



Stuntcar Extreme™

Game Instructions for
Tapwave Zodiac™

Table of Contents

Epilepsy Warning	3
Quick Start	4
Game Controls.....	5
Installation.....	8
Check for Updates	8
Game Introduction	9
Main Menu.....	10
Championship Menu	17
Game Screen.....	18
Nitro Boost	18
Scoring	20
Race Tracks.....	21
Stunt Cars	22
Opponents.....	27
Game Credits	31
License Information.....	32

Epilepsy Warning

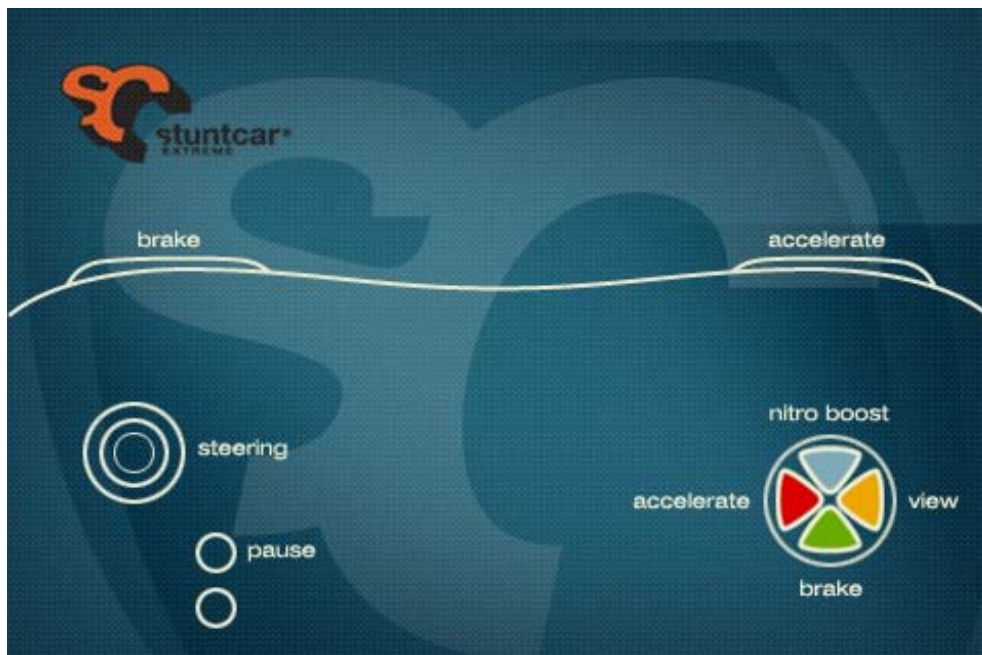
A very small percentage of individuals may experience epileptic seizures when exposed to certain visual images including light patterns or flashing lights that may appear in video games. Certain conditions may induce previously undetected epileptic symptoms even in persons with no history of prior seizures or epilepsy.

If you experience any of the following while playing a video game - light headedness, dizziness, nausea, altered vision, eye or face twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue and consult a physician before resuming play. Seizures may also cause loss of consciousness or convulsions **that can lead to injury from falling down or striking nearby objects.**

Quick Start



Menu navigation controls



Race controls

Game Controls

Navigating Menus

Navigate the Stuntcar Extreme menus by either tapping the screen on the appropriate selections or by utilizing the Analog Controller to move about the screens. Press the Analog Controller or the Blue button to select.

Home Button

Pressing the Home button on your Zodiac™ console at any time during game play will return you to the Home screen. The current race will be lost, however your game status up to the last completed race is saved.

Function Button

Pressing the Function button on your Zodiac™ console at any time during a race will pause the game. A menu will then be displayed allowing you to either continue or exit the race.

Blue Button: Nitro Boost

In the game menus, pressing the Blue button will select the highlighted selection. During a race, the Blue button uses the Nitro Boost if it is available.

Yellow Button: View

Pressing the Yellow button during a race will switch between first and third person camera modes.

