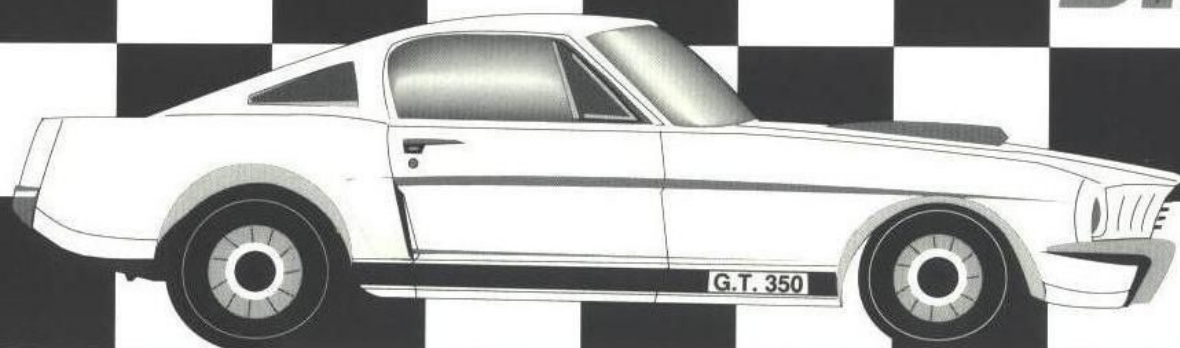


Spectrum HoloByte

STUNT DRIVER



DRIVER HANDBOOK

A MESSAGE FROM SPECTRUM HOLOBYTE

Dear Driver:

We would like to thank you for purchasing one of our products. For your convenience, you can make backups of the original disk(s) in order to protect your investment. Please remember that the developers of this product are relying on you to not give away copies to others. They have spent a lot of time, effort and money to bring this software to you, and are relying solely upon royalties from sales in order to make a living. Your purchase will allow them to invest the time and energy necessary to produce additional high quality software in the future.

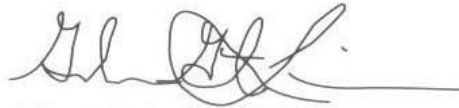
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Alameda, CA 94501
(415)522-1164

America Online: SPHERE
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PC-Link: SPECTRUMH



Phillip G. Adam, President
Sphere, Inc.



Gilman G. Louie, CEO
Sphere, Inc.

FOR USE WITH

**STUNT
DRIVER™**

*Big Al's Institute of
Stunt Course Driving*

* For drivers under the age of 18, refer to the Teen Driver Guide.

FALL 1990

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STUNT DRIVER



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Shelby's '66 Mustang. Picture yourself behind the wheel. Cool, huh? Now imagine being able to unleash all the power of that 350 cubic inch engine. Feel your heart race as you race headlong and hellbound around a track. Add intelligent (and sometimes malicious!) opponents, loops, banks and death-defying jumps that would make even Evel Knievel cringe. Now you're talking. What are you waiting for? Get to it...and be prepared for the ride of your life!

The name's Big Al, and yeah, I wrote that. Welcome to Stunt School, or as it's officially called, "Big Al's Institute of Stunt Course Driving." Pretty high and mighty, huh? Some fancy-schmancy legal type thought that would attract more "clientele." In this booklet, I hope to teach you not only the basics of racing and stunt driving, but also get you familiar with your opponents on the courses. Let's take a brief look at 'em:

Blake L. Fitzwater, aka "Shyster": You know those yuppie types with fast European cars who *think* they can drive. That's Blake. His Porsche 911 tends to weave all over the road without a care in the world. (I think he threw out his rear view mirror so he could look cool with the boys at the Club.)

Jimmy Rowe, aka "Skid": Skid's the kind of guy who'll kick sand in your face at the beach no matter HOW big you are. Try to stay out of his way if you can. He doesn't like people passing his IROC Z, so if you do, watch out 'cause he'll knock you off the road. (If you get really annoyed with him, just yell out something about the color of his car. That'll teach him.)

Part 1: Intro





Ethel Moezes, aka "Grandma": 86 years young. She drives that little white VW that keeps getting in your way. Ethel's feisty, though, and can drive with the best of 'em. (The DMV renews her license because her grandson works for the agency.)

I broke the training manual down into a few parts. Just for your info, here they are:

- Part 1:** Intro — what you're reading
- Part 2:** 5 minutes to play — a quick start to Stunt School
- Part 3:** Techy stuff — system requirements, loading and all that
- Part 4:** The opposition — your competitors on the raceway
- Part 5:** In the beginning — the main menu and general operations
- Part 6:** Your mean machine — driving info on your Shelby
- Part 7:** The race — race characteristics, difficulty levels, damage and repair
- Part 8:** View to a thrill — outside camera manipulation
- Part 9:** Recorder mode — how to operate the VCR replay
- Part 10:** On the track — course descriptions
- Part 11:** Track construction editor — making your own stunt courses
- Part 12:** Dustin' your buddies — racing head-to-head against a live opponent
- Part 14:** Customization — how to use the Config Editor to change variables in the game
- Part 15:** Troubleshootin' — if you've got questions, we've got answers

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No, there's no part 13. In this business it's better to be superstitious than sorry.

So much for the intro. You've got a couple of options here. You can go to **Part 3** (Techy stuff) and we can get started in-depth with the training. Otherwise, the next section (**Part 2**) will tell you how to play in five minutes or less. Generally I'd like you to read all the stuff you can, but I know how some of you are just itchin' to "shift gears," so to speak.

The next step

By the way, while you're out there, try to be careful. 'Cause I'm not only the owner of Big Al's Stunt School, I'm also a client. ♦♦



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STUNT DRIVER

Part 2: Five minutes to play



Loading Stunt Driver

Hey there. What you've got here is the "quick and dirty" way to get started in Stunt Driver. We'd like you to read more of the manual before playing, but we know some of you want to get your hands on the wheel right away. No prob. Anyway, I'm not much for the techy stuff, so I might as well introduce a techy kind of guy to tell you more. Say hi, Larry.

Thanks, Albert. Hello folks, Lawrence here. All strapped in? Then, let's proceed...

(For simplicity's sake, the Five minutes to play section will assume that you are playing from your backup floppy disks. If you want to install Stunt Driver to your hard disk, go to **Part 3** for complete instructions)

1. If you are playing Stunt Driver for the first time, please back up your original disks and run the program from your backups.
2. Insert your backup copy of Stunt Driver Disk 1 in drive A. Next, type **A:** and hit **[Enter]**.
3. Type **STUNT** and hit **[Enter]**.
4. The computer speed selection menu will then appear. Choose the option that best fits your computer system. This will bring up the graphics mode menu.
5. When the graphics mode menu appears, choose the mode that corresponds to your computer.



6. The program will take about 30 seconds to fully load. Use this time to put on your sunglasses and driving gloves.

1. When the intro appears, press any key to go to the Course Quiz screen.
2. The Course Quiz screen will ask you to identify a certain piece associated with one of the five pre-determined courses in the game. Simply look up the course in the manual and select the appropriate track piece. This will bring you to the main menu.

1. Your first experience with Stunt Driver should be with Course 1, the training oval. Use the arrow keys (**↑** and **↓**) and **Enter** or a mouse to move around the menu. If you select *PLAY* from the main menu now, you will drive on that track with no opponents on the road. However, if you wish to change some of the characteristics of the race before starting, see a, b, c and d below:

- a. **SOUND:** Here you can choose what sounds (if any) you want to have while you are in the game. Under the *OPTIONS* sub-heading you can change how these sounds are played (through your AdLib or SoundBlaster board, for example).
- b. **COURSES:** There are five pre-designed courses on the Stunt Driver disks. Course 1 (the initial default) is a training oval. The other four courses are more advanced. To choose a course other than Course 1, select the course and then press **Enter**. The layouts of the five pre-defined courses start on page 41.

Initial screens

Pre-race set up (main menu)

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- c. **DIFFICULTY:** There are three levels of difficulty in Stunt Driver: Trainee (the initial default), Rookie and Expert. If you want a higher difficulty level than Trainee, select the appropriate option. Rookie and Expert level allow you to race against up to three other opponents which you will select on the following screen. The difference between Rookie and Expert levels is that on Expert level, the opponent cars have their own "personalities."
- d. **OPTIONS:** Under this menu item is a subheading *CONTROL TYPE*. This subheading will allow you to choose how you want to control your car, either by Keyboard (the initial default), Joystick or Mouse. These controls are described later.

On the racetrack

1. From the main menu, select *PLAY*. This will place you in the front (dashboard) view of your car. The Christmas tree lights on either side of the start/finish line will flash white five times; then the lights will illuminate down the tree. When the bottom two pairs of lights turn on simultaneously, the race has started.
2. If you want to drive from a view outside of your car, you have three different options. **F5** is a view from a helicopter flying behind your vehicle. If you wish to zoom in or out on your car, press the **+** and **-** keys (on the top row) respectively. The other two outside views, **F6** (automatic camera view) and **F8** (custom camera view) are somewhat more difficult to drive in; therefore, they will be discussed later in the manual. To return to the front view, press **F1**.



3. You can look to the left, right and rear of your car by pressing the **F3**, **F4** and **F2** respectively. The front view is the **F1** key.
4. The car starts out in automatic transmission, so you will not need to shift gears on your first race. You can steer the car with either the keyboard, a joystick or a mouse:
 - To accelerate, press either **I**, **G**, **↑**, **8** on the numeric keypad, push forward on the joystick, or press the left mouse button.
 - To turn left, press either **J**, **←**, **4** on the numeric keypad, or move the joystick/mouse left.
 - To turn right, press either **L**, **→**, **6** on the numeric keypad, or move the joystick/mouse right.
 - To brake, press either **M**, **B**, **Spacebar**, **↓**, **2** on the numeric keypad, pull down on the joystick or push the right mouse button.
 - If you want your car to follow the middle of the racecourse, press **K** or **5** on the numeric keypad. Your car won't be glued to the road, so if you are driving too fast around a tight turn, you'll still go skidding out on the turf.

Here at the Institute, our preferred method of driving is using the **4** and **6** keys on the numeric keypad to steer, **G** for gas and **Spacebar** for brake.

