



## Welcome



Welcome to Help for *Eat My Dust*<sup>™</sup>! This fast-paced game is easy to use, so you can concentrate on winning the race and blitzing your opponents. Select a topic below for complete instructions on using the program:

### Starting the Program

Main Screen (Choosing one- or two-player racing mode)

Selection Screen (Choosing a car, driver, and track)

Options Screen (Choosing program options)

### Racing

Post-Race (Score and Replay)

Troubleshooting

**Note:** The complete *Eat My Dust* program includes Internet play capabilities which are not included in this demo version.

*Eat My Dust* Help © 1996 Davidson & Associates, Inc.



## Starting the Program



Certain files from the CD must be installed before you can play the game. If you haven't installed the program, see the installation instructions in the CD case.

- To start *Eat My Dust*, insert the CD. AutoPlay will start the program automatically.
- If you don't have AutoPlay running, double-click the *Eat My Dust* icon or select *Eat My Dust* from the Start menu.
- The starting animation will appear. (To bypass it at any time, click the mouse.) The Main Screen with its Player Mode dialog box will appear next.

(**Note:** You can exit the program at any time by pressing ESC on your keyboard.)

### Related Topics

Main Screen (Choosing one- or two-player racing mode)

Selection Screen (Choosing a car, driver, and track)

Options Screen (Choosing program options)



## Main Screen



The Player Mode dialog box contains the following choices:

### Single Player

In this mode, one player competes against the program. Click the Single Player button. You will be taken to the [Selection Screen](#).

### Two Player

In this mode, two users can play against one another on the same computer. Click the Two Player button. You will be taken to the Selection Screen.

### Two Player (Network)

In this mode, two users can play against one another on separate computers, using an Internet connection. (Internet play is not available in this demo version.)

### Credits

Use this button to learn about the creators of *Eat My Dust*.

### Exit

Use this button to quit the program if you don't want to play right now. (You can also exit the program at any time by pressing ESC on your keyboard.)

## Related Topics

[Starting the Program](#)

[Selection Screen](#) (Choosing a car, driver, and track)

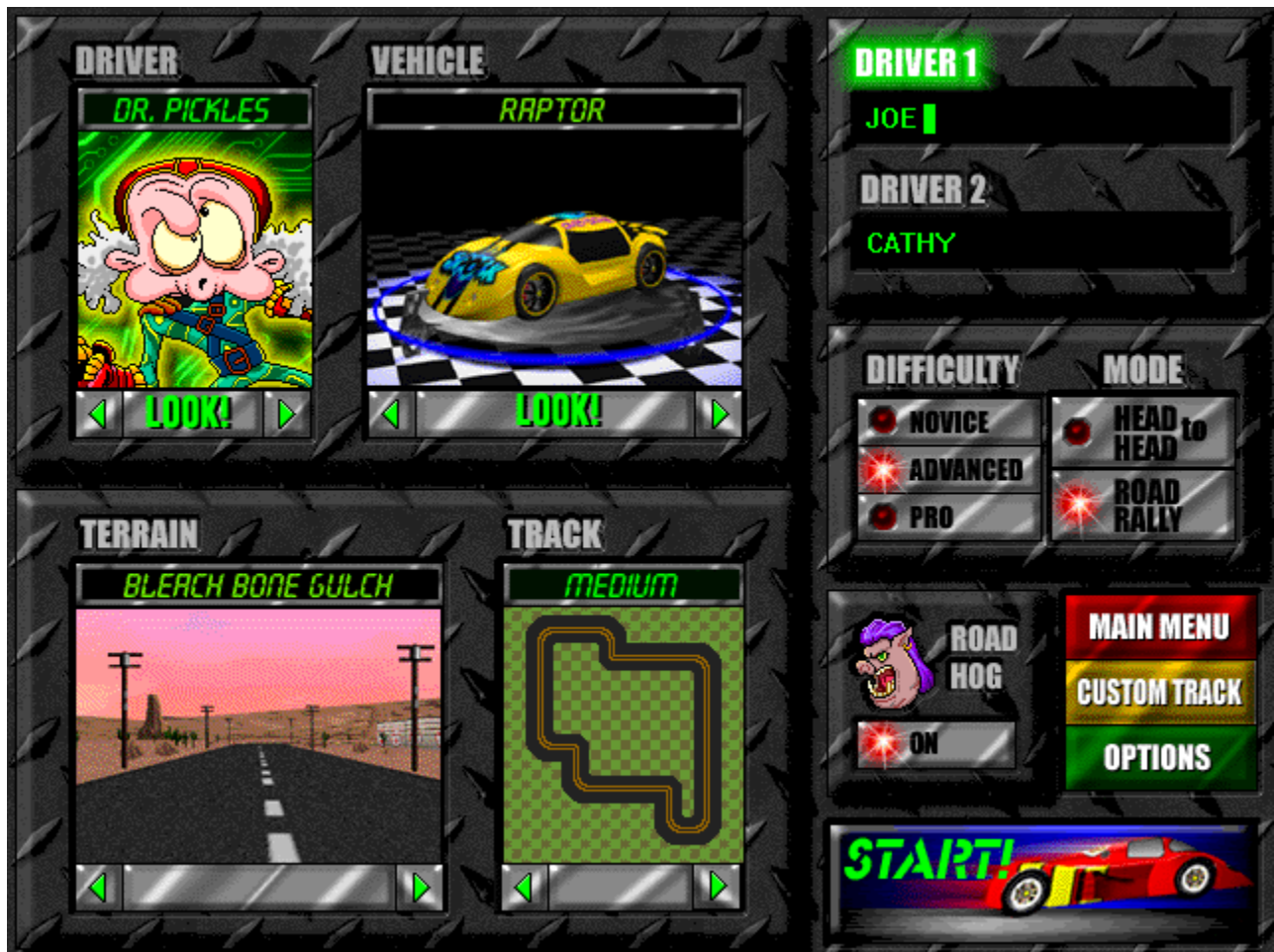
[Options Screen](#) (Choosing program options)