Red Button: Accelerate

Pressing the Red button during a race will accelerate your car.

Green Button: Brake/Reverse

In the game menus, pressing the Green button will cancel a selection or go back to a previous menu. During a race, pressing the Green button will brake. If the car is already stopped, keeping the button down pressed for a longer time will reverse your car.



Analog Controller

Use the Analog Controller to move about the game menus. When racing, move the Analog Controller left and right to steer your car.

Left Trigger

This is provided as an alternate control method for the races:
Pressing the Left Trigger will brake your car. Keeping the Left Trigger pressed will reverse your car if it is already stopped.

Right Trigger

This is provided as an alternate control method for the races:
Pressing the Right Trigger will accelerate your car.

Analog Controller Select

Pressing down on the joystick will select the highlighted item in the game menus.

Installation

After installing the Desktop Software (found in your Zodiac™ console box on a CD labeled "Desktop Software"), simply sync your console with your PC. Stuntcar Extreme will then appear in your Game folder. Select the Stuntcar icon and your game will start.

If you choose to play Stuntcar Extreme from a memory card, be aware that there is a great variation in access times between the different types and brands of cards. This could effect the loading times of your game. Faster memory cards will have best results with this game.

Check for Updates

Be sure you have registered your Zodiac™ console. This will make sure you receive update notifications of software enhancements, information on tournaments and additional news on your Zodiac™ console. This information is also available at www.tapwave.com.

Game Introduction

Drivers, please protect your sideburns.

Welcome to the crazy world of Stuntcar Extreme; a fast-paced arcade-style stunt racing game. You will find this to be one of the most extreme forms of racing, where only the best of the best, or perhaps the craziest of the crazy will succeed in hair-raising 'duels' along the dangerous tracks.

Set in the 1980s, the cars and the overall look and feel of the game reflect this most fashionable retro style. Here you will have an opportunity to race against zany characters on various tracks with challenging hills, jumps and other stunt racing obstacles.

*Select from two different racing modes: **Quick Race** mode for fast and furious thrills, or take on the **Championship** to ascend the ranks of stunt drivers and become the Stunt Champion!*

Start your engines and get ready to race!

Main Menu

Quick Race

Quick Race is designed to let you quickly start playing. You are presented with the following selections:

- Select Car
 - When you start the game you only have one car (SCE Petit) available. You can unlock more cars by playing the Championship mode. Move the analog controller left and right to choose a car from those available. Press the Analog Controller or the Blue button to enter the Car Select screen. Here you will find the selected car and its features.



Car Select screen

- Select Track
 - o At the beginning of the game, you may select from three different tracks. More tracks can be unlocked by playing the Championship mode.



Track Select screen

- Select Difficulty
 - o Choose between Rookie, Semi-Pro and Pro modes. Your opponents are chosen based on the difficulty level you select. The more advanced drivers are not only better racers, but they are equipped with faster cars.

Championship Mode

In Championship Mode you will meet the different characters in the game and compete against them in Duels, Race Events and Stunt Cups. Your goal: to become the Stunt Champion.

In each race try to get as many Stunt Points as you can by making daring leaps from ramps and other obstacles. More information on this can be found in the Scoring section of this manual.

You will compete in three different Stunt Leagues and race against increasingly difficult opponents. You advance from one League to the next by winning each League's Stunt Cup. Participating in the Stunt Cup requires a number of Stunt Points that you can earn by competing in Race Events and Duels.

Duels

Duels are head-to-head races against a single opponent on a random stunt track. You may race for Stunt Points or try to win the opponent's car for your use in all of the different game modes.

Race Events

Each of the bars will feature a poster on the wall. Select the poster to participate in the Race Event held every Friday. The Race Event will feature two opponents to race against on a randomly selected stunt track.

Stunt Cup

The Stunt Cup is an elimination competition where you play three successive races, the last of which is against an opponent from the higher League. Winning the Stunt Cup will advance you to the next League. If you lose, you can try again without a penalty.