5. If you are in Trainee mode, you will be racing against the clock. The object here is to beat the "qualify" time (located at the top of the playing screen next to the damage meters). Your current lap time is just above the fixed qualifying time.

**Finishing the race**

6. Take this time to get the feel of how your car handles, what your acceleration rate is, how fast you can take the turns, etc. It may take some getting used to as with any new car, but driving your Shelby will soon become second nature.

1. Beating the posted qualifying time in Trainee mode gives you pole position for ensuing races on the same track when selecting a higher difficulty level.

If you have beaten the qualifying time for this course, congratulations! Try one of the other courses or add opponents for more of a challenge. If you didn't qualify...well, there's always next time. ♦♦♦

Part 3: Techy stuff

Yeah yeah, I know. You wanna get into the game. First off though, you need to know what kind of stuff you need to run this puppy.

System requirements

We here at the Institute require you to have an IBM AT or compatible computer (which includes the Tandy 1000 TX and TL) with at least an 8MHz 80286 processor, 640K of RAM and either a 5¹/₄" or 3¹/₂" disk drive. You can also use one of those snazzy AdLib or SoundBlaster sound cards if you want some truly awesome sound effects, but the game sounds great without them, believe me. It runs in VGA, EGA, CGA, Tandy 1000 and Hercules graphics modes.

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The numbers listed below are the absolute minimum amount of free RAM needed to run Stunt Driver in all its various graphics modes. Below these amounts, the program will not run in its entirety (there won't be enough memory to make the video replay buffer):

VGA 256-color:	504K	VGA 16-color:	434K
EGA 16-color:	434K	CGA 4-color:	504K
Tandy 1000 16-color:	563K		

If you're gonna use an AdLib or SoundBlaster sound board, you really should be using some amplified speakers with 'em. Otherwise, you'll have your ear glued to the computer and probably wreck your machine.

Look guys, you've got one legal backup you can make, so take the time and do it. You don't want to be in the middle of a close race when your original floppies fail. You might as well back up your originals now and keep them somewhere just to be safe. With the price of disks so cheap now, you can't afford not to!

Before installing Stunt Driver, please read the file README.NOW on 3 1/2" Disk 1 or 5 1/4" Disk 2. This file contains important information about the latest version and the changes that have been made since the prior version. To read the file, simply insert the disk and type the following: **TYPE README.NOW** and then press **Enter**.

Using sound boards

Making a backup

Before installing...

**Installing to a hard drive**

To install Stunt Driver to your hard drive, insert your backup Disk 1 (either 5¹/₄" or 3¹/₂") into your internal floppy drive. Select that drive by typing **A:** and pressing **[Enter]**. Now run the install program by typing **INSTALL** and pressing **[Enter]**. This will bring up a menu that will ask you the following questions:

1. *Include VGA 256 color mode?* If you plan to run Stunt Driver in 256-color VGA, select YES. If not, select NO. If you have problems installing the 256-color VGA version, you should add the line **FILES=20** to your CONFIG.SYS file and then re-install the program.
2. *Install from?* Select the type of disk you are going to be installing from (either 3¹/₂" or 5¹/₄").
3. *Source drive?* Select the drive you will be using to install the program from (the default is A:).
4. *Destination path?* This will bring up a default path for installation of the Stunt Driver program. If you wish to change this path, use the **[Backspace]** key to erase and type in the path you wish.

After you have answered these questions, the computer will begin the installation process. When it asks for a particular disk, insert that disk and then press **[Spacebar]**. When the computer is finished installing the program, simply type **STUNT** and **[Enter]** to begin play.

Running from the backup floppy disks

You can run any version (except the 256-color VGA version) of Stunt Driver from the backup floppy disks. Simply insert the backup of Disk

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1 into your internal floppy drive and select that drive by typing **A:** and then hitting **Enter**. Now simply type **STUNT** and **Enter** to begin play. The computer may ask you to change disks at times throughout the loading process, so if a disk is asked for, insert that backup disk into the floppy drive and press **Spacebar**. You may need to repeat this disk swapping a number of times until the loading process is completed.

After typing **STUNT** and hitting **Enter**, a computer speed selection screen will appear. Choose the speed that best suits your computer. (Note: "NR" stands for "Not Recommended." The following chart illustrates the optimal configuration for each computer (these assume that you have chosen the appropriate speed on the Speed Selection Menu when first running the game):

Speed selection screen

	CGA/ Hercules	Tandy 1000	EGA	16-color VGA	256-color VGA
8 MHz	Slow	Slow	NR	NR	NR
10 MHz	Medium	Slow	Slow	NR	NR
12 MHz	Fast	Medium	Medium	NR	NR
16 MHz	Fast	Medium	Fast	NR	NR
20 MHz	Fast	Fast	Fast	Fast	Slow
25 MHz	Fast	Fast	Fast	Fast	Medium
33 MHz+	Fast	Fast	Fast	Fast	Fast



Choosing "Slow" gives you PC Regular sound, simplified objects, objects which disappear at a closer distance and no background horizon. "Medium" changes the settings to PC Digitized sounds, simplified objects, objects which disappear at a medium distance, and the background horizon is turned on. "Fast" selects PC Digitized sounds, complex objects, objects which disappear at a greater distance, and the background horizon is on. These individual settings can be modified either through the *OPTIONS* item on the main menu or through the **Config Editor** program (explained in detail on page 55.)

Graphics selection screen

The graphics mode selection screen will be the next to appear. Choose whichever graphics mode you wish to play the game in. This menu and the speed selection menu will only show up the first time you run the program.

NOTE: If you happen to change machines or want to adjust the speed menu setting or the graphics menu setting, simply delete the default file. This is done from DOS by typing **DEL DEFAULT.DEF** and then pressing .

After you select the graphics mode, the intro screen will appear. Press any key to go to the Course Quiz screen.



When the Course Quiz screen shows up, you'll be asked to identify a piece based on the five pre-defined courses in the manual. (The courses and their descriptions can be located on pages 41–45.) On the course, find the coordinates the computer is asking for, then click on the piece that occupies that square (using either the arrow keys and **Enter** or the mouse). You've got two chances to get the answer right. Get the correct answer and you go to the main menu. Answer wrong and you flunk the quiz. Welcome to DOS. ♦♦

Course Quiz screen

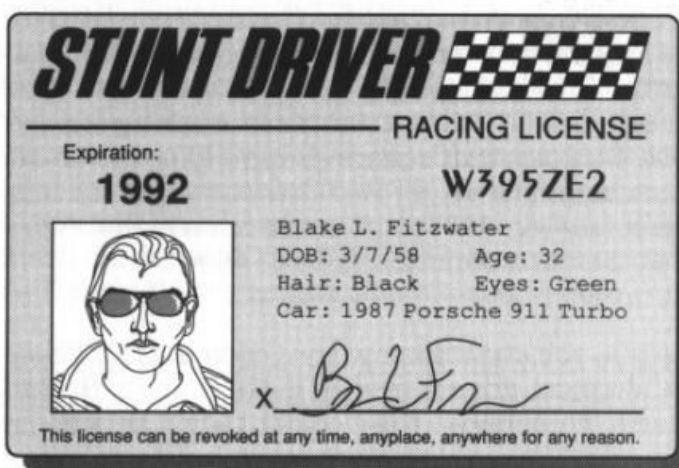
Before we begin, you oughta know your competitors. These three are some of the toughest drivers ever to make it out of Stunt School, so watch yourself. Throughout the booklet they'll be popping up and makin' comments. Listen to 'em if you want, but don't let them rile you up when you're out on the track.

Part 4: The opposition

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Opponent 1:
Blake "Shyster" Fitzwater



Bio: Blake's a lawyer and a darn good one. However, the poor driving skills of those reckless drivers he's defended seem to have rubbed off on him since he weaves all over the road. If you somehow make it past him, you're safe. The big problem is getting past him!

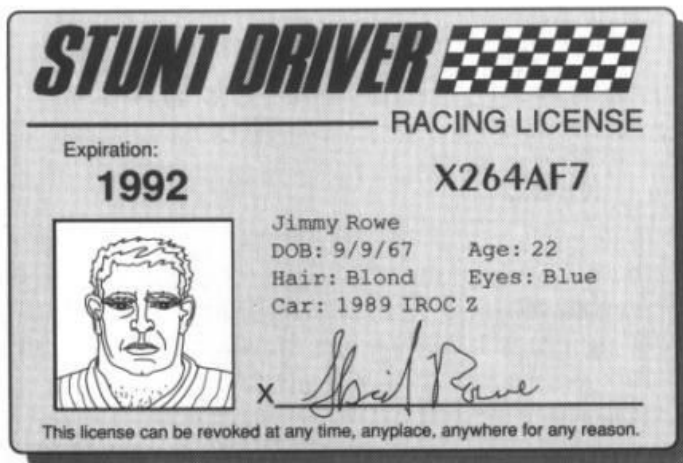
Turn-ons: polo, nouvelle cuisine and a night at the opera.

Turn-offs: tap water, TV dinners and other lawyers.

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Opponent 2:
Jimmy "Skid" Rowe

Bio: After flunking high school at 19, Skid took to the streets. He cares only for his car and nothing else. Especially other drivers. The one thing Jimmy hates more than anything is people getting in front of him during a race. This really ticks him off, and he'll chase you down to knock you off the road if he can. So if you pass him, watch your back!

Turn-ons: fast cars, fast women and sloe gin.

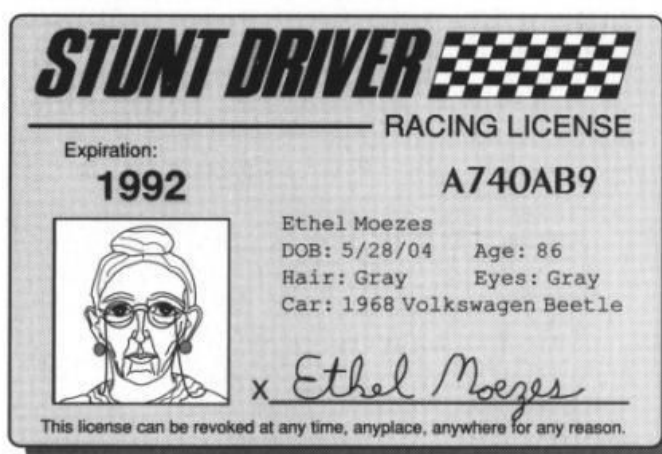
Turn-offs: cars faster than his, imported beer and speed limits.