## Selection Screen



Explore the picture of the Selection Screen below to see how it works. After you press the Start button, you will be taken to the [Racing Screen](#).



### Related Topics

[Main Screen](#) (Choosing one- or two-player racing mode)

[Options Screen](#) (Choosing program options)

[Racing](#)

**Driver**

- Choose from among six drivers. Click the arrow buttons to view other drivers.
- Click LOOK! to learn about the currently selected driver by checking out his or her Driver Profile. When you're ready, click anywhere to return to the Selection Screen.
- To select a driver to use in the game, leave that driver's picture on top.

**Vehicle**

- Choose from among five vehicles. Click the arrow buttons to view other vehicles.
- Click LOOK! to see the vehicle from all angles and get stats on its top speed, acceleration, and maneuverability. When you're ready, click anywhere to return to the Selection Screen.
- To select a vehicle to use in the game, leave that vehicle's picture on top.

**Terrain**

- Choose from among four different racing terrains. Click the arrow buttons to view other terrains.
- To select a terrain to use in the game, leave that terrain's picture on top.

**Track**

- There are three track levels for each terrain: easy, medium, or hard. Click the arrow buttons to find the track level of your choice.
- To select a track to use in the game, leave that track's picture on top.



### **Driver 1 and Driver 2**

- Type in the names of the players here. (If you chose Single Player mode in the Player Mode dialog box, only the Driver 1 box will be visible.)
- If there are two players, click on the words **Driver 1** or **Driver 2** to switch between them and make choices of drivers and vehicles.

**Difficulty**

Game Difficulty affects the degree of your opponents' ruthlessness and the amount of skill needed to drive your vehicle. Novice is the beginner level, Advanced is medium, and Pro is for the seasoned driver.

### **Time Trial (Single Player)**



In this mode, you race alone against the clock.

### **Head to Head (Two Player)**



In this mode, you and your opponent race each other without other competitors on the track.

## **Road Rally**

In this mode, you participate in a five-car race.

**Road Hog**

When this button is selected, the Road Hog will be on the track, trying to get in the way and be a general nuisance to all cars in the race.

**Custom Track**

This button will activate the Kids' Track Editor—a tool that lets you lay out your own customized tracks for the four terrains. (The Kids' Track Editor will be available by January 1997. Check out our website at <http://www.eatmydust.com> for details!)

**Options**

This button brings up the Options Screen, where you can adjust some of the program's features.

**Start!**

Click this button to start the race.



**Main Menu**

Choose this button to return to the Main Menu, where you can choose Single Player or Two Player mode, view the program credits, or exit the program.



## Options Screen



Use the Options button on the Selection Screen to access this screen. Here you can adjust some of the program's sound and video features, and set up your controller (keyboard or joystick). Your new settings will be saved for future games.

