

STUNT GP

PC DEMO MANUAL

Date: Sunday, 18 April 2021

Version 3.0D

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Starting the Game

Readme File

Software is continually improved throughout all stages of development, wherever possible, to ensure the finest quality gaming experience. The installation program for this demo will offer you the option to view the readme file. We recommend all players read this file for any last minute changes or additions that are not reflected in this manual. Additionally, extra configuration and setup advice can be found in this file.

Playing Stunt GP Demo

To play **Stunt GP**, click **START** and select (using the default settings) **Team17** from the **Programs** menu. Click **Stunt GP Demo**. Or double click on the Windows shortcut installed by Stunt GP Demo.

Introduction

Welcome to the adrenalin-fuelled world of Stunt GP! Take control of dynamic remote-controlled vehicles as they battle for supremacy and 'Aero Miles' on a diverse collection of wild and crazy tracks.

For the single player, Stunt GP offers a wide range of play possibilities, from hands-on Arcade Mode to the racing line focused Time Trial to the customisation of Exhibition Mode.

The pro racer can enjoy the delights of a full Stunt GP Championship where cunning and guile are as essential as sheer driving skill. Or, if catching air is your thing, why not take to the Stunt Arena and perform high kicks for style-points in the Freestyle Stunt Challenge!

If you fancy the ultimate exhilaration, then go head to head with a friend and leave them quaking in your slipstream as you nudge in front, turbo-blasting for the finish line!

Stunt GP features a wide range of vehicles, tracks, components and surprises, many of which are just waiting to be unlocked – can you find them all in this no-holds barred race of the millennium?

NOTE: In this Demo build you only have access to the Single player modes; the Stunt Arena and Exhibition. Also in this Demo build you only have access to the Multi-player mode Quick Race.

Play Controls

The **Left** and **Right** keys are used as standard to steer the vehicle. An analogue joystick, steering wheel or game pad can be used to increase control making the vehicles more responsive to hard turns. This is ultimately a better way to drive, but takes some practice when compared to the more direct digital response.

The **Accelerator Button** is used to move forwards.

The **Brake Button** is used to slow down.

Holding brake will slow you down, dropping down through the gears automatically, through neutral and finally reverse. To reverse, keep holding the **Brake Button**. To get back into a forward gear, simply release the **Brake Button** and accelerate again using the **Accelerator Button**.

The **Turbo Boost Button** gives you a turbo injected speed burst.
(Note: this drains your vehicle's energy substantially).

The **Stunt Button** gives you extra stunt lift when leaving a ramp, or enables you to steer tightly when used on the ground.

There is a **Horn Button**, so go on, intimidate those other drivers!

Use the **ESC Key** to pause the game and bring up the in-game menu options.

Keyboard Configuration

Steer Left	Left Key
Steer Right	Right Key
Accelerator	Up Key
Brake	Down Key
Stunt	Shift Key
Boost	CTRL Key
Horn	Return Key
Pause/Menu	ESC Key

Joystick / Gamepad / Steering Wheel Configuration

Steer Left	Joystick Left
Steer Right	Joystick Right
Accelerator	Joystick Up
Brake	Joystick Down
Stunt	Button 3
Boost	Button 4
Horn	Button 2
Pause/Menu	Button 1

Controller Connectivity

You may connect up to four USB controllers via a USB hub to make use of the 2-4 player multiplayer game modes.

Note: You must have at least one controller as well as a standard keyboard connected to make use of the multiplayer menu.

Single Player Game Modes

Exhibition Mode

Exhibition Mode allows you to configure a race using any of the vehicles and tracks you have unlocked to date.

You can select the vehicle to race, the circuit to race on and how many CPU vehicles you want to race, over how many laps you wish, at a skill level you deem appropriate.

You can use this mode to recreate favourite races and is similar to the format used for setting up the Multiplayer Tournament Mode.

At the end of the Exhibition you can elect to race again using the same configuration or return to the menu.

Stunt Challenge Mode

This mode gets you free of the standard circuit and hurls you head first into a Stunt Arena where you can show off your high-flying stunts!

You have 90 seconds in which to impress the judges and make the all time Top 100.

Score high to unlock something special! This mode is well worth practicing as it will improve your vehicle handling and also prepare you for the bonus stage of the championship.

See the section on 'Stunts' for details on wowing the crowd!

Multiplayer Game Modes

To play a Multiplayer game, you will need additional controllers connected, up to a maximum of four.

Quick Race Mode

For this mode, simply select the number of players competing and you're off! The game will select a random vehicle to play (each player will use a similar vehicle, but sporting a different livery) and a random track.

The game will keep track of the number of races won, by allocating a point for each race victory.

This score is kept until the mode is exited. An option to re-race appears after each racing session.

Catalogue System

The menu contains a catalogue section, which shows you all of the Stunt GP related goods (Cars, Tracks and Components) that are currently available to you.

