THE DUKES OF HAZZARD™

RACING FOR HOME

Featuring the voice of Waylon Jennings

SOUTHPEAK™ INTERACTIVE

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Overview

Those two good ol' boys are in a whole heap of trouble again.

It's no secret the Dukes never get a fair shake from Boss Hogg and his County Law Enforcement System. But this time some real troublemakers have blown into town. Double-dealing Black Jack Perril is out of jail, and he and his boys are out for revenge. You just know the Dukes are gonna get caught up in the middle of it.

You'll have to do some quick thinkin' and fancy drivin' to help Bo and Luke set things right in Hazzard County.

You'll take the wheel of the General Lee™ and some other hot cars as well, free-wheeling it like a rabid 'possum to complete your missions. It won't take much to outwit the Law, but fending off the outlaws is a different story. You've got mysteries to solve, races to win, Duke relatives to rescue, and things to blow up.

So look sharp, drive like a bare-footed moon-shiner, and help those Duke boys pull a few capers!

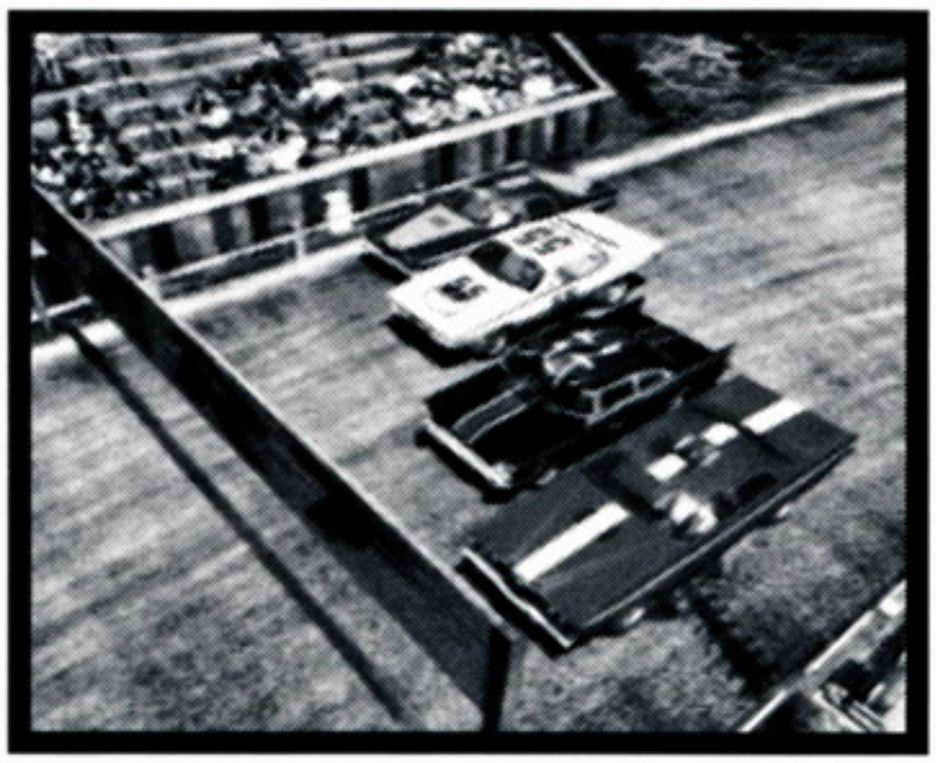
System Requirements

- PentiumII® 200 MHz processor minimum
- Windows® 95/98
- 64 MB RAM minimum
- 4X CD-ROM Drive
- 16-bit Windows Compatible Sound Card
- 3D Hardware Accelerator Graphics Card (3Dfx Voodoo1 or Better)

Installing Dukes of Hazzard

1. Start Windows® 95/98
2. Insert the Dukes of Hazzard: Racing for Home CD into your CD-ROM Drive
3. Follow the on-screen instructions

If Autorun is disabled, follow these steps:
1. Select Run from the Start Menu.
2. In the Run box, type d:\setup.exe where d is the drive letter of your CD-ROM drive. Click OK.



Gettin' Around

Main Menu

Once you get everything up and running, the first thing you'll see is Uncle Jesse's front porch. To get to the other menus and game screens from here, you just click on the things setting about the porch.

- **Single Player Game** — Click on the General Lee to set yourself up for a new game.

- **Load Game** — Up to three saved games will be posted on the road sign in front of Uncle Jesse's porch. Click the road sign when you want to pick up a game where you left off.

