season mode under CAR SETUP, you have the option to speed up your pit stop crew by using your earnings made during the season.

**WRECKS AND BLOW-OUTS.** Wrecks are pretty common — cars that spin out, including yours, are likely to be plowed into by oncoming traffic. Blow-outs become more likely the more often you stress your tires by running off the road on turns. If you're involved in a bad wreck, or if you have a blow-out, the race ends shortly afterward. And you can be sure that you won't be among the top racers.

**TOP RACERS.** At the end of each race, Jerry Punch shows you a board of the finishers. This list may be scrolled using up and down on the Control Pad.

## THE RACING SEASON

Your placement in each race will determine your winnings/earnings for that race. Use your earnings to improve your performance of your car and pit stop crew. The battery back-up will allow you to save your standings.

At the Racers' Sign-In Screen, use the Control Pad to move the highlighted box. Press the A, B, X, or Y Button to choose a box. After choosing, a cursor will appear. Use the Control Pad to move the cursor and to change letters. Press the A, B, X, or Y Button when you're finished. Choose to accept or cancel changes. NOTE: If a change is made to an existing name and the change is accepted, then all season data will be lost for that position. A valid name consisting of at least one character must be entered.

Points are awarded as follows: 100 points for first, 50 for second, 40 for third, 25 for fourth, 20 for fifth, 19 for sixth, 18 for seventh and so on. Also, 1 point will be awarded for each lap led.

The top six positions are awarded money. The amount varies depending on the race.



# NOTES

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## T-Shirt

White, 100%  
heavyweight cotton,  
with full-color  
Imagesoft logo on  
front and ESPN  
SPEEDWORLD logo  
on back.  
Made in the USA.  
Sizes: Adult L,XL. \$11.99



## Sweatshirt

White, 100%  
heavyweight cotton  
fleece, with full-color  
Imagesoft logo on  
front and ESPN  
SPEEDWORLD logo on back.  
Made in the USA.  
Sizes: Adult M,L,XL. \$24.99

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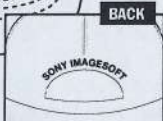


C I A L



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A N D I S E



## **NOTES**

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