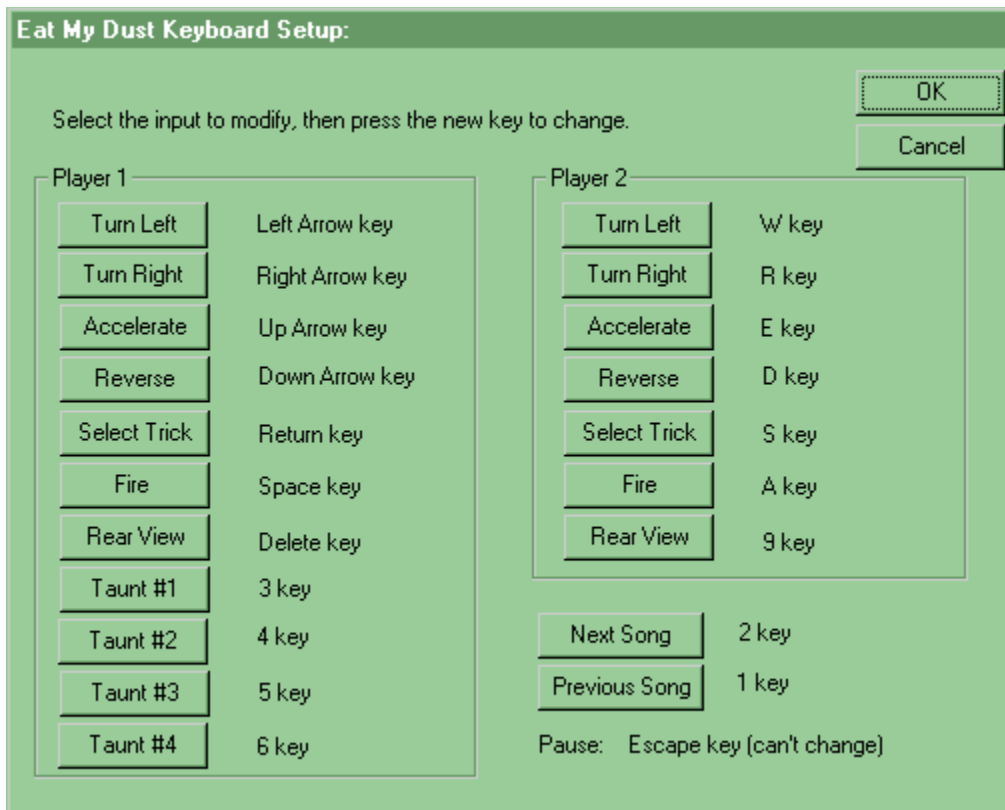
Explore the picture of the Options Screen below to see how it works:



## Keyboard Setup

The Keyboard Setup dialog box is accessed from the Options Screen. Explore the picture of the Keyboard Setup dialog box below to see how it works.

- To change a keystroke, select the button of the function you want to change, then press the key you want to use for that function. The name of that key will appear next to the button. Default keystrokes are shown below.
- There are separate settings for Player 1 and Player 2 when they compete on a single machine.
- Use the ESC key to pause a game. This key assignment cannot be changed.



## Related Topics

[Main Screen](#) (Choosing one- or two-player racing mode)

[Selection Screen](#) (Choosing a car, driver, and track)

**Detail Level**

Select a level of video detail (resolution): Ultra-Hi, Hi, Medium, Low, or Ultra-Low. Higher detail means better graphics; lower detail means better game performance.

**Joystick/Steering Wheel**

If you have one of these controllers, check this box to use it with the program. Set up your joystick or steering wheel using the Windows 95 Joystick Control Panel before launching *Eat My Dust*.

**Character Sounds**

This turns the driver commentary during the race off or on.

## **Keyboard Setup**

Use this button to change the default keyboard controls if you want. You can assign the control functions to any keys. See [Keyboard Setup](#) below for details about default key settings. **Note:** Players have the option of playing entirely with keystrokes, or with a combination of keystrokes and joystick action.

**Net Setup**

This contains the *Eat My Dust* net server address for Internet play capability. (Internet play is not available in this demo version.)



**Force Low Memory Environment**

Select this to optimize the program's performance on systems with less memory available.

**Engine Sound**

Select the level of engine sound you want in the program: Hi, Medium, Low, or Off.

**OK**

Select this button to close the dialog box and put your choices into effect.

**Cancel**

Select this to close the dialog box without any changes going into effect.

**Music CD**

Select this to turn the music on or off. When this is on, one of four songs will be heard during the race. (See **Keyboard Setup** below to see which keys are used to change songs.)

**Help**

Select this button to get help for this dialog box.

**Turn Left**

Select a key for turning your vehicle left.

**Turn Right**

Select a key for turning your vehicle right.



**Accelerate**

Select a key for moving your vehicle forward.

**Reverse**

Select a key for moving your vehicle backward.

**Select Trick**

Select a key for choosing one of five tricks from the trick display on the dashboard.