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Opponent 3:
Ethel "Grandma" Moezes



Bio: You've driven behind her type before. Slow, annoying and generally a pain to maneuver around. She has a really foul temper and doesn't like people passing her, so she'll try to get in your way as much as she can. Once you get past her car on the road, you won't have to worry. Unless of course you try to lap her!

Turn-ons: Wednesday night bingo, gin rummy and Wheel of Fortune.

Turn-offs: foul language, strained carrots and people who don't use turn signals.



Right after the program loads, you'll see the main menu. From here, you can get at all the stuff in the game.

Part 5: In the beginning

You can use the mouse (if you've got one) or the arrow keys (**↑** and **↓**) and **Enter** to move around this menu. For a shortcut, just type the first letter of the option you want (**P** for *PLAY*, etc.).

PLAY: This puts you behind the wheel of your Shelby, ready to race. If you haven't set any of the other options, you will be driving under the default conditions (either ones you saved previously using the *OPTIONS* menu or the standard defaults: Trainee mode, no opponents, Course 1). If you change either the course, difficulty level or opponents from the main menu, you will start a *new* race when you return to the *PLAY* option.

VCR REPLAY: This option will bring you into the instant replay. See **Part 9** (pg. 35) for instructions on how to work it.

RESTART: If you want to start a race using the same parameters (same course, same opponent selection, etc.), you can hit this button. This differs from the *PLAY* option because *RESTART* always begins a new race.

SOUND: Here you've got options to change whether all sound is on or off and whether the engine sound is on or off. The *OPTIONS* subheading gives you choices on how you want to hear these



sounds. If your machine has a slower microprocessor, try using the IBM Regular setting (or Tandy 3-voice on a Tandy 1000). This oughta make the program run faster and enhance your enjoyment of the game (see the **Game Speed Chart** on page 11 for more explanation).

COURSES: Selecting this option will bring you to a subheading so you can choose one of the five pre-defined courses or the track construction editor (see **Part 11**, pg. 46). You can also load one of your own courses here by selecting the *CUSTOM COURSE* option. If you choose one of the five pre-defined tracks or your own custom track, you'll be able to see the course layout before exiting back to the main menu.

DIFFICULTY: Choosing this setting lets you choose a difficulty level at which to play. See **Part 7** (pg. 25) for details.

OPTIONS: There are six different options you can choose from this menu:

Control Type: This is where you choose how to steer your vehicle. **NOTE:** This option is only used for steering your vehicle; you will always be able to move around the menus and course editor with your mouse if you have a mouse driver installed.



The fourth option, Steering, allows you to choose the sensitivity of your steering wheel (use the arrow keys to adjust the steering). The Max variable is the maximum amount of turn your car can produce when turning the wheel completely around in Keyboard, Joystick and Mouse mode. The Min variable is the minimum amount of turn you get with just one touch of the turn key. (The Min variable is not used in Joystick and Mouse mode.)

Head to Head: This brings up a menu to allow you to setup for head-to-head play. See **Part 12** (pg. 50) for more information.

Backgrounds: With this option, you can select from one of six different horizons to play on: San Francisco, London, New York, Paris, Tokyo or a forest setting.

Credits: Choosing this will bring you to a credits screen. Here you can see all the folks that put Stunt Driver together as well as the current version number. Press any key to go back to the main menu.

View Top Ten: Using this option, you can view the top ten screen of the current course without having to complete an entire race. Hit any key to exit the top ten screen.

Save Options: Hitting this button will save your current race settings: racecourse, difficulty level, opponent selection, sound type, control type, steering sensitivity and horizon.



QUIT: Use this to exit the program. It'll give you an option to back down if you selected it by mistake. 

Part 6: Your mean machine

So, you want to learn how to drive, huh? Well, let me tell you, the Shelby isn't just your standard two-door, no sir. The Paxton supercharger makes it as close to a Daytona stock car as you could get from the showroom floor. This sucker will accelerate from 0–60 in a mere five seconds, so hold on tight. Enough hype, step inside and check it out.

General instructions

To change how you are gonna control your car, go to the *OPTIONS* menu and then select *CONTROL TYPE* to choose your driving method.

Keyboard driving controls

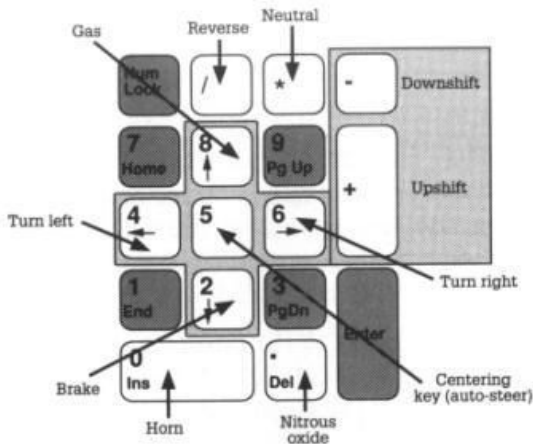
There are a lot of different ways to drive this car using the keyboard:

Turn the car left	 or 
Turn the car right	 or 
Accelerate	 ,  , or 
Brake	 ,  ,  , or 
Automatic shift on	
"Cruise control"	
Horn	
Auto-center car	
Nitrous oxide	
Repair key (Trainee mode only)	



Some of these functions are duplicated on the numeric keypad as well:

Numeric keypad controls



Here at the Institute, we recommend using the **[4]** and **[6]** keys on the numeric keypad to steer, **[G]** for gas and **[Spacebar]** for brake. Through trial and error (a whole lot of error!), we determined that these are the easiest to use. Of course, use the driving method most comfortable to you. Our job isn't to tell you how to drive, just how to drive better!

Driving recommendations

The car starts out in automatic shifting, so only hit one of the gears (**[1]**, **[2]**, **[3]**, **[4]**, **[W]** or **[R]**) if you want to turn it off. See the next page for details on manual shifting.

What things do



To have your car follow the racecourse, press either the **[K]** key or the **[5]** key on the numeric keypad. This won't make your vehicle operate like a slot car, but it will attempt to keep your car travelling the direction of the racecourse. Of course, if you drive too fast, you might still hurtle off the roadway. By the way, this key won't work if you are driving the wrong way on the track.

"Cruise control" keeps your speed constant, just like keeping the same pressure on the gas pedal in an actual car. Your car will keep the same speed, assuming you don't hit anything, step on the gas or hit the brake.

Nitrous oxide is a gas that is fed into the car's engine giving it some extra power and acceleration for a little while. You've only got about 15 seconds of this juice, so use it wisely.

When you are driving in Trainee mode, pressing the **[X]** key will completely repair your vehicle even if you have suffered a fatal crash.

Manual gear shifting

If you want to shift the car manually, here are the controls:

Gear shifts	[1] , [2] , [3] and [4] (top row)
Neutral	[W]
Reverse	[R]

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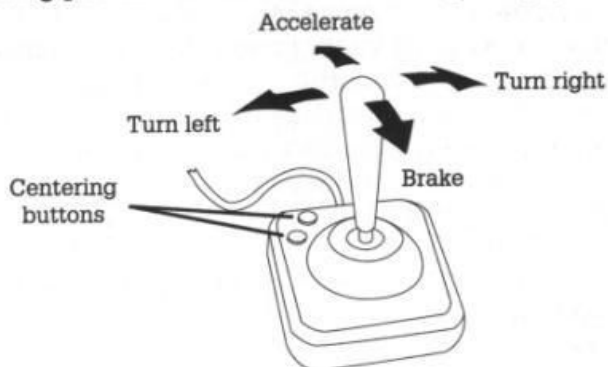
Driving with a stick shift is tricky business. Stunt driving is a good way to end up with a serious injury. Which reminds me, here's my card...

Yeesh, what a ghoul. He's one to talk, knowing the wrecks he causes.

For you rookies unfamiliar with a manual shifting car, here are a couple of really basic pointers. Start out in first gear **1**. Keep accelerating until your engine starts to whine a little (keep a close eye on the RPM gauge on your dash). Shift to second gear by pressing the **2** key. Repeat this until you are in fourth gear. With practice, you'll learn which RPM is the best to change gears at and shift accordingly. You'll find that shifting manually gives you greater acceleration and more control of your vehicle. It may be harder to learn at first, but it's worth it in the long run.



The following pic shows how to drive using the joystick:



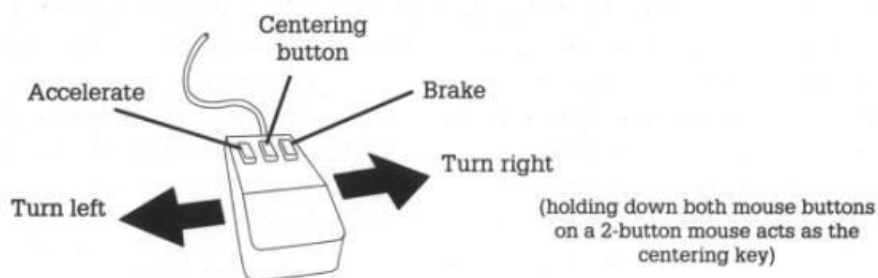
Joystick driving controls

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It's highly recommended to drive in automatic if you are using a joystick or a mouse. Those of you with nimbler fingers can attempt to drive in manual, but it hardly seems worth the extra effort.

Mouse driving controls

Here are the controls for driving with a mouse:



Pause key and course map

Pressing **P** not only pauses the game but also brings up a course map on the screen. The locations of your car and the other vehicles on the road are indicated by colored flashing squares that correspond to the colors of the cars. If one or more cars have the same color, the only way to distinguish between them is by their location on the track. Because of this, we highly recommend that each car be a different color. Press any key to return to the game.

