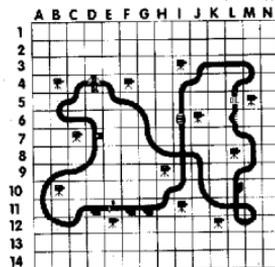


Course 4



Course 5

PRE-RACE SETUP

Sound - use this to select the best sound option for your computer.

Courses - choose any of five predesigned courses.

Difficulty - defaults to Trainee (race against clock). Select Rookie or Expert to race against opponents.

Options - use to select controls, backgrounds etc.

KEYS

1	front view	7	transfer view among cars
2	rear view		
3	left view	8	custom camera view
4	right view	9	move to next custom camera
5	helicopter view		
6	automatic camera view		

0	move to previous custom camera	P	pause
-	zoom out	H	horn
+	zoom in	N	nitrous oxide
[lower camera	C	cruise control
]	elevate camera	E	engine sound toggle
1	1st gear	T	talk (head to head)
2	2nd gear	S	sound on/off
3	3rd gear	Z	horizon on/off
4	4th gear	D	dashboard on/off
A	automatic shift	X	repair key (Trainee level only)
W	neutral		
R	reverse		
I	accelerate		
M	brake		
J	turn left		
L	turn right		
K	auto-steer		
G	accelerate		
B	brake		
z	brake		
q	main menu		

Numeric keypad

/	reverse
*	neutral
8	accelerate
2	brake
6	turn right
4	turn left
0	horn
d	Nitrous oxide

	Joystick	Mouse	Cursor keys
accelerate	forward	left button	up
brake	Back	right button	down
turn left	move left	move left	left
turn right	move right	move right	right

ON THE RACETRACK

Your car starts with automatic transmission. If you want to use manual gears, just press keys 1 to 4, W and R. In Trainee mode, try to beat the "qualify" time for pole position at higher difficulty levels. Press K and your car will follow the racetrack providing that you don't drive too fast and skid off. Nitrous oxide boosts power for a short period. You have only 15 seconds of this so use wisely.

THE RACE

You cannot accelerate until the bottom pair of green lights turn on. If you skip stunts you will be penalised. Icons will appear showing type of track coming up, with recommended speed. A white flag appears when any car begins its last lap. A chequered flag appears when any car finishes the race. Damage meters are alongside each car at the top of the screen. Get repaired by driving into a garage **between** the building and the mechanics. Hit the accelerator as soon as you want to leave.

CAMERA VIEWS & VCR

"Automatic camera view" selects cameras around the track to follow the action. "Custom camera view" must be used to manually select cameras that you placed around a custom-designed track using the construction editor. Use the VCR to replay the last few seconds of your race from any of the camera sites. Just hit *q* and select VCR REPLAY. The keys for VCR control are on screen. Use Save and Load for sequences saved to disk. New sequences must be saved as REPLAY1 to REPLAY9, i.e. you must overwrite an existing file. Exit VCR mode by pressing *P* or *q*.

TRACK CONSTRUCTION EDITOR

To design your own course, select COURSES from the main menu, and then select EDITOR. Up to 32 custom cameras can be placed on one track. If the start/finish line is at the bottom of the track, the race will be counterclockwise and vice versa. Use the mouse to select and place each track piece. Each track must have a start/finish line, and no loose ends. If you load an existing track and edit it, the high scores will be erased when the track is saved. New tracks must be saved as TRACK1 to TRACK9, i.e. you must overwrite an existing file.

HEAD TO HEAD (2 PLAYER GAME)

Each player must have a copy of the game, plus either a null-modem serial cable or a Hayes-compatible modem. The player who selects CALL from the comms setup menu will select the track. Select

OPTIONS, then HEAD TO HEAD. Use the cursor keys and *e* to select the following:

CONNECTION - select DIRECT if using a null modem cable, or MODEM if playing over a phone line.

PORT - choose COM1 or COM2 depending upon which port your cable/modem is plugged into.

BAUD RATE - both players must select the same data transmission rate.

MODE - one player should select CALL and the other player ANSWER, this option is used for both DIRECT and MODEM operation.

LINE TYPE - the player dialling out must select PULSE or TONE depending upon the type of phone being used (MODEM only).

DONE - select when finished configuring and ready to play.

SAVE - use to save settings for future use.

EXIT - if you have decided not to play head to head, use this option to return to the main menu.

After both players have selected DONE, each player should select PLAY from the main menu to begin the race. Players may "talk" to one another by pressing *T* and then typing in the text to be read by the other player.

Important Note

Do not delete the files COURSE1.STD through COURSE5.STD. The program will not run without these files.

This product is exempt from classification under UK Law.
In accordance with The Video Standards Council Code of Practice
it is considered suitable for viewing by the age range(s) indicated.

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