**Fire**

Select a key for firing off a trick.

**Rear View**

Select a key for seeing the view behind your vehicle. To restore the front view, press the key again.

## **Taunt Buttons**

Select keys for sending four different messages to your Internet opponent, spoken by your chosen driver. (Internet play is not available in this demo version.)

**Next Song**

Select a key for choosing the next of four songs to play during the race.

**Previous Song**

Select a key for choosing the previous one of four songs to play during the race.





## Racing



After you've selected all your settings on the [Selection Screen](#), it's time for the big race! You're at the starting line, waiting for the green light.

- In Two Player mode, where two players compete against each other on the same computer, the race will appear on a split screen with Player 2's view at the top.
- See [Keyboard Setup](#) to learn about which keys perform which racing functions.

## Racing Tips

- Remember that this is a *race*—speed is of the essence!
- The longer you hold down a key, the faster you go in that direction.
- If you crash into an obstacle, you may need to back up and move around it to continue.
- If you get completely lost or stuck, you can press the HOME key to return to the starting line. However, you will lose any laps you have completed, and your opponents will continue racing from their current positions.

## The Dashboard

The dashboard includes the following features:

### Time

This area of the dashboard displays your time in the race so far.

### Lap Number

This area of the dashboard displays which lap you're on.

### Speed

This area of the dashboard displays your current speed.

### Trick Selector

This area of the dashboard shows how many dirty tricks—rubber chicken missiles, slime balls, golf ball shooters, bee bombs, and Nitro cans—you've collected. (You start the race with an ample supply.) They're guaranteed to dismay your opponent if you make a direct hit. Of course, your opponents can fire at you too.

- Use assigned keystrokes to view different tricks and to fire a selected trick at an opponent ahead of you. (See [Keyboard Setup](#) to see the keys for these functions and how to change them.)
- The Nitro can gives you an extra burst of speed.

### Map

The map on the right shows your location on the track. Player 1's car appears in red, Player 2's

car in pink, and the computer's cars in white. The flashing green light indicates a checkpoint, and disappears as you pass it. This is helpful for finding a checkpoint you may have missed.

### Driver

At the lower right, you can see your driver's reaction to events in the race.

### Your Vehicle and Place

Above your driver's picture, you can see which vehicle you're driving, and your current position in the race.

## Other Racing Features

### Checkpoint



To complete a lap, you must pass between the flashing checkpoint lights at various places around the track. If you miss a checkpoint, your lap won't count!

### Pick Up a Dirty Trick

Sometimes a rubber chicken , giant slime ball



, golf bag



, beehive



, or Nitro can



will appear on the track. Drive directly over it to collect another trick.

### Spring

Drive over a giant spring in the road to jump ahead.



## Related Topics

[Main Screen](#) (Choosing one- or two-player racing mode)

[Selection Screen](#) (Choosing a car, driver, and track)

[Options Screen](#) (Choosing program options)





## Post-Race



When the race is over, an animation sequence will show your driver's reaction to winning or losing. Then the Score Box will appear. (To bypass the animation, just click or press ENTER at any time.)

The Score Box includes the following features:

### **Player and Race Info**

The top area shows each player's name, place in the race, driver, car, and time.

### **Terrain**

The type of terrain and track level for the last race are shown at the left.

### **Hall of Fame**

The Hall of Fame shows the 10 best times for that level and type of terrain. If your score made the top ten, your name will appear on the list.

### **Rematch Button**

In Single Player or Two Player mode, choose this button to return to the Race Screen. You will race again against the same opponent or opponents, on the same track.

### **Main Menu Button**

Choose Main Menu to select new racing options or to quit.

## **Related Topics**

Main Screen (Choosing one- or two-player racing mode)

Selection Screen (Choosing a car, driver, and track)

Racing



## Troubleshooting

1. This product installs Microsoft DirectX™. Please contact your video card manufacturer to receive the current DirectX-supported video drivers. (A list of video card manufacturers appears in the ReadMe file.)
2. If your system uses an IBM® MWAVE sound card and you are having trouble running Eat My Dust, please contact IBM for phatfix.exe, an Aptiva™ MWAVE fix for Sierra™ games.
3. For best game performance:
  - Run in a full-screen mode—either Single Player or Two Player (Network).
  - Check **Force Low Memory Mode** on the Options Screen.
  - Uncheck **Music CD On** on the Options Screen.
  - Select **Low** or **Ultra-Low** detail level on the Options Screen.
4. If you get completely lost or stuck in a race, you can press the HOME key to return to the starting line. However, you will lose any laps you have completed, and your opponents will continue racing from their current positions.

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