Other keyboard commands

Last but not least, there are a bunch of other commands out there that don't relate to driving:



[Esc]	Main menu (also pauses the game)
[D]	Dashboard toggle (turns the dashboard on and off)
[E]	Engine sound toggle (turns off the engine noise only)
[S]	Sound effects toggle (turns off just the sound effects, not the engine noise)
[Z]	Horizon toggle (turns off the horizon for faster gameplay)

Now that you've got the controls of your car down, let's get to the race. The key thing to remember: it doesn't matter how you play the game, it's if you win or lose. Your objective is to win at any cost. There aren't any speed limits or cops here, so let 'er loose. Ok? Let's go.

Before your race begins, you can adjust your difficulty level by going to the main menu and selecting *DIFFICULTY*. Remember, you can move around the main menu and the other menus by either the mouse or the arrow keys (and) and . You've got three different levels of play here: Trainee, Rookie and Expert. You oughta take Trainee for your first drive, but here they all are just the same:

Trainee – No opponents. It's just you, your car and the track. The object in Trainee mode is to beat the clock. You beat the clock, you get pole position when racing in Rookie and Expert mode on that track. **IMPORTANT NOTE:** In order to get your name on the Top Ten Driver's screen for another difficulty level, you must have already beaten the qualifying time in Trainee mode for that track. Then, if

Part 7: The race

Difficulty levels



you switch difficulty levels and stay on the same course, you can get a high score for that track.

Rookie – Race against any or all of the three opponents. They won't have personalities, but they still drive well and are pretty tough. The object here is to outrace all three opponents if possible. You're also racing against the clock, so you can get on the Top Ten Drivers screen (described later) if you qualified in Trainee mode.

Expert – Pick any or all of the three other drivers, each of which will have their own personality (described in **Part 4**). Again, the object is to beat the other three cars to the finish line. It'll be tougher to make it to the Top Ten Drivers screen, but if you finish first, you'll have really accomplished something.

On Rookie or Expert mode, a window will appear so you can select your competitors. On this screen, you'll see each of the three opponent cars you can race against. A checkmark will appear in the boxes to the left of the cars when you select them. After you've made your choices, hit OK to go back to the main menu.

Select a course

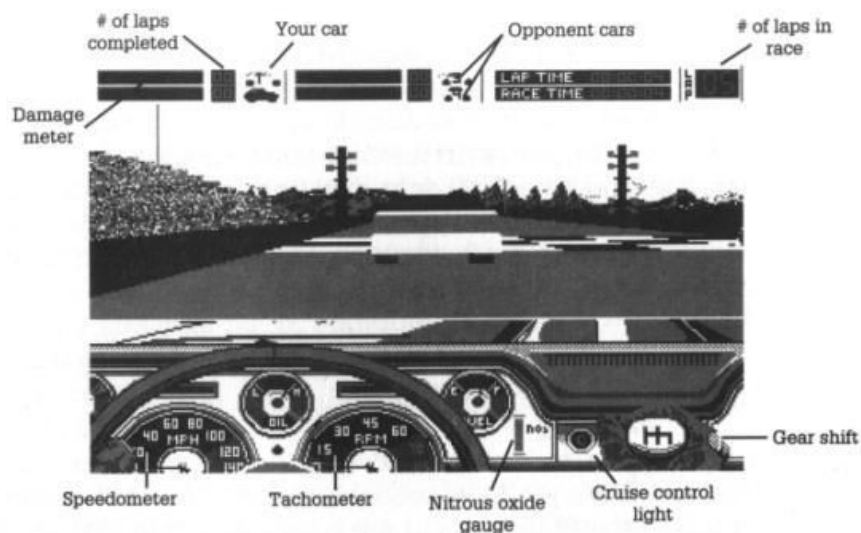
To choose a course, go to the main menu and select *COURSES*. For your first race, you should start out on the training oval, Course 1. I know, I know, it's kinda dull and doesn't have any stunts, but before taking a crack at the loop-de-loop you gotta learn how your car feels. The other four pre-determined courses are described in **Part 10**. If you don't choose a course at the beginning, it'll automatically default to Course 1.

STUNT DRIVER

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Hop into your car by selecting the "Play" option from the main menu. Here you'll see the playing screen.

Playing screen



Inside your car you've got four different choices to view the roadway: Front view, Left view, Right view and Rear view. Simple enough. I'll explain 'em in brief on the next page, but they should be fairly obvious.

Inside car views

**Front view**

The game starts with you peering out over the dash, but if you switch to another view, you can get back here by pressing **F1**.

Remember, it's always prudent to fasten your seat belt before starting your engine. Never drink before or while driving. Most important of all, sit up straight in your seat and don't slouch.

Jeez, what a nag. Looking out over the dash you've got the tachometer, speedometer, steering wheel, oil light, fuel light, nitrous oxide gauge and cruise control indicator. Your car starts out in automatic, but if you change to manual shifting, the gear shift will appear on the right side of the dash.

Left view and right view

Use the **F3** key to look out the left side of the car and **F4** to look out the right side.

Rear view

This view allows you to look behind you for oncoming cars or to rubberneck at accidents you have probably caused. Use the **F2** key to swivel your head around to look out the back (like Linda Blair in *The Exorcist*).

Racing, racing, racing

In a second or so after entering this screen, the Xmas tree lights will begin to flash. You won't be able to accelerate until the bottom pair of lights turn on.



If there are stunts in the course you're driving, don't skip them. Each time you miss a stunt, the computer will keep track of the penalty time associated with it. When you cross the start/finish line after completing that lap, the computer will display the "PENALTY" icon and below it, the penalty time you have accrued for that lap. If you miss too many sections of track or *completely* avoid a stunt, the "NO LAP" icon will appear when you cross the start/finish line and you won't get credit for that lap. Sounds kinda unfair, but what's the use of having stunts if you're gonna skip 'em.

Off-road driving is like driving through mud. You move like a slug and your car gets nowhere fast. This makes trying to skip sections of the roadway pretty futile. In addition, there are a whole bunch of poles along the side of the road. Don't hit them, you'll just bounce off and do damage to your car. If you happen to go off-road, a hand will appear at the top of the screen to steer you back on the track.

Recommended speed icons – In the upper left-hand corner of the screen will be a number of icons indicating what track piece is coming up. There are icons for the bank, loop, tight turns, corkscrew jump, crash dummies, drawbridge and hill. Underneath each of these "road signs" will be a recommended speed for these stunts/pieces.

If you happen to beat the qualifying lap time for that track at Trainee level, the word "QUALIFIED" will appear at the top of the screen.

Skipping stunts

Driving off-road & poles

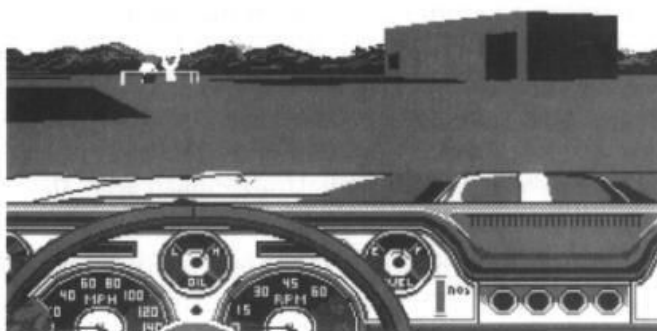
Race icons and other helpful cues

**Damage and repair**

White flag/Checkered flag – When any car on the road begins the last lap of the race, a white flag will appear in the left-hand corner of the screen. When any car crosses the finish line on the last lap, the checkered flag will appear.

Hitting other objects (including the ground) causes damage to your Shelby. You can see how damaged you are by looking at the damage meter (the bar along side of each vehicle) at the top of the playing screen. The more damage your car has, the slower it goes.

You can repair damage to your car by going to a garage piece (if one is on your particular course, that is) and driving to an area *between* the building and the mechanics. See the pic below.





Once you stop, the mechanics will start working on your car. On screen, you'll see a bar slowly moving from the right to the left to indicate your damage being repaired. If you want to leave the garage before your car is totally fixed, just hit the accelerator. Just in case you're involved in a tight race and can't afford too much time.

If you are the first car to cross the finish line and have not accumulated any penalty time throughout the race, you will receive the "WINNER" icon on screen and your car will stop of its own accord. However, if you have amassed some penalty time during the race, the view will switch to "Automatic Camera" view and will follow the lead opponent while your penalty time counts down. You will receive the "WINNER" icon if your penalty time counts down to 00:00 and the "YOU LOSE" icon if the opponent crosses the finish line before that time. You also get the "YOU LOSE" icon if an opponent finishes the race ahead of you.

You can lose the race in a number of ways: crossing the finish line behind any of the opponents, crashing off a hill, loop or drawbridge, or splashing into a river. You can also die a slow death by having your damage exceed the limit of the meter. When you reach 100% damage, you will see a tow truck hauling your car away. If you lose the race by suffering a fatal crash, the game will automatically go into replay and play back your final seconds for you.

Winning the race

Losing the race

**Top Ten Drivers screen**

You are only eligible for the Top Ten screen if you are racing in Rookie or Expert mode and have previously qualified on that stunt track at Trainee level. After you qualify, you must then race on that same track at either Rookie or Expert level and complete the race with a good enough time to be one of the Top Ten drivers for that course. The Top Ten list records on disk the top ten drivers, difficulty levels ("R" for Rookie, "E" for Expert), lap and race times for each track you race on. The name of the track appears at the bottom of the screen. Press any key to go back to the main menu.

Now that you've been in a race, you can go to the next section. Here, you'll learn how to view your car and the opponents from outside camera positions. ♦♦

Part 8: View to a thrill

Three different outside camera modes, no waiting: Helicopter view, Automatic camera view and Custom camera view. Each gives you a unique angle to watch the action, but the latter two probably shouldn't be used for driving unless you want a serious headache. I'll explain more 'bout that later.

Automatic camera view

In all three camera modes, you can zoom in and out on the car you are 'scoping. Use the **+** and **-** keys respectively to do this. Also, if you are in either the automatic camera view or custom camera view, you can use the **]** and **[** keys to raise and lower the camera's angle.

The TV camera in helicopter view is positioned above and behind your 'Stang. Check it out by pressing the **F4** key:

Helicopter view



On the far right-hand side of the cockpit is a display that shows the position of your vehicle relative to the roadway. The heading and speed of your vehicle is displayed directly below it. You can use this "Radar Cam" view to determine whether or not you are on the track. The chopper follows along the inside of the track and will always be facing in the direction of the race. Since you're the star of the race, the 'copter will only follow you, not any of the other cars on the track. If you want to find out what the opposition is doing, use one of the other two modes.