- **Multiplayer Connect** — Click the CB radio when you want to hook up with a good buddy on another computer for a little friendly competition.

- **Help Index** — If you get yourself in a jam, click the "Chilton's Car Repair Manual" for an index to on-line help.

- **Credits Screen** — Click the rocking chair if you're curious about the folks that put this game together.

- **Settings** — Click Uncle Jesse's toolbox when you want to change around the settings or the game controls.

Single Player Game Screen

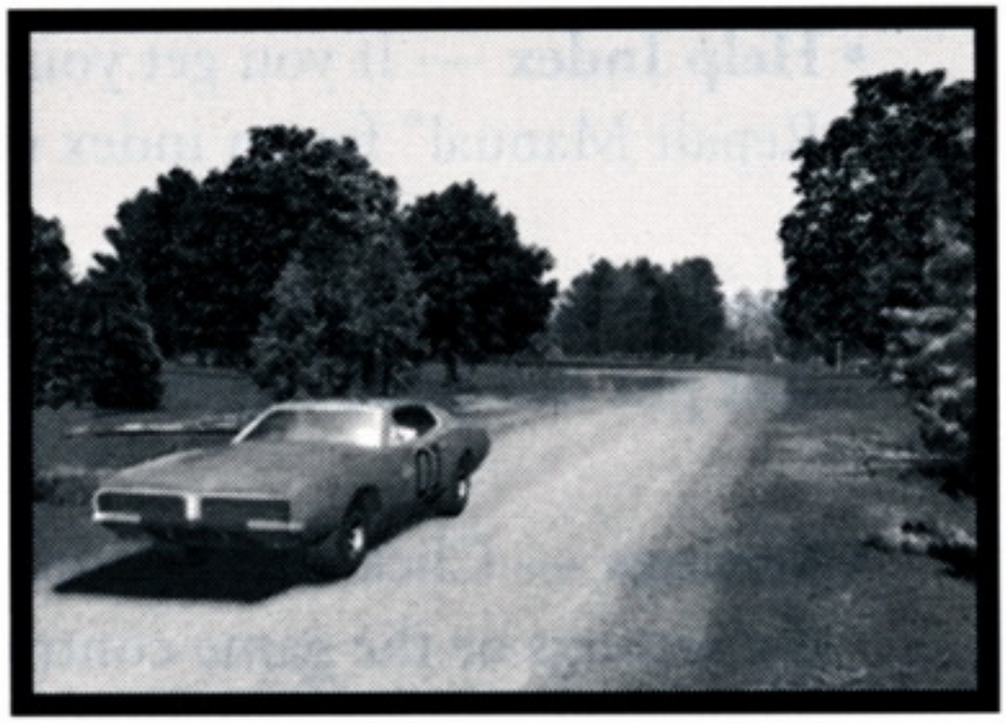
You can get to this screen by clicking the General Lee on the Main Menu screen.

Fill in your player name on the race entry form to line yourself up for a good ol' time. Pick your difficulty level, Easy, Tuff, or Hard by selecting with the arrow buttons. Then click "START" to get down to business.

Once you enter a player name, you won't need to remember to save your game again. Every time you successfully complete a scene, your progress gets saved under your player name.

Load Game

When you want to load a saved game, click on the road sign in front of Uncle Jesse's porch on the Main Menu Screen. A box will pop up on the screen with a list of saved games. Pick the one you want to continue by using the arrow keys.



Multiplayer Connect Screen

Click the CB radio in the Main Menu to get to this screen.

This is where you can hook up with other players over the Internet.

Choose your protocol as the CB channel. You can choose to start a new game or join a game in progress. Up to eight players can play in a multiplayer game.

Help Index Screen

Click the "Chilton's Car Repair Manual" on the Main Menu to get to this screen.

The on-line help for Dukes of Hazzard has information about system requirements, trouble-shooting and other technical stuff to help you make your stay in Hazzard County as enjoyable as possible.

Credits Screen

Click the rocking chair on the Main Menu to see the credits.

Take a look. These folks worked pretty hard to bring Hazzard County to your PC. So think about that and play just as hard.

Settings Screen

Click Uncle Jesse's toolbox on the Main Menu to get to this screen.

From here, you can fool with the audio and video settings. You can also change around the game controls if you don't care for the default settings.

Playing the Game

Be the star stunt driver in nine action packed episodes of "The Dukes of Hazzard." In general, there are three scenes for every episode, each with a mission you will have to complete before you move on. If your mission happens to slip your mind, the pause menu (Press Esc to pause the game) has a "View Objectives" option.