Chat

Before you hit the track, be sure to sit down at the bar, relax for a bit and talk with the other Stunt Drivers. There's plenty of valuable info to be learned and perhaps even a secret or two to uncover. Just select the chat bubble icon. It will flash if there's new information to see.

Stunt Ranking Blackboard

A blackboard lists your current Stunt Point total and that of the other Stunt Drivers. Check it out to see your present standing in the League.

Exit

Selecting the Exit sign will take you back to the Main Menu.

High Scores

View the best lap and race times for each track you have raced on or check out the greatest Stunt Jump scores and the Hall of Fame.

Options

The Options Screen allows you to tune the game to your liking or manage your stunt career profiles.

Music

Moving the Analog Controller left and right will adjust the volume of the music in the game. Pressing the Blue button or the Analog Controller toggles music on/off.

Sound FX

Moving the analog controller left and right will adjust the volume of the sound effects in the game. Pressing the Blue button or the Analog Controller on the menu item will toggle sound effects on/off.

Important note: Modifying the volume settings in this game will not affect the master settings for your Zodiac™ console. Therefore, when you return to other functions of your console, the settings will be as you left them.

Rumbler FX

Moving the analog controller left and right adjusts the strength of the rumble effects in the game. Pressing the Blue button on the Analog Controller on the menu item toggles the Rumble effects on/off.

Career

This menu item takes you to the career management screen. Career management allows you to create up to three different driver profiles. The active selected driver profile is indicated with the symbol '@' before the name. You can also delete and rename the profiles in the career management screen.

Important note: Changing a driver's name does not change the name in the high score lists. You must always have one created and active career. If you delete the only remaining career, you must create a new one before returning to the Main Menu.

Credits

View the names of the development team members who created Stuntcar Extreme.

