Stunt Racer 2000

Nathan Brown slips, slides, ducks and dives round the courses of The Fourth Dimension's latest

When I first saw the advertised screenshots for Stunt Racer 2000, I was rather disappointed. Having played *Hard Drivin* and *Stunt Car* on the Amiga (forgive me Acorn, for I hath strayed), I had great expectations of what this type of game should entail. Now that I've actually played Stunt Racer 2000, I am forced to eat my words, bytes and bits.

In exchange for your money you get two discs, a 15 page manual and a loading assistance leaflet. The game can quickly and easily be installed on your hard drive, but the usual key disc system is employed to prevent piracy. On running the game, you are presented with a run-of-the-mill loading screen, after which you enter the main menu. The very helpful manual is almost unnecessary, as you can obtain information on the various options and icons in the menu by simply clicking on them. As in *Saloon Cars*, when you win a race, you receive cash to enable you to increase your car's performance. Tyres, engine, nitro fuel and turbo boost upgrades are all available, and if you later decide that you don't need or want an upgrade, you have the option to sell it.

VARIETY IS THE SPICE OF LIFE?

The game provides several configuration options, which vary from the type of music you prefer to drive to, to the quality of the graphics. Before you can enter a money-earning race, you have to qualify, which involves participating in a qualifying race. The car can be controlled with keyboard, mouse or joystick, and the joystick port on the A3010 is catered for. No matter what controls you opt for, the road handling abilities of the car are, in a word, fun! Throw it over hills, around corners, under bridges and into sign posts, it just keeps on going.

WILL I BE ABLE TO STAY ON THE TRACK?

Unlike *Chequered Flag* and *Saloon Cars* the steering in Stunt Racer 2000 is very responsive, with the wheel turning when and where you want it to. There is no stalling, and the gears are automatic. Reverse is very handy when you overshoot corners or you just want to take a ramp backwards. For once, the computer controlled cars are not Scalectrix in their ability... corners at top speed and stay on... have the odd mishap, and take... giving you the chance to drive the... If you get bored with playing... computer, or the clock, then Stu... offers you the ability to play against a friend... using either a split screen effect,... connection to another Arc. A var... angles are available while playin... when you are viewing your efforts... option. The graphics are simple but... sound effects consist of the usual... accelerate or go round the corner.

One of the options that makes t... is *Killer* mode. A rather dramatic... players only, you pit your wits... opponent in one of two arenas... six gateways leading to m... battlegrounds, including tracks... in the air and giant hammers tryi... into the ground. You basically... each other off the track or into the obstacles.

LET'S PLAY POOL

Another fantastic arena is one in which you play snooker with your opponent, ramming large spheres towards each other. Excellent! And if you happen to become bored with all of this, extra tracks will soon be available.

THE VERDICT

I can only say that this is the best fun you can have on four wheels with your Arc. Most racing games get a bit repetitive after the first few laps, but with

PRODUCT INFO

Product Stunt Racer 2000
Supplier The   Fourth Dimension
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          Sheffield S3 8AU.