You'll usually drive the General Lee, but sometimes you may need to use Daisy's Jeep or Cooter's tow truck to accomplish a specific goal.

Keep your ears open for tips and hints from various Hazzard county characters coming over the CB radio.

You'll find that stunts aren't always required to win a scene; however, if you can successfully perform a stunt, you'll win more easily. You're likely to find certain power-ups where stunts occur.

Game controls

The following table shows the default keyboard controls. If you want to change 'em, you can do that from the settings screen.

Action	Control
Steering	Left and Right Arrows
Accelerate	Up arrow
Reverse	Down arrow
Brake	Space bar
Look Behind	W
Use Power-ups/Horn	A
Zoom in	+ (on number pad)
Zoom out	-
Pause Game	ESC
Select Menu Item	Up and Down Arrows
Set Menu Selection	ENTER

The Game Screen

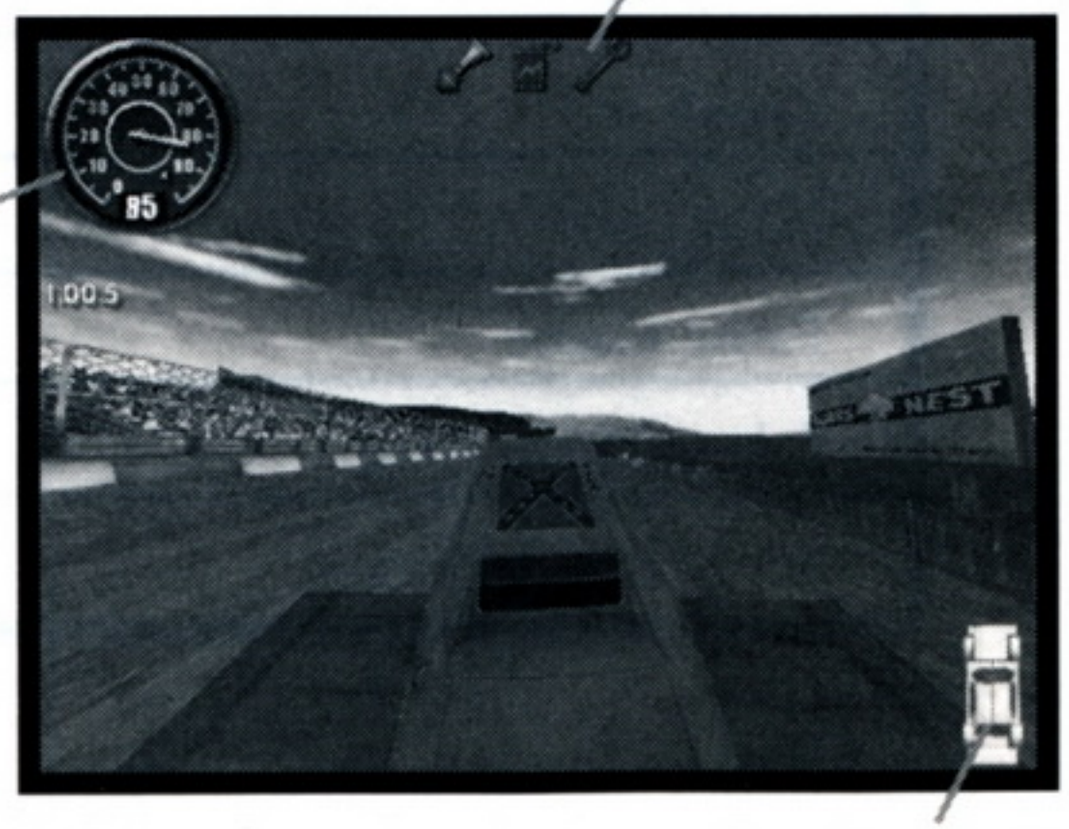
When the game starts, you'll see your car and a view of the surrounding terrain that looks something like the screenshot below.

As you can see from the picture, you are provided with the following devices to help you manoeuvre through the game:

Speedometer — If you're doing it right, this will usually show an illegal and unsafe speed.

Clock — Some of your missions have a time limit, so this will come in handy to show you how much time you have left to complete the mission.

Power-Up Icons — The icons at the top of your screen show the power-ups you have collected so far. The currently selected power-up will flash.



Car Damage Indicator — The car diagram at the bottom left corner of the screen shows how much of a beating the General Lee has taken so far. Areas of this diagram go from grey to green to yellow to red as you do more and more damage to the car. Careful, now. Too much damage will put an early ending on your scene.