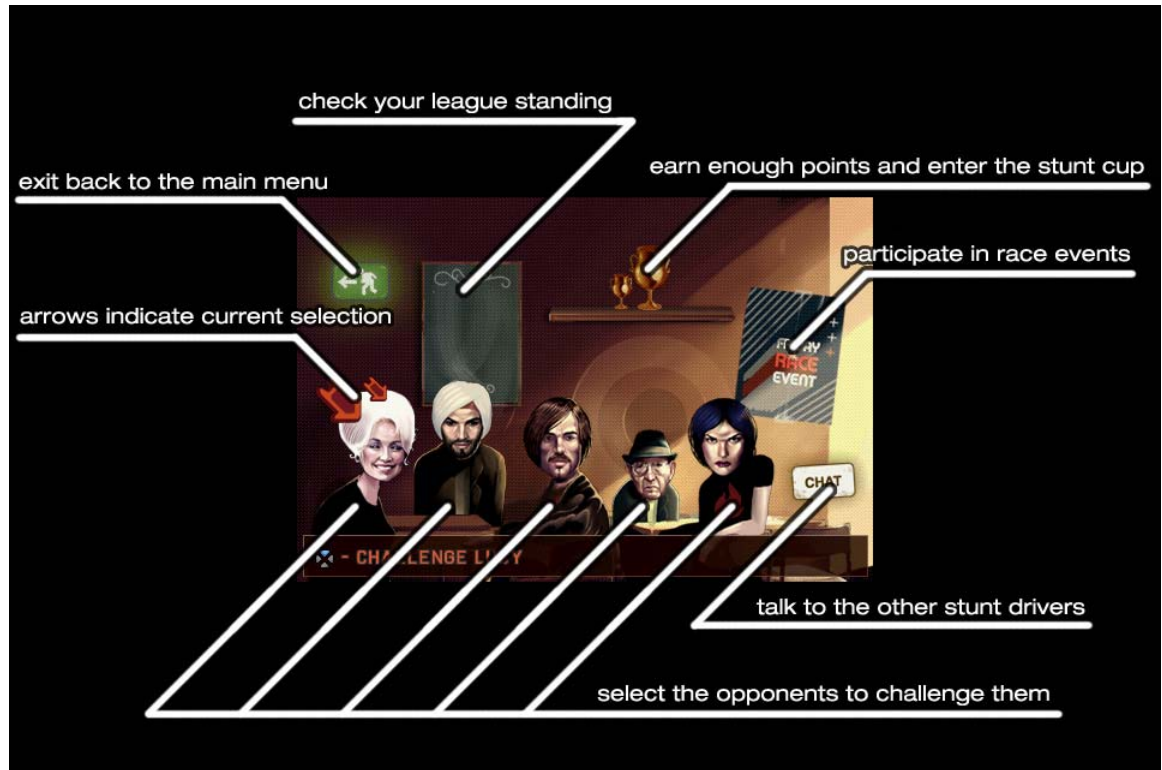
Help

A short review of the different game modes and game controls is available by selecting this option.

Quit

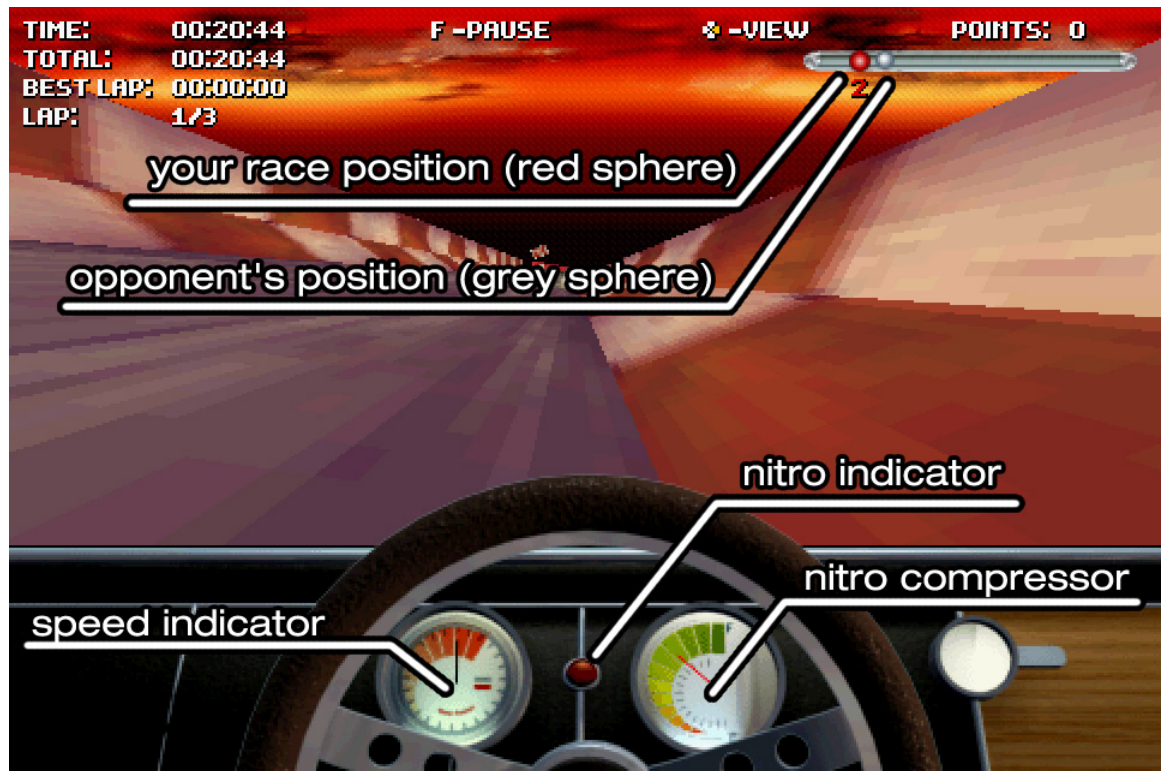
Select this option to exit the game.

Championship menu



Bar screen: Move the Analog Controller left and right to go between the different menu items. Blue button selects the item. Pressing the Green button will highlight the Exit-selection.

