STUNTS™

QUICK REFERENCE CARD FOR THE IBM PC/TANDY

WHAT YOU WILL NEED

"Stunts" requires an MS-DOS machine, 8 MHz or faster (286 microprocessor), a video card, such as Hercules, CGA, EGA or VGA (Tandy 1000 computers need no video card), and a 5.25" or 3.5" disk drive. Sound cards (AdLib, Soundblaster, Tandy or Roland MT-32) may be used to enhance the game.

Your machine will require 640K of memory for MCGA/VGA, EGA or Tandy graphics, and 512K of memory for CGA or Hercules graphics. "Stunts" is designed to run with little more than a mouse driver installed; if you have memory-resident programs (or drivers for peripheral hardware or expanded memory), you may have to alter your "autoexec.bat" and/or "config.sys" files temporarily to increase available memory. See your DOS manual for more details.

Deskmate users will have to redefine their "Stunts" window, see your deskmate manual for more information.

LOADING THE GAME

INSTALLING ON A HARD DISK

Insert Stunts Disk A (either 5.25" or 3.5") into either drive A or B. Move to that drive, then type SETUP and press RETURN. You'll see a menu which includes selection of video and audio modes, installation onto hard disk and exit to DOS. Select "Install to Hard Disk" and press RETURN. "Stunts" will automatically assume you want to create a subdirectory entitled "Stunts" and will copy all the game files there, but you can change the directory you'd like the game to reside in by typing in a different directory or path name. You'll be prompted to insert the other disks at points throughout the installation. When the installation is complete, you'll see the setup menu. Choose the appropriate option to change the audio or video mode, if the configuration is not right for your machine. Exit the program then type STUNTS and press RETURN to begin playing the game.

Press RETURN at any point in the opening sequence to go directly to the main selection screen.

PLAYING FROM FLOPPY DISKS

Insert Stunts Disk A (either 5.25" or 3.5") into either drive A or B. Move to that drive, then type SETUP and press RETURN. You'll see a menu which includes selection of video and audio modes, installation onto hard disk and exit to DOS. Change the default settings by moving the cursor to the appropriate setting and pressing RETURN. Use the cursor to highlight the setting you wish to use and press RETURN. The menu should now display the revised setting. Select EXIT TO DOS and press RETURN. Type STUNTS and press RETURN to begin playing the game. You'll be prompted to insert disks at points throughout the game whenever needed. At times, you may be asked to insert your track disk — this will be disk C (on 5.25") or disk B (on 3.5") if you are playing one of the original tracks.

CONTROL DEVICES

KEYBOARD

Normally, you will use the cursor keys and the ENTER or RETURN key to highlight and select items. However, there are a variety of "hot" keys that you can use at points within the game to toggle options. These will be explained further under "Keyboard Options." To see how to drive using the keyboard, see the driving controls at the bottom of the next page.

LOADING OR SAVING

To select path names when loading or saving tracks or replays, simply move the cursor up. After it moves to the top of the menu items, it will jump into the "path" field; here you can specify directories or drives (by using the convention "c:\stunts\tracks\mytrack")

MANUAL CAMERA CONTROLS

The buttons on display in the manual camera control panel are for mouse and joystick players. For keyboard

players, you can hold down the CTRL key while your cursor is on any button and press the cursor keys to pan and the "+" or "-" keys to zoom in or out.

JOYSTICK

Press CTRL-J to set the machine to joystick mode, then follow the onscreen directions for centering your joystick. The joystick works more like a keyboard cursor than a free-flowing mouse. Move the joystick the direction you want the cursor to go, and press joystick button 1 to select each item.

MANUAL CAMERA CONTROLS

Use the buttons on display in the manual camera control panel to pan or zoom the camera. Use the joystick to position the cursor over the pan or zoom buttons on the left side of the Replay Panel. To pan, hold down button 1 and move the joystick in any direction while over the pan (four arrows) button; to zoom in or out, hold down button 1 and move the joystick forward or backward while over the zoom button ("+" and "-").

TRACK EDITOR

Use button 1 to select pieces while in the track editor; use button 2 to move the cursor between the palettes and the track window. Move the joystick in any direction to move the cursor around within those windows.

MOUSE

The mouse is available at all times. You may simply begin moving the mouse to activate it, except while driving. (Press "M" while driving to activate the mouse.) Unlike the keyboard and joystick, the mouse does not jump between active areas of the screen, it flows freely. Click the left mouse button to select items.

MANUAL CAMERA CONTROLS

Use the buttons on display in the manual camera control panel to pan or zoom the camera. Use the mouse to position the cursor over the pan or zoom buttons on the left side of the Replay Panel. To pan, hold down the left mouse button and move the mouse in any direction while over the pan (four arrows) button; to zoom in or out, hold down the left mouse button and move the mouse forward or backward while over the zoom button ("+" and "-").

TRACK EDITOR

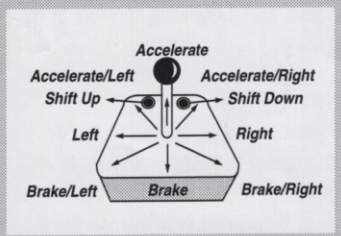
Simply move the mouse to whichever part of the screen you want to use to make it active; you will not need to toggle between the windows when using the mouse. To move the track within the track window, use the scroll bars to the right and under the track window.

KEYBOARD OPTIONS

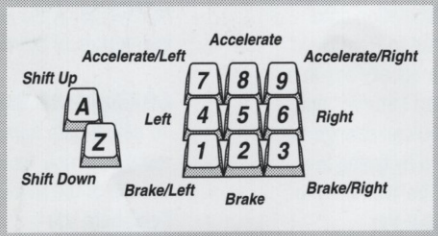
CTRL-"J"	Joystick mode
CTRL-"K"	Keyboard mode
CTRL-"Q"	Quit to DOS
CTRL-"M"	Music on/off
CTRL-"S"	Sound effects on/off
"P"	Pause
ESC	Returns to previous menu, OR stops calculating opponent time
"C"	(In Track Editor) checks for and explains errors in tracks

WHILE DRIVING

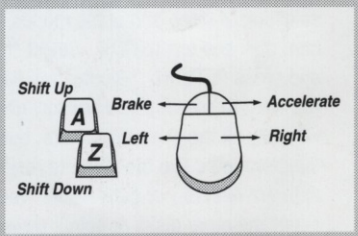
"D"	Show/hide dashboard
"R"	Show/hide Replay Panel
CTRL-"G"	Set graphics level
"T"	Show player/opponent car
"C"	Change camera angle (or press F1, F2, F3 or F4)
"M"	Drive using the mouse



JOYSTICK



KEYBOARD



MOUSE

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