Pause Menu — At any point in the game, you can press the "Esc" key to pop up the Pause Menu. You have a few options from this menu:

- Resume—jump right back into the game.
- View Objectives—refresh your memory about what you're supposed to be doing in the current scene.
- Try Again—get a fresh start on the current scene.
- Music Volume—crank it up or down.
- SFX Volume—muffle or enhance the road noise you hear.
- Quit to Main Menu—split the scene for Uncle Jesse's porch.

Power-Ups

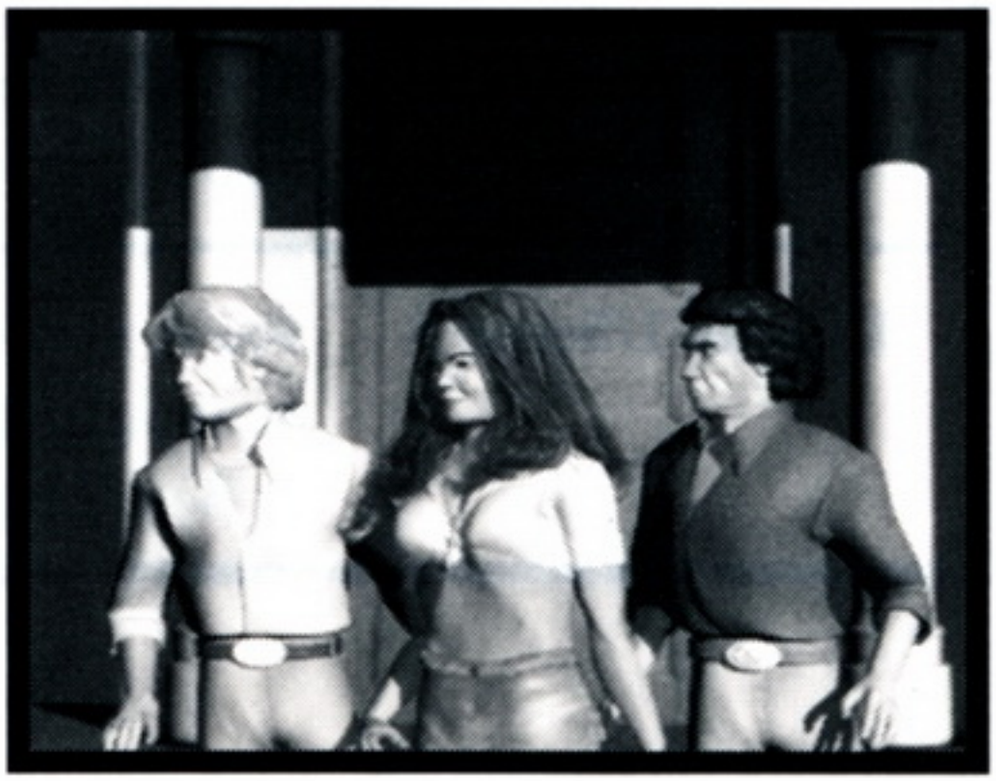
As you tear on down the county roads, try to run into as many of those floating cubes as you can. Those are power-ups, and they're good for repairing damage, replenishing your ammunition or giving a power boost to your engine. The following table shows all the power-ups that you can pick up.

Image	Type	Description
	Arrow	Standard arrows you can use to shoot out a tyre in certain episodes. You can carry up to 5 arrows at time.
	Dynamite arrow	Arrow with a small stick of dynamite attached.
	Nitro	A high-octane fuel boost. When you run over a nitrous oxide tank, you get a nice boost of speed at the touch of a button.
	Spare tyre	Required to change a flat. You can carry a maximum of two spare tyres.
	Toolbox	Repairs car body damage.
	Oil slick	Cooter's tow truck may be slower, but these power-ups are built into it to give you an edge.

Bow shooting

In certain episodes, you'll be given a small supply of arrows; you can also pick up more arrow power-ups if you find them in a scene. To use an arrow, select Arrows from the Power-up overlay. As you line up the cross hairs on the bow laterally, the cross hairs move up or down and turn red when you find a target. You line up the cross hairs by manoeuvring your vehicle into position, then shoot the bow by pushing the shoot button.

NOTE: When Luke is hanging out the window, you need to go more slowly, or he'll go back inside the car. Likewise, if you hit anything, he'll go back inside.



Mission Objectives

To win the single-player game, you must successfully complete all the scenes in all nine episodes. If you run out of time or bang up the car too badly before you complete a scene, you'll have to try it again.