Game Screen



Nitro Boost

Every self-respecting stunt car comes equipped with a Nitro Boost compressor. When the race starts, your compressor starts reloading your Nitro Boost tank. The green gauge on your dashboard indicates the status of the compressor. Once the tank is full, a red indicator will light up in the middle of the dashboard. You are now able to use the Nitro Boost by pressing the Blue button.



Nitro Boost not ready



Nitro Boost ready, green gauge at full.



*Nitro Boost not ready Outside View**

** Note: In the Outside View, the nitro indicator is located in the bottom left corner of the screen.*

Reloading the Nitro Boost takes about 20 seconds for a normal compressor if the tank is totally empty. It is possible to use the nitro in shorter bursts more frequently by tapping the Blue button very quickly. For a full Nitro Boost, keep the Blue button depressed for about a half a second.

Be careful, the Nitro Boost will give your stunt car a tremendous boost in speed however control will be more difficult. Many rookie stunt drivers have lost valuable time by falling off the track or driving into a wall by boosting in a tight curve.

Scoring

Scoring Points

Simply finishing a race will earn you Stunt Points. The amount of points will depend on your final standing:

- 5000 points for 1st place

- 3000 points for 2nd place

- 1000 points for last place

Note: In a one-on-one race, the loser is considered to be last, not second.

Jump from ramps and other obstacles to gain Stunt Points. Increase the jump score by jumping through stunt objects such as Rings of Fire. Collect letters from the "stunt" alphabet for bonus points and Stunt Point multipliers.

- 500 points for a successful Stunt Jump through or over a stunt obstacle (Ring of Fire, Barricade etc.)

- 1 to 400 points for a Stunt Jump even if you do not go through an obstacle

- 250 points for each Stunt Alphabet completed

Multipliers:

- Leading a race gives a 3X multiplier to the jump scores
- Being second gives a 2X multiplier to the jump scores
- Third (last) place gets normal score from jumps
- Collecting all the Stunt Alphabets on the track gives a bonus multiplier to the total points from the next Stunt Jump:
 - o Collecting the letters S-C-E will double the total points for the next Stunt Jump
 - o Collecting the letters S-T-U-N-T will give a quad multiplier to the total points for the next Stunt Jump

Bonus Items

Drive over a Nitro Boost item to fully reload your Nitro Boost.

Race Tracks

Stunt Driving takes place on a number of different race tracks, only a small number of which are available to a rookie driver. Progressing to higher Stunt Leagues in the Championship game mode allows access to more challenging race tracks. It might also be useful to chat with the other stunt drivers in the Championship mode to learn of secret and hidden things.

Stunt Cars

Rookie cars:

SCE Petit

The Petit is a solid baseline rookie stunt car. Some would consider it a slug, but that's only the big players in the higher leagues. All in all it is a very well balanced beginner's car.

The Lemon

Competing for the prize of "Beginner's Best Bet", The Lemon has slightly better acceleration than the SCE Petit. The benefit is offset by a poor choice in tires, making the Lemon slightly more likely to skid at high speeds. If it ever reaches those speeds is another matter entirely.

Stunt Saber

The starting drivers who pick the Saber are quite happy with its torque. Unfortunately, this car leaves everyone wishing it went faster.

Bubble

The Bubble is a classic. Many drivers enjoy its pleasant performance, but handling this car through the curves takes some practice.

Stunt Hopper

Most drivers share a love/hate relationship with the Stunt Hopper. It accelerates fast enough to leave others in its dust, but it has the traction of an ice hockey puck.

4X4

It takes a while for this one to get going, but when the big wheels finally start turning the car goes pretty fast. Compared to the more lightweight cars in the league, the handling of the 4X4 does feel sluggish.

Semi-Pro cars:

Sherman

A heavy-duty stunt car built to last. It chugs along at a steady pace and sticks to the road like glue. Many drivers like the car despite some of the sportier offerings in the league.

Even Steven

As the name says, this is a well-balanced stunt car for the seasoned driver.