Automatic camera view

Each piece of the track has got its own camera you can focus in on. The automatic camera view allows you to peruse the activity of a specific car by following it around the track. Press the **[F6]** key to enter this mode. The **[F7]** key will transfer the view from car to car. Once you change to these cameras you will be lookin' at the track from a side view. When the car you are watching moves to the next track segment, the camera will also automatically switch there to give you a constant stream of action.

Custom camera view



These cameras differ from the automatic ones primarily 'cause you have to manually switch between cameras. Also, these cameras can only be accessed if you have placed them previously using the construction editor.

Face it, chump, you ain't gonna get none of those cameras on me. No stinkin' camera's fast enough to keep up with *my* car. Just try.

Yeah, yeah, sure Skid. Don't let him get on your nerves, just tell him his mother drives an import. To go to the custom camera views, press **[F8]**. Just as in automatic camera view, you can hit the **[F7]** key to view different cars. To move to the next camera on the track, press **[F9]**. To move to the previously placed camera, press **[F10]**. You can have up to 32 custom cameras on the course, and the track construction editor section (**Part 7**) tells you how to place them. Next stop, the VCR. ♦♦

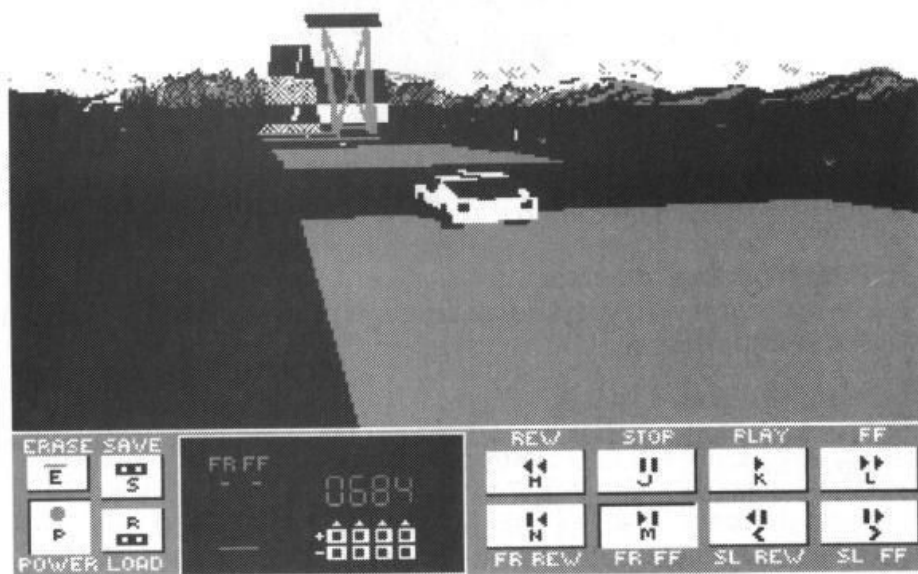
STUNT DRIVER



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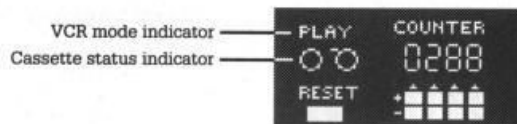
Ok, so you've just finished a hot wreck or awesome jump. Wanna see it again? Check it out on the VCR. Equipped with the latest doo-dads, you can view the last few seconds of your race from any of the camera sites. Just hit **[Esc]** to go to the menu, then select *VCR REPLAY*. There you are. It's even simpler to use than your joe-blow average VHS.

Part 9: Recorder mode



Fluorescent display

In the left center of the VCR controls is a little black area. Here you've got the VCR mode indicator and the cassette status indicator. The other two things on the display are the digital counter and the reset button.

**VCR mode indicator**

The name of whatever control button you've pushed will be displayed here. The VCR controls section explains the buttons in detail.

Cassette status indicator

The little light will flash and move corresponding to the movement of the "tape" replay.

Digital counter

This four digit number indicates how far along on the tape your replay is.

Reset button

Hitting the  key will reset the digital counter to 0000. This is to "mark" a section of tape so you can find it easier. If you load a tape from disk, the beginning will automatically be 0000.



On the bottom of the screen are the VCR controls. Underneath the name of each button is the key you hit to work 'em. Here they are:

VCR controls

ERASE

Hit the **[E]** key to erase from memory all the stuff on your "tape." If you go back into the game without erasing, any new things you do will be recorded at the end of your current tape. Once it fills up, it'll start wiping out stuff at the beginning of the tape. It's kinda like a loop effect.

SAVE

If you want to save this piece of film for later perusal (Like that word? I do.), select the **[S]** key. It'll prompt you for a filename, but don't use more than 8 characters!

POWER

Hitting the **[P]** key is like turning off the VCR. It'll bring you back to the main menu.

LOAD

To load a previously recorded sequence, hit the **[R]** key. Type in the name of the file and hit **[Enter]**. Once it's loaded, you can play around with it. Don't bother to save it again, since it's already on disk.

REWIND

Use the **[H]** key to rewind your tape to the spot you want to view it.

**STOP**

Once you've moved your tape to where you want it, hit **[J]** and then press another of the viewing buttons. If you're used to a VCR's Pause button, this works the same way.

PLAY

Hit the **[K]** button to play the tape.

FF (Fast Forward)

Use the **[L]** button to advance your tape to your primo viewing spot.

And now, the special effects buttons...

FR REW (Frame Rewind)

Hitting the **[N]** key once rewinds your tape by only one frame. This way, you can set up the action from exactly the right spot.

FR FF (Frame Fast Forward)

Pressing the **[M]** key once advances the video by only one frame.

SL REW (Slow Rewind)

Interested in checking out your tape when it's moving at a snail's pace? Hit the **[<]** key. It rewinds the film at half the speed of normal Rewind.



SL FF (Slow Fast Forward)

Slow Fast Forward? Kinda weird term there. Anyway, if you want to use it, press . It works just about the same way Slow Rewind works, but advances the tape at half the speed of normal Fast Forward.

If you want to skip through the tape to the very last frame of the tape, hit the key. This can save time so you don't have to fast forward through the entire replay to see your wreck or whatever.

Once you're in the action, you can look at it using the same views described earlier on (see pages 27–28 and 32–34). To define 'em again would be a waste of space, but here's the list just the same:

View selection

Front view	F1
Rear view	F2
Left view	F3
Right view	F4
Helicopter view	F5
Automatic camera view	F6
Switch view among cars	F7
Custom camera view	F8
Move to next custom camera	F9
Move to previous custom camera	F10

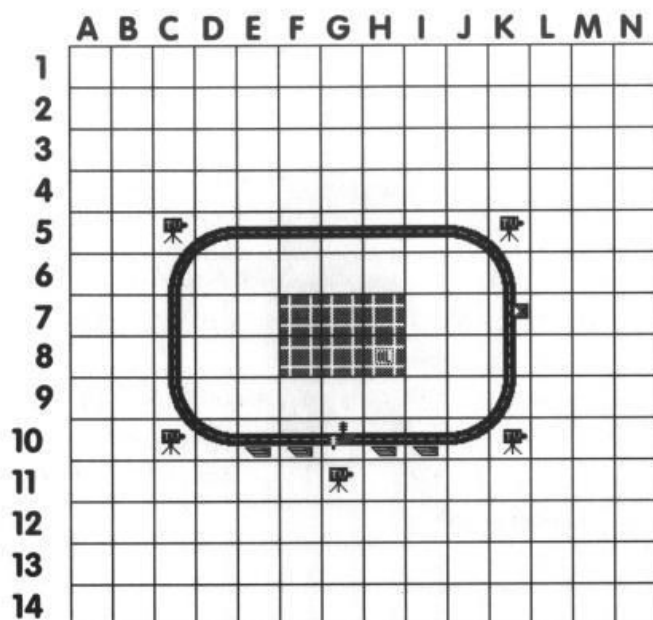
**Exiting the VCR**

Use the **[P]** (Power) key or the **[Esc]** key to go back to the main menu. If you wanted to save your stuff, make sure you do it before hittin' one of these two keys, or else... ♦♦

Part 10: On the track

The next five pages give you a rundown of the pre-selected courses available. Included below each is a small description of the track, plus a coupla tips on how to maneuver through each course. Some of 'em are kind of basic, so if you want tracks with more flair, you can create your own. That's where the *real* excitement is. Now, on to the track. I can almost smell the engine oil now...

EXTREMELY IMPORTANT NOTE: Do not delete the files **COURSE1 . STD** through **COURSE 5 . STD** from your Stunt backup disks/directory. You will be unable to run the program without these five files.



Course 1: Training oval
(5 laps)

Description: This is your basic, everyday, no frills track. Use this to get the hang of driving and to learn how the car maneuvers. You've also got a skid pad in the middle of the track for additional road testing.

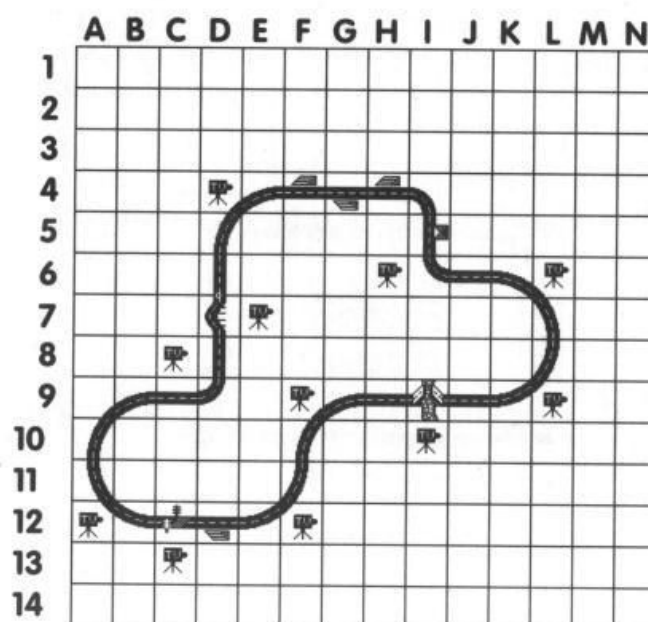
Tips: The curves are easy enough to handle at top speed, so you can just floor the gas pedal and let 'er rip!