Here are the mission objectives for every scene:

Episode/Scene	Mission Goal
Episode 1/Scene 1	On his way into town to pay the monthly mortgage, Uncle Jesse is kidnapped. Your goal for this scene is to find Uncle Jesse's truck.
Episode 1/Scene 2	Now that you've found Uncle Jesse's truck, you've got to stop it.
Episode 1/Scene 3	You've rescued Uncle Jesse, but now you gotta get the mortgage payment to Hazzard Bank before 4:00 p.m., or Boss Hogg's will start foreclosure procedures.

Episode 2/Scene 1	After that close call in Episode 1, Bo and Luke are thinking it'd be nice to completely pay off the mortgage. They can do it if they win the $20,000 grand prize for the Hazzard Overland Race. They head for the fairgrounds to sign up, but get caught in the Sheriff's latest speed trap. The goal for this mission is to outrun the law.
Episode 2/Scene 2	Now that you've dodged the law, you've got to get signed up for the race before 5:00 p.m.
Episode 2/Scene 3	You're signed up, but now you've got to get through the obstacle course and beat the qualifying time.
Episode 3/Scene 1	Can you believe it? Somebody has got the gumption to attack Boss Hogg himself. Lucky for him, Bo and Luke are nearby when Boss calls for help. Your goal here is to find Boss Hogg's car.
Episode 3/Scene 2	You've found him but there's a hitch—Boss's chauffeur has been knocked unconscious. Your goal is to manoeuvre the General Lee next to Boss's car so Luke can jump into the driver's seat.

Episode 3/Scene 3	Luke made it. Now he's got to avoid the hijackers' cars and get the Boss safely back to town.
Episode 4/Scene 1	That's gratitude for you—Boss actually threw the boys into jail. Daisy bails them out, but as they head out to pick up the General Lee, someone takes off with it. Your mission is to drive Daisy's jeep and catch up to the General.
Episode 4/Scene 2	The General takes a jump the jeep can't make. Your goal is to take the shortcut through the swamp to head off the General.
Episode 4/Scene 3	You've found the General, but someone is working overtime to get the boys in a heap of trouble. Your goal is to use the jeep to get rid of the moonshine someone left in the General Lee. You've got to move fast—Rosco's hot on your trail.
Episode 5/Scene 1	Bo and Luke are in Cooter's tow truck heading to the junk yard to pick up some parts for the General Lee. Your goal is to help them get there—in spite of three cars that ambush you along the way.

Episode 5/Scene 2	Now you've got to pick up all the parts you need while evading your attackers.
Episode 5/Scene 3	You've got what you need. Now you've got to get back to Cooter's Garage in time for him to get the General ready for the race.
Episode 6/Scene 1	Cooter's got the General fixed, but you've got 10 minutes to get to the race before it starts. Get going!
Episode 6/Scene 2	Now all you have to do is win the race.
Episode 7/Scene 1	Help Younger Jesse keep up with or beat Younger Black Jack
Episode 7/Scene 2	Help Younger Jesse get to Chickasaw County in ten minutes.
Episode 7/Scene 3	Help Younger Jesse make the jump and get back to Hazzard county before the cops catch up.
Episode 8/Scene 1	You've got to make it to Razorback Ridge to see if the kidnappers are there.

Episode 8/Scene 2	Your goal is to break into the kidnappers' compound so you can search for Daisy.
Episode 9/Scene 1	You've got to chase Black Jack. He's got Daisy!
Episode 9/Scene 2	Bo and Luke have bet everything that they can beat Black Jack in an overland race. Your goal is to make sure the good guys win.
Episode 9/Scene 3	Now you've got to catch Black Jack before he gets clean away.

TECHNICAL SUPPORT

ONLINE SUPPORT OPTIONS

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If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: techsupport@ubisoft.co.uk

Please be as specific as you can be about the problem you are experiencing. Also include in the body of your e-mail: the name of the manufacturer of your computer system; the brand and speed of the processor; how much RAM you have, the version number of Windows® you are using (if you aren't sure, right-click on the My Computer icon on your desktop and select 'Properties'), and the manufacturer name and model number of your video card, modem and sound card.

OTHER SUPPORT OPTIONS

You can also contact Ubi Soft Customer Support by phone and fax. When you call, please have all of the above mentioned information ready.

Phone:	020 – 8944 9000
Fax:	020 – 8944 9300
Hours:	Monday through Friday 9.30am – 5.30pm GMT
Mailing Address:	Ubi Soft Entertainment Ltd. Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX.

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THE DUKES OF HAZZARD™

THE OFFICIAL DUKES OF HAZZARD FAN CLUB

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