Stunt Roadster

Prefer a car with personality? Try this tuned-up hot rod. It enjoys leaving others in its dust, but its slicks probably aren't the best choice for traction on stunt tracks.

Nine-Inch Nail

The extra weight in the back slows the Nine Inch Nail down a bit when it's accelerating, but after that it's a ride you'd die for.

Luxus Deluxe XL

If you disregard all the built-in luxuries, the Luxus has all the characteristics of an average freight train: turns like a slug and brakes for nobody. Its powerful engine is enough to propel it to remarkable speeds, unfortunately you may find your car launched into whatever direction it happens to be facing at the moment.

Lancette

For the sportier stunt drivers, the Lancette delivers a nice combination of speed, acceleration and maneuverability.

Burt's 48 Special

It's all about horsepower, baby, and Burt's 48 Special delivers. Leave the sissies standing when you kick the pedal to the metal. But you better know how to handle your wheels, since this one's definitely not for beginners.

Pro cars:

Gleamer

For anyone starting in the big leagues, the Gleamer is not a bad choice. Its solid handling and good acceleration keep the victories well within your reach.

SCE Caper

This car is a smooth performer in every respect. Keep those Stunt Points coming.

Stunt Velvet

This is the car of choice for the stunt driver who prefers speed rather than handling.

Stunt Cobra

Respected for its quality and overall good characteristics, the Cobra has earned a reputation as a high-quality stunt car.

Yin

Twin to Yang detailed below, Yin's design is slightly flawed when it comes to horsepower. Yin more than compensates for this drawback with an experimental compressor capable of reloading the Nitro Boost twice as fast as any other car.

Yang

Yang does not have Yin's weakness when it comes to engine power. In fact, it has one of the most powerful engines ever constructed. Its problem lies in its ability to harness that power. In another words, the Yang is able to reach extremely high speeds, but it takes a long time to get there.

Stallion

Barney Kansas, the great Stunt Mogul described the Stallion briefly before his retirement: "It's like sitting on a bolt of lightning and trying to tell it where to go." The Stallion is the ultimate stunt car, but to handle it you need to be nothing less than the Stunt Champion.

Opponents

Lucy



An aspiring actress who is practicing for her role in 'Stunt Car Extreme - the Movie'. You may find her in the dictionary under "bimbo".

Sanjay



Sanjay retired his previous profession of driving a cab in India to take up the easier life of racing in the Stunt Leagues. He is also more than happy to share his collection of jokes with you.

Hank



Known for his sarcastic remarks, Hank's an average guy with a huge ego. Prefers to wear blue jeans and a leather jacket rather than a suit and tie.

Gerald



Gerald is a British gentleman who used to be employed by Her Majesty's Chauffeur Service. An unfortunate incident encouraged him to try another line of work. Gerald now races in the Stunt Leagues looking for some excitement in his gray life.

Terry



The daughter of the Stunt Car Mogul Barney Kansas. It may take a while, but once you get through Terry's tough exterior, you'll see she's just as tough inside.

Herman



Herman is a reclusive lumberjack from the backwoods of Canada. What made him take up stunt driving we may never know, since his sum total of spoken words per month never goes above seven.

DJ Mocal



A high-flying millionaire from the Midwest, DJ Mocal is a chick-magnet who lives for a thrill.

Sandy



Since surfing was no longer exciting, this energetic chick from Venice Beach decided to try out either paragliding or stunt driving. The coin came up heads and Sandy has been a stunt driver ever since.

Justin



A private detective from the mean streets of New York.

Thacker



A stunt-driving undertaker from the deep south. Sure, it may sound strange, but who are we to judge?

Simon



A Formula 1 veteran with mixed ambitions. Simon is now working as a Hollywood stuntman.

Julio



A Columbian Indy driver trying his luck on the Stunt circuits.

Misato



Misato is the sister of Hiro, the Japanese Stunt Champion. She is a cynical, sharp-tongued stunt driver who leaves most guys speechless; first with her beauty, then with her snappy remarks.