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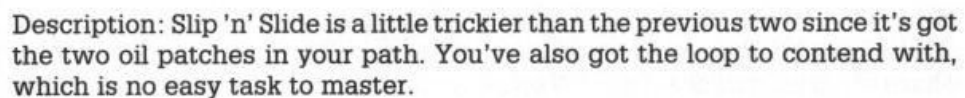
STUNT DRIVER

Course 2: Roadrunner
(4 laps)



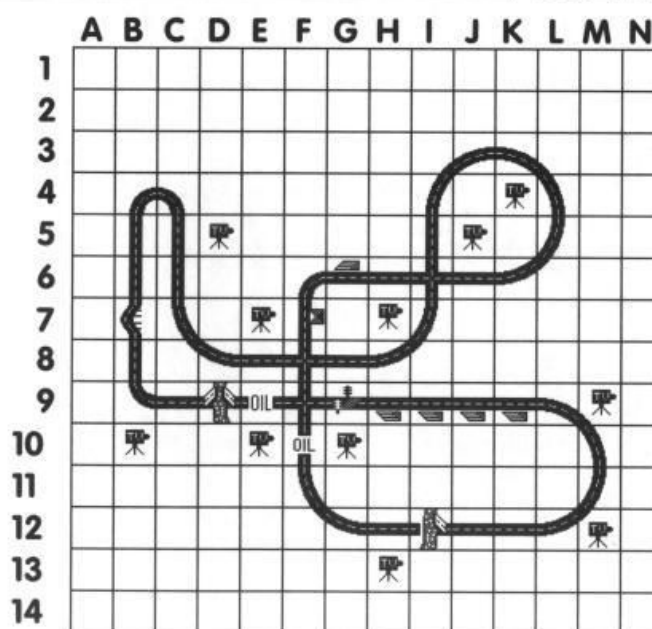
Description: The Roadrunner is a fast track with nice, easy curves to drive around. Don't be lulled into a false sense of security, though, since there are some sharp curves to throw you off.

Tips: Watch the angle of the drawbridge before attempting the jump. If it's too steep, you may fly too far and crash horribly. Other than that, just take it a little slower than max speed on the small curves.



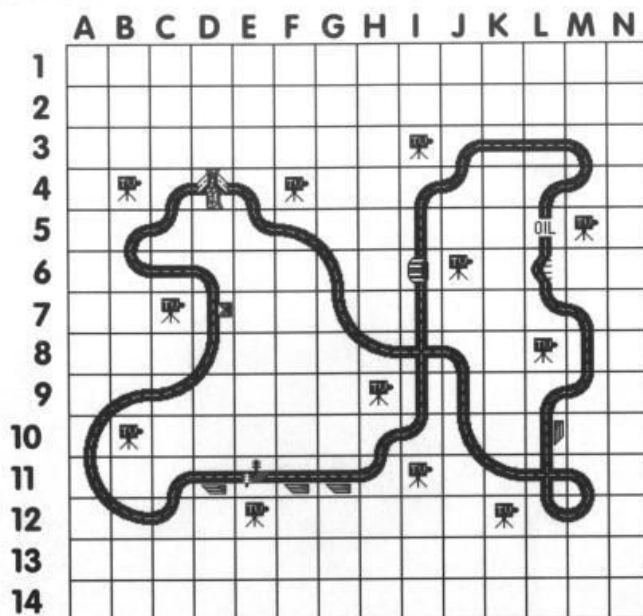
Tips: Drive slowly through the oil patches or avoid them altogether. If you drive too fast through 'em, you'll skid out to the turf. Try to take the loop at a pretty fast speed to increase the centrifugal force on your car.

Course 4: Insomnia
(3 laps)



Description: If Insomnia doesn't keep you awake at nights, it'll sure give you nightmares. The two oil patches right next to the crosspiece make crossing it a harrowing experience. The corkscrew jump is no tea party either, requiring exact precision to land properly.

Tips: Take the sharp turns slowly, since you're liable to spin out. Same goes for the middle of the track where the oil patches are. The corkscrew jump...well, you'll have to learn that for yourself.



Description: Sidewinder combines most of the elements of the previous four tracks and requires nerves of steel and a steady hand to complete. Be warned, this is a very tough track, so don't get discouraged if you crash often.

Tips: Haste makes waste. Careful driving rather than speed is the key to this track. The hairpin turns are especially difficult and need to be driven cautiously in order to avoid accidents. This, by the way, is Skid's favorite track. ♠♠

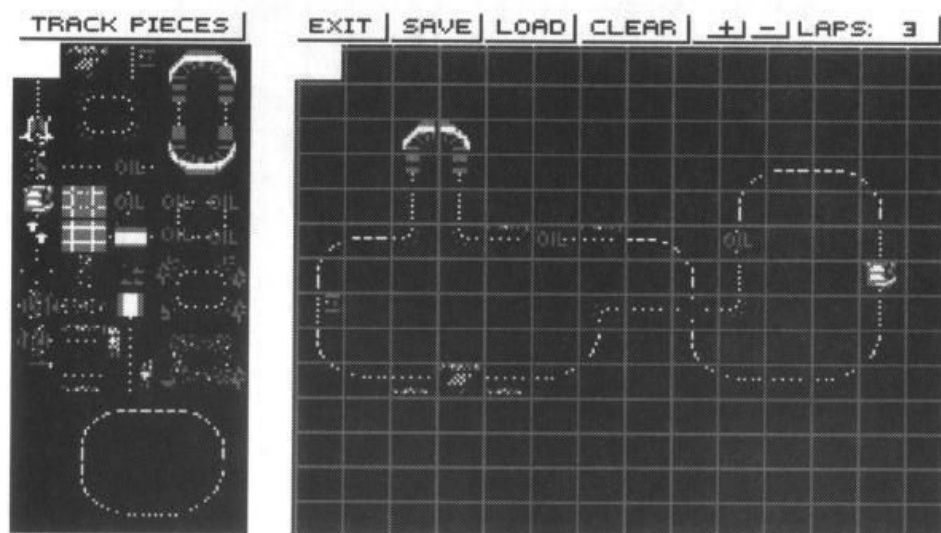


Part 11: Track construction editor

Loading the editor

Ok, so you're bored with the preset courses. Hey, it happens. Even the pros get tired of a track now and again. What are you gonna do about it? Create your own, that's what. Here's how you do it.

First off, from the main menu, select the option *COURSES*. Then at the subheading, select the option *EDITOR*. That's it. You can now see the construction editor in all its glory.



Here are a few of the different pieces:

Track pieces



Hill



Grandstands



Loop



Corkscrew jump



Garage



Drawbridge

You can have up to 32 different "custom cameras" on the track at one time. When you select custom camera view (**F8**) in the game, the cameras will be accessed in the order you placed them here in the editor.



The skid pad is a square piece of track you can use for testing your vehicle outside of the main raceway. Opponent cars will not enter this area, nor can you place a roadway piece to intersect it. It's your own bit of turf, so to speak.



If the start/finish line is placed at the bottom of the track, the race will progress in a counter-clockwise direction. If it is placed at the top of the track, the race will run in a clockwise fashion.





The driver's objective on the crash dummies piece is to slalom around the four pairs of dummies without slammin' into any of them. Hitting 'em will cause a heckuva lot of damage to your car. Next time you come around to that piece, those persistent dummies will be back up again. So, if you hit 'em once, you're not out of the woods for the rest of the race!

Basic editor operations

Use the mouse or the arrow keys and **[Enter]** to move around the editor. To access the different track pieces, hold down the **[Shift]** key in conjunction with the arrows to select the track piece. Once you have chosen a piece, use the arrow keys by themselves to position it, then press **[Enter]** to enter the track piece into your course.

There are a number of buttons at the top of the editor that can be selected by the mouse. You can also use the first letter of the buttons at the top as a shortcut in keyboard mode. Here's what they do:

EXIT: Choose this if you want to leave the editor. The editor will ask you to save the track if you haven't already done so. It'll also give you the opportunity to renege if you selected it by mistake.

SAVE: Use this to save your track. When you select this option, it will ask you for the name of your course. Only the first 8 characters will appear as the filename on your disk, however. If you load an existing track and edit it, when you save again your high scores will be erased. Just warning you ahead of time.



LOAD: When you select this option, a window will appear with a list of all the courses on the currently selected disk. If you highlight a particular track, a miniature of that track's layout will appear on the right side of the window. Hitting **Enter** or the mouse button will load in the currently highlighted track. If you need to switch disks, type in the drive letter at the prompt.

CLEAR: This will wipe clean the track you are creating. Don't worry, if you chose this by mistake, the editor will give you a second chance to leave.

[+] and [-] (LAPS): Here you can select the number of laps each car has to run in order to complete the race. Push the **[+]** and **[-]** buttons to change from 1 measly lap to a hefty 50 laps. Good thing, since your Mustang only holds about 50 laps worth of gas in its tank.

Each new track requires a couple of things. First, each course must have a start/finish line. In addition, each course must be one continuous track, no loose ends. The editor will let you know if you have not met one of these two conditions. Otherwise, go for it. Anything is possible within your imagination. Just use the arrow keys (**[←]**, **[→]**, **[↑]** and **[↓]**) and **Enter** or the mouse to select pieces and place them.

By the way, every piece has its own time associated with it, which is where the computer determines qualifying lap time in Rookie mode. ♦♦

Course construction

**Part 12: Dustin' your buddies****Requirements for play****Elements of the game**

Here's where it gets really exciting. You've mastered the track, you've mastered the opponents, now it's time to master the hardest thing of all. The human element. When you get your friend on the track, you ask no quarter and give none. Anything goes. His unpredictability is his advantage. Good luck.

Head-to-head is kinda technical by nature, so I'll let Larry tell 'ya more. Enjoy!

Hello again, folks. To play head-to head, each player must have his or her own registered copy of Stunt Driver and either a null-modem serial cable or two Hayes-compatible modems (at least 1200 baud each). You can purchase a null-modem serial cable at your local computer or electronics store.