As you progress through the game, more tracks and vehicles will be unlocked and made available for play and will consequently appear in the catalogue.

Note: Unlocks and accessories are not available to you in this Demo Build.

Play Overview and Tips

Energy

All Stunt GP vehicles use automatic gears and are powered by energy, which is displayed as a power bar under your speedometer in the bottom right of your display. This bar depletes as you lose energy through impacts and also as you use the Turbo Boost function of your vehicle.

Once it is depleted, the performance of your vehicle is adversely affected and you'll have no choice but to limp back to the charging lane (see below), which is always located prior to the finish line and is accessed by driving up the ramp. Take heed of the text warnings, which appear at the bottom of your screen when your energy becomes dangerously low. Your fuel indicator will also flash and make an audible sound when your energy is running out.

Completing stunts and collecting large Aero Mile bonuses is a great buzz but is also important as it adds all-important energy to your vehicle and may mean the difference between one extra recharging delay and winning the race!

Charging Lane

To recharge your vehicle, simply drive into the charging lane and watch from above as the vehicle automatically completes the charging process and drives out of the other side. As the screen zooms back onto your vehicle, you will regain the controls, driving down the ramp and rejoining the race.

Different batteries have different charge rates and capacities, whilst different engines and Turbos guzzle energy quicker so keep an eye out for energy performance!

Stunts

Many of the stunts in the game occur naturally due to the dynamic nature of the game engine. However it is possible for you to manipulate and initialise stunts of your own while airborne, making the most of your Aero Miles. Performing stunts also gives you lift and speed boosts, not to mention adding energy to your vehicle.

As you learn how to handle the vehicle and make it react to the track and the track components, you'll also spot opportunities for 'hidden' stunts such as barrel rolls and crazy flips.

To launch into a controlled stunt and receive a 'Stunt-Boost' you must hit the **Stunt Button** as you launch from the ramp. If successful, you'll hear a short sound effect as you receive the stunt boost (which adds speed and lift) propelling you into the air for bonus points.

Whilst in the air, you can spin the vehicle around its axes by turning left and right and accelerating or braking.

For particularly long flights you can do double and even triple combinations for huge rewards! Ensure you land evenly to receive the reward.

Racing Line

If you're to achieve those golden lap times, thereby unlocking the 'Golden Lap' in Time Trial Mode, then you need to really hug the racing line where possible. The racing line is an imaginary line, the perfect line into and out of corners right around the track, using as little steering and braking as possible. You should also consider using your Turbo Boost coming out of a corner rather than blasting the Turbo Boost going into it.

Aero Miles

This unit, as displayed in the top centre of your display in all but Time Trial Mode, is a measure of the distance you have travelled in the air. Performing stunts and combos multiplies this score and it's used for both points scoring and also contributes to upgrades in the game. Stars will appear in the Aero Mile indicator when a combo has been achieved and stay lit for a short while, each star multiplies the Aero Mile score while lit. If another stunt is performed while a star is lit, then another combo-star is added.

Brake-Assist

Some of the earlier vehicles feature varying degrees of Brake Assist. This function helps you ease into difficult bends and aids you to become more familiar with the tracks by giving your vehicle a more stable handling nature.

In Championship Mode you can buy different BMS (Brake Management Systems), which allow you varying degrees of Brake Assist from maximum Brake Assist to outright unrestrained performance (coincidentally these are not recommended by the Stunt GP manufacturers!). These black-market BMS systems are expensive but help squeeze the last ounce of performance out of your vehicle.

Slipstream Effects

Another way of increasing speed is to 'Slipstream' vehicles that are directly in front of you and travelling at speed.

When vehicles are driving quickly, they create an imaginary slipstream 'tunnel' and entering this area will 'tow' your vehicle and propel it forward – maybe just enough to edge in front. Don't try slipstreaming for yourself until you're confident of how your vehicle handles!

Categories

Tracks and Vehicles come in three basic categories in Stunt GP.

Aeroblasters

This category suits a nice even mix between speed, power and stunts. Aeroblasters tracks are generally more stunt-orientated and the Aeroblasters vehicles are built to take full advantage of that. Aeroblasters generally have the power to pull off more stunts and are more versatile and quicker in the air.

Speed Demons

As the name suggests, this category concentrates on speed and power. Speed Demon tracks are often very fast and demanding, with few on-track obstacles. Speed Demons represent the quickest way around the track, but that speed comes at a price – usually in very twitchy, tough to handle vehicles.

Wild Wheels

This category encompasses all the vehicles and tracks that are 'rough and ready' – the tracks mixing Aeroblasters styling with mud, grass and sand. The vehicles are generally heavy 4WD beasts that will take quite a beating and are very difficult to shake off the track.

Uninstalling Stunt GP Demo

To uninstall the Stunt GP Demo, from the Windows start bar select **START** then **SETTINGS** and now **CONTROL PANEL**. Double-click **ADD/REMOVE PROGRAMS**, select Stunt GP and click **OK**.