Hiro



The brother of Misato. Hiro's philosophical wisdom is only matched by the wide range of methods he employs to assure his success. You never hear the hand that hits you.

Buff D



He learned all his driving skills on the streets of L.A. He is easy going and can be somewhat easily misled.

The Duke



The Duke is the successor of Barney Kansas as the Stunt Champion. He has held the title for three consecutive years now and is also known as the King of the Ring, the Ruler of Bartertown, the biggest, baddest stunt driver this side of the Mississippi.

Game Credits

PRODUCER, AD:

Jukka Mannila

DESIGN:

Jani Kahrama

Aki Jarvinen

EXECUTIVE PRODUCER:

Arto Astala

ASSISTANT PRODUCER:

Annariikka Kunnas

LEAD PROGRAMMER:

Jetro Lauha

GAME PROGRAMMING:

Kiia Kallio

Mikko Liimatainen

Toni Lonngberg

PROGRAMMING:

Lars Andersson

Jari Komppa

Samuli Lehti

Jani Lehmuskoski

Petrus Lundqvist

Niko Stenberg

Jouni Tuovinen

Ville Vaten

GRAPHIC DESIGN:

Mikael Kivela

3D GRAPHICS:

Jani Karvonen

Kai-Eerik Komppa

Lauri Maki

AUDIO DESIGN:

Ville Vaten

MUSIC COMPOSER:

Jonne Valtonen

TESTING:

Sara Kapli

Hisashi Sato

MARKETING

Brian Bruning

SUPPORT:

Jyrki Ahpola

Kim Groop

Katja Huikko

Fredrik Kekalainen

Janne Pellinen

Samuli Syvahuoko

TAPWAVE UNIT:

The Tapwave Stunt Posse

STUNT THANKS:

RJ Mical

Tim Uskali & Matti Heekki

(Kerma Club, Kuula, Kola)

Soila Grenot

Satu Virtanen

License Information

END-USER LICENSE AGREEMENT (EULA)

THIS LICENSE AGREEMENT (THE "AGREEMENT") GRANTS YOU (AN ENTITY OR PERSON) A LICENSE TO USE THE LICENSED SOFTWARE AND DOCUMENTATION AS SPECIFIED BELOW. READ THIS AGREEMENT CAREFULLY BEFORE INSTALLING OR USING THE LICENSED SOFTWARE. BY INSTALLING AND/OR USING THE LICENSED SOFTWARE, YOU AGREE TO BE BOUND TO THE TERMS AND CONDITIONS STATED BELOW. IF YOU DO NOT AGREE TO ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, PROMPTLY DESTROY OR RETURN THE LICENSED SOFTWARE AND ACCOMPANYING DOCUMENTATION TO FATHAMMER LTD, OR THE DISTRIBUTOR YOU RECEIVED THE LICENSED SOFTWARE FROM.

STUNTCAR EXTREME (here in after called "SCE") LICENSE AGREEMENT

1. SOFTWARE. As used in this Agreement, the term "Licensed Software" means collectively: (i) the object code and data form of the software referred to as "SCE", (ii) the installation package of SCE and (ii) the documentation related thereto.

2. LICENSE GRANT. Fathammer Ltd grants you a non-exclusive, non-transferable license to use the Licensed Software solely for the purpose of using the software. For this limited purpose you may (i) copy the installation package of the Licensed Software onto the hard disk or other permanent storage media of one computer and (ii) install from the installation package the Licensed Software into the memory of the Tapwave Zodiac™ ("Console") for purposes of executing the program.

3. LIMITATIONS ON USE. You may not copy, distribute, or make derivative works of the Licensed Software except as follows:

you may install the Licensed Software using the provided installer into the Console;

you must include all the files that were included in the installation package with the copies that you make of the Licensed Software.

You may remove the Licensed Software from the Console only by uninstalling or otherwise wholly removing the Licensed Software.