The differences between head-to-head play and regular play are quite numerous. First off, there are only two vehicles on the road, you and your competitor. In the element of fairness, both of you will be driving cars with identical engines, although your vehicle may look different from your opponent's (see next page).

The contest is simply to see who can complete the preset number of laps in the least amount of time. Remember that if you bypass a



particular stunt, you will be given a time penalty. Additionally, if one automobile is damaged beyond repair, the other player will automatically achieve the victory.

It is highly recommended to race on a course that contains a repair garage. This way, when "friendly bumping" occurs, one can make a pit stop conveniently without having to limp along for the remainder of the race.

Important note: The player who selects *CALL* from the communications setup menu is the player that selects the track to race upon. The person who selects *ANSWER* will have no input on the course chosen.

The easiest way to set up for head-to-head play is for both players to load Stunt Driver by typing **STUNT STCONFIG.H2H** and then hitting **Enter**. This way, each player will see his car as a white Shelby Mustang and the opponent as a blue Shelby Mustang. (If a config file is not loaded, but two players decide to play head-to-head, they will see their opponent as whatever car is loaded in the OPPONENT 1 slot.) Next, go to the main menu and select *OPTIONS*.

On the ensuing sub-menu, select *HEAD TO HEAD*. This will bring you to the communications setup menu. You can maneuver around this menu using the arrow keys (**↑**, **←**, **→**, **↓**) and **Enter**. Following is a description of the communication menu items:

Fire 'er up!



COMMUNICATION SETUP MENU		
CONNECTION	☒ DIRECT	☐ MODEM
PORT	☐ COM 1	☐ COM 2
BAUD RATE	☐ 1200	☐ 2400
	☐ 4800	☐ 9600
	☒ 19200	☐ 38400
	☐ 57600	
MODE	☐ CALL	☐ ANSWER
LINE TYPE	☐ TONE	☐ PULSE
PHONE		
DONE SAVE EXIT		

CONNECTION

Select *DIRECT* if you plan to direct-connect two computers using a null-modem serial cable. If you are going to play over the phone lines using two Hayes-compatible modems, select *MODEM*.

PORT

Choose *COM 1* or *COM 2* depending on which communications port you are using for your modem or cable.

BAUD RATE

Select the baud rate you want from the choices available. If connecting directly, we recommend using the default setting of 19200 baud. However, if you find the direct-connect rate you selected is inappropriate, you can adjust the setting as you see fit.



MODE

One of the two players should select *CALL* and the other should select *ANSWER*. This option is used whether you are direct-connecting or connecting over modems. Remember that the person who selects *CALL* is the one who gets to choose which track the players will be racing on.

LINE TYPE

The person dialing out should select *TONE* or *PULSE* depending on whether they have a touch-tone or pulse-dialing phone. This option is not utilized in direct-connect mode.

PHONE

The player who is calling should type in the phone number of the other player here (no hyphens are required).

DONE

Choose this option when you have finished configuring your communications and are ready to play.

SAVE

Select this option if you want to save these settings for further use.

EXIT

If you have entered this menu by accident or have decided not to play head-to-head, select this option to return to the main menu.



When both participants have made their choices and selected *DONE*, each player should select *PLAY* from the main menu to begin the race.

Just as in regular play mode, the players will see the Christmas tree lights on either side of the start/finish line. When the last light illuminates, the race is underway.

Other head-to-head notes

If the two players want to "talk" to one another, they should press the **T** key. This will bring up two windows. Your text will appear on the bottom window while your opponent's text will appear on the top window. The game will pause when this action is taken.

Completing the race

The race is over when one player has completed the required number of laps or when one player's car is damaged beyond repair. If one of the two players crosses the finish line first, but has accumulated some penalty time, the camera will switch to the other player's vehicle and follow him around the track. Because of this, there may be an instance where a player will cross the finish line first, but still lose the race because their time is greater than the other player's. C'est la vie.

Head-to-head Top Ten

If a person has completed the course in a time fast enough to place him on the Top Ten Drivers screen, the player will be asked to enter his or her name. The difficulty level designation will be either "R" or "E," depending on the level chosen. ♦♦



Included with the Stunt Driver disks is the Config Editor: a program that allows you to change many of the variables in the game. For example, if you think the repair rate in the garage is too slow, you can increase it. The Config Editor is located on 5.25" Disk 3 and 3.5" Disk 2.

DISCLAIMER: Tinkering with some of these variables can cause unpredictable results and may sometimes crash the program.

To load the Config Editor, type **CFGED** and then the name of the config file you wish to modify. The default configuration files are named **STCONFIG.SLO** (for slow machines), **STCONFIG.MED** (for medium speed machines) and **STCONFIG.FST** (for fast machines). For example, to load the config file for fast machines, you would type the following:

CFGED STCONFIG.FST and then hit .

If you wish to load one of these files but save it under another name, simply add the filename you want to save it as after the filename you want to load. For example, to load the slow config file but save it under the name **ROBCONFG**, you would type the following:

CFGED STCONFIG.SLO ROBCONFG.SLO and then hit .

Thereafter, if you wanted to load that config file, you would type **CFGED** and then the filename.

Part 14: Customization

Loading the Config Editor

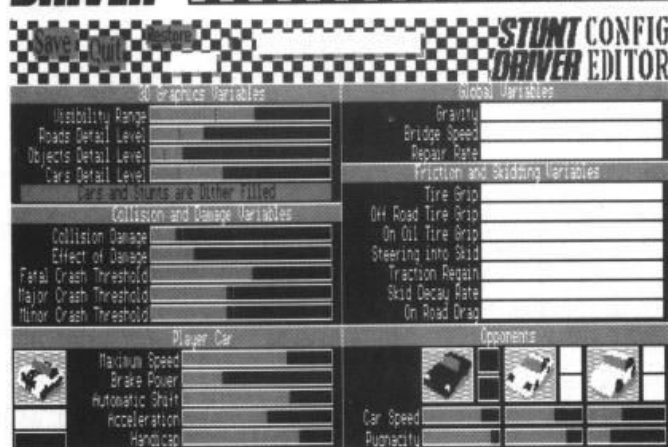
**Moving around**

You can either use the mouse or the keyboard to move around. If you are using the keyboard, use the arrow keys to make the pointer move quickly. To move the pointer more slowly, hold down the **[Shift]** key while hitting the arrow keys. **[PgUp]** will jump the pointer up the screen, while **[PgDn]** will jump it down the screen. **[End]** and **[Home]** will move the pointer to the upper left and right hand corners of the screen respectively. **[Shift][5]** moves the pointer to the center of the screen. The **[Enter]** and **[Spacebar]** keys work as the mouse button.

Characteristics

The more the slider's bar is to the right, the greater the value of that slider. The dashed line within the slider's boundary indicates the default setting.

Hitting **SAVE** (or **[Ctrl][S]**) will save the current settings in the file you specified when loading. **QUIT** (or **[Ctrl][Q]**) will exit the Config Editor without saving the current settings. **RESTORE** (or **[Ctrl][R]**) will bring back the setting you had when you loaded in the file. **DEFAULT** (or **[Ctrl][D]**) will restore the settings that originally came with the program. Following is a picture of the Config Editor screen, and then an explanation of all the different variables you can modify.



Visibility Range – How far away you can see from your car.

3D graphics variables

Detail Levels – How detailed a road, object or car stays when you zoom away from it.

Solid Fill/Dither Fill (for cars and stunts) – When Solid Fill is on, all cars and stunts will be solid. In addition, there will not be any plants or a crowd in the bandstands. When Dither Fill is on, all cars and stunts will be dithered, transparent or a combination thereof. You will also be able to see plants on the side of the road and a crowd will be in the stands. Use Solid Fill if you want to improve the speed of play in your game (see the **Game Speed Chart** in **Part 3** for more details).

**Collision and Damage Variables**

Collision Damage – The amount of damage a car takes when colliding with an object.

Effect of Damage – How damage affects the performance of a vehicle.

Fatal Crash Threshold – How much damage constitutes a fatal crash.

Major Crash Threshold – How much damage constitutes a major crash as a percentage of the Fatal Crash Threshold slider.

Minor Crash Threshold – How much damage constitutes a minor crash as a percentage of the Major Crash Threshold slider.

Global Variables

Gravity – The more this slider is to the right, the more gravity there is.

Bridge Speed – How fast the bridge moves up and down.

Repair Rate – How fast the garage will fix damage on a vehicle.

Friction and Skidding Variables

Tire Grip – How well your tires grip the roadway.

Off Road Tire Grip – How well your tires grip off road as a percentage of the Tire Grip slider.

On Oil Tire Grip – How well your tires grip on oil as a percentage of the Tire Grip slider.

Steering into Skid – How effective it is to steer into a skid.



Traction Regain – The threshold on which you regain control of your vehicle after a skid.

Skid Decay Rate – The distance a vehicle can skid out.

On Road and Off Road Drag – How road and air friction affect a vehicle. This also affects how long it takes for a vehicle to roll to a stop.

The two boxes below the car will allow you to change the color of your vehicle. (In CGA and Hercules graphics modes, the Config Editor appears in monochrome, so you will be unable to see the color of the car you are changing.) The top box controls the body color of the car, while the bottom box controls the trim color. If you click one of these two boxes, a window will appear with three sliders (Red, Green and Blue). Move these right or left to change the color to your liking.

Player Car

Clicking on the graphic of the car itself will change the type of car you can drive. If you hold down **Shift** while clicking on the car, the color and speed of the car will not change. The following cars are available: Shelby Mustang, Porsche 911, IROC Z, VW Bug, Volkswagen GTI, MG convertible, the "Bluesmobile," two different stock cars, BMW 2002 and a Model T Ford.

Maximum Speed – The more this slider is to the right, the faster your car can drive.



Brake Power – The more this slider is to the right, the better your brakes are.

Automatic Shift – This controls where the gears shift in automatic shifting. The higher the slider, the higher into redline the car will shift.

Handicap – The higher this is set, the closer the opponents will stay to your car in the Rookie difficulty level. If this variable is turned down all the way, the opponents will drive without any handicap (the cars drive without a handicap in Expert difficulty level).