4. OTHER RESTRICTIONS. The Licensed Software and all rights, without limitation including proprietary rights therein, are owned by Fathammer Ltd and its sublicensors and are protected by Finnish laws and international treaty provisions. With respect to the Licensed Software, you may not: (i) copy the Licensed Software except as permitted above. Any other copies you make of the Licensed Software are in violation of this Agreement; (ii) sublicense, rent, lease grant a security interest in, or otherwise transfer rights to the

Licensed Software; (iii) modify, translate, reverse engineer, decompile, or disassemble the Licensed Software programs provided to you in object code format; (iv) remove or alter any trademark, logo, copyright or other proprietary notices, legends, symbols or label in the Licensed Software, or in the copies you have made of the Licensed Software. Notwithstanding the foregoing, nothing in this Agreement shall be construed as limiting your rights to use SCE.

5. TERMINATION. This Agreement is effective from the first date you install the Licensed Software. You may terminate this Agreement at any time by destroying the Licensed Software, all backup copies and all related materials provided by Fathammer Ltd or its sublicensors. Your licensing rights automatically and immediately terminate without notice if you fail to comply with any provision herein.

6. NO WARRANTY. YOU ACKNOWLEDGE AND AGREE THAT THE LICENSED SOFTWARE FEATURES INCLUDED IN THE LICENSED SOFTWARE ARE PROVIDED TO YOU ON AN "AS IS" BASIS, WITHOUT ANY WARRANTY OF ANY KIND, INCLUDING WITHOUT LIMITATION THE WARRANTIES THAT THE LICENSED SOFTWARE IS FREE OF DEFECTS, MERCHANTABILITY, FIT FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LICENSED SOFTWARE IS BORNE BY YOU.

7. NO OTHER OBLIGATIONS. This Agreement creates no obligations on the part of Fathammer Ltd or its sublicensors other than as specifically set forth herein. Specifically, and without limitation, this Agreement creates no training, maintenance or service obligations on the part of Fathammer Ltd or its sublicensors.

8. LIMITATION OF LIABILITY. UNDER NO CIRCUMSTANCES AND UNDER NO LEGAL THEORY, TORT, CONTRACT, OR OTHERWISE, SHALL FATHAMMER LTD OR ITS SUBLICENSORS, SUPPLIERS OR DISTRIBUTORS BE LIABLE TO YOU OR ANY OTHER PERSON FOR ANY DAMAGES OF ANY KIND ARISING OUT OF THE USE OR INABILITY TO USE THE LICENSED SOFTWARE OR ANY DATA SUPPLIED THEREWITH OR OTHERWISE OUT OF THIS AGREEMENT, REGARDLESS OF WHETHER THEY ARE DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES OF ANY KIND INCLUDING WITHOUT LIMITATION, DAMAGES FOR LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. IN NO EVENT WILL FATHAMMER LTD BE LIABLE FOR ANY DAMAGES, EVEN IF FATHAMMER LTD IS ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, OR FOR ANY CLAIM BY ANY THIRD PARTY. THIS LIMITATION OF LIABILITY SHALL NOT APPLY TO LIABILITY FOR DEATH OR PERSONAL INJURY RESULTING FROM FATHAMMER LTD'S NEGLIGENCE TO THE EXTENT APPLICABLE LAW PROHIBITS SUCH LIMITATION. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS MAY NOT APPLY TO YOU. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

9. ATTORNEY FEES. In the event Fathammer Ltd is required to initiate legal proceedings to enforce any provision of this Agreement or you initiate any legal proceedings relating to this Agreement, the prevailing party shall be entitled to recover all reasonable attorneys' fees from the other party.

10. NOTICES. All notices of the Licensed Software and Documentation should be delivered to: Fathammer Ltd, Tammasaarencatu 7 A, 00180 Helsinki, FINLAND.

11. MISCELLANEOUS. This Agreement shall be governed by the laws of Finland excluding the rules of conflicts of laws of the Finnish legislation. If any provision of this Agreement is held to be void, invalid, unenforceable or illegal, the other provisions shall continue in full force and effect.