Opponents

The car on the left is OPPONENT 1, the car in the middle is OPPONENT 2 and the car on the right is OPPONENT 3.

The two boxes to the right of each car allow you to change the color of the vehicle. See the **PLAYER CAR** section for more details about color and type of vehicle you can select.

Car Speed – This is the same as the Maximum Speed setting for the **PLAYER CAR**.

Pugnacity – This is the distance from your vehicle where the personalities become active in Expert difficulty level. See pages 14–16 for more description of the individual personalities. 



Having problems? Below we've got a list of the most asked questions our customer support personnel get over the phone. So, if it's listed below, you get to save your dime.

Part 15: Troubleshootin'

Q: When I run the install program, I can't get the 256-color VGA files to "inflate," so I can't play the 256-color version. What's wrong?

A: You probably need to add the following line to your CONFIG.SYS file: **FILES=20**. After adding this line, delete all the Stunt Driver files from your hard disk volume, and then run the INSTALL program again. This should solve your problem.

Q: I'm running from floppy and I can't find the Config Editor program. Which disk is it on?

A: The Config Editor is on the 5.25" Disk 3 and on the 3.5" Disk 2. See **Part 14** for more details on how to run the program.

Q: I have an 8 MHz '286 computer, and the game runs so slow that it's difficult to control my car on the road. Help!

A: There are a number of options you can try to improve speed. The 256-color VGA version of Stunt Driver should only be run on a fast machine. Check the **Game Speed Chart** on page 11 for a list of our recommended speed configurations. (Continued on the next page...)



Digitized, AdLib and SoundBlaster sound eat a lot of microprocessor time, so either turn those off by going to the SOUND item on the main menu, or change to PC Regular sound.

Other options you could try include: creating courses where stunts are spaced fairly far apart from one another, turning off the background horizons, and turning off the dashboard.

One last option is to play using a different computer speed setting. Simply delete the file **DEFAULT.DEF** from your directory and run the game again. When the computer asks you for the speed of your computer, choose a setting one slower than your previous one (i.e. if you were running with a FAST speed setting, try running with a MEDIUM speed setting). All of the above options will improve game speed.

Q: My VCR Replay length is really, really short. Why is this?

A: You are probably running out of available memory. See page 9 for more information on how much available RAM you need to run the program. If you have the free RAM, you can adjust the situation by running the program with a slower speed setting or a lower graphics mode.

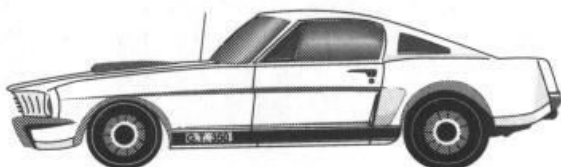
STUNT DRIVER

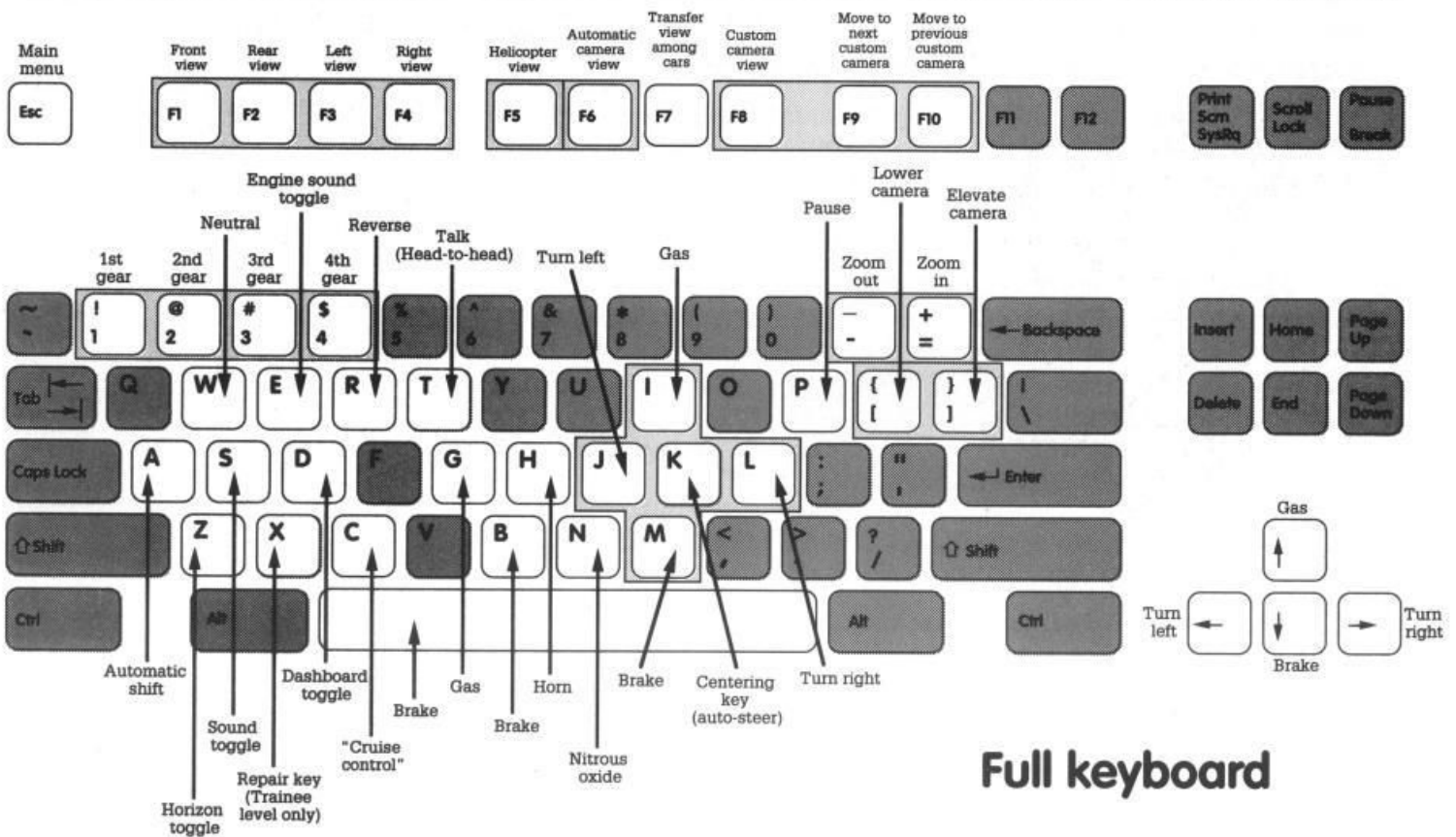


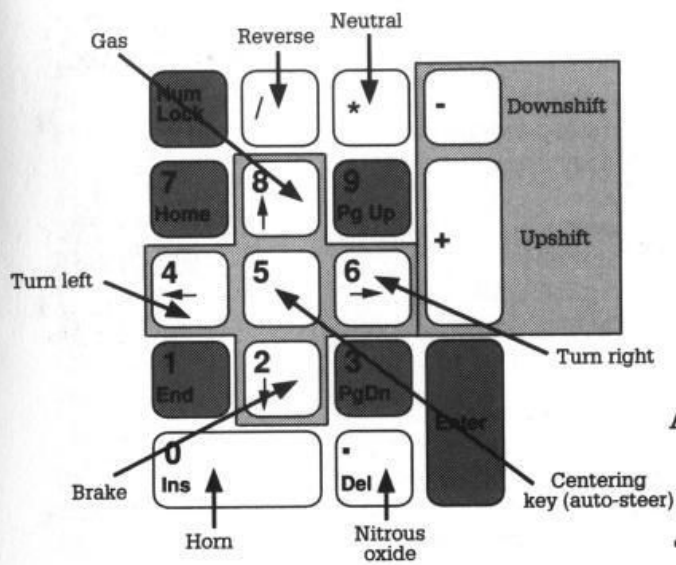
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Q: When I run Stunt Driver on my 8088 machine, it runs slower than a dog. Sometimes my car even runs backwards! What's the deal?

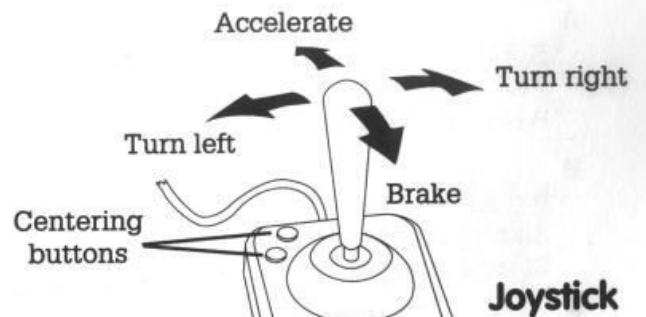
A: Stunt Driver requires an IBM compatible computer with at least an 8 MHz 80286 microprocessor to run. Any machine slower than this is not recommended. ♦♦



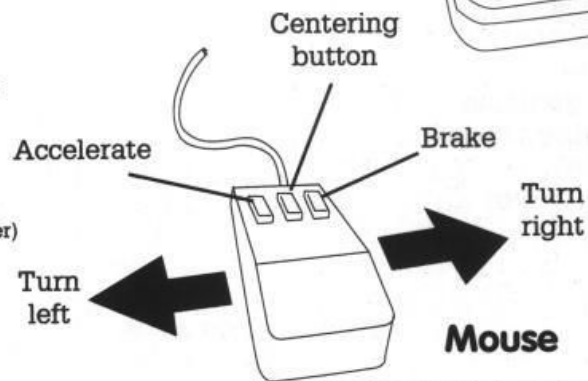




Numeric keypad



Joystick



Mouse

(holding down both mouse buttons on a 2-button mouse acts as the centering key)

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Winning (the race)	31,54
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Xmas tree lights (see Christmas tree lights)	
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Zooming in and out	32
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Notes

The **STUNT DRIVER** Team...



Matt Carlstrom

Anthony Chiang
(in car)

Les Watts

Peter Ward

Eng An Jio

Lawrence Chiu

Chuck Butler

Gilman Louie

Paul Mogg

Robert Giedt

Sky Chang

Dan Guerra

Lars Norpchen

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