

STUNT CYCLE

ATARI® GAME PROGRAM™ INSTRUCTIONS

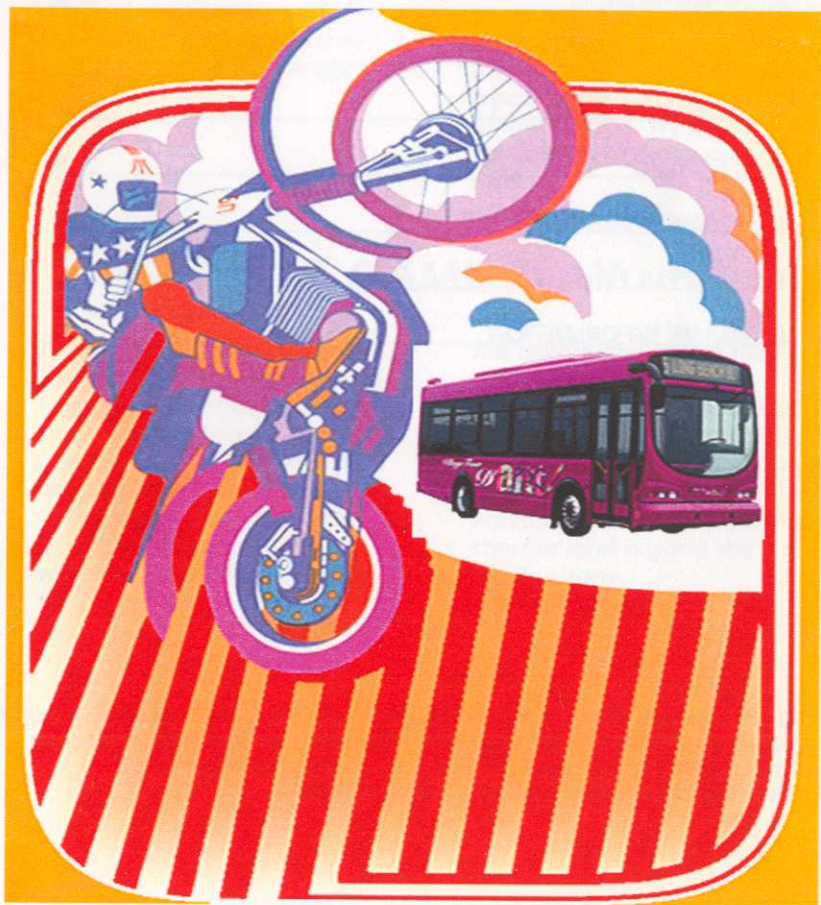


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NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.
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1. LIFE OF A STUNTMAN

Oh what a life. The fearless Stuntman relies on his skill, daring and most importantly, his STUNT CYCLE. The crowds cheer his successful jumps. More, more, more buses they yell. But hey! This is dangerous man!

As the daring Stuntman can you start your STUNT CYCLE, accelerate through the turns, clear the jump and stick your landing? Easy the first time. The crowds want more, more buses- six, seven, eight, nine! A crash won't stop the STUNT CYCLE. Try again. You don't want to disappoint your fans.

2. GAME PLAY

The object of the game is to complete the jump and safely bring your STUNT CYCLE to a stop. Each successful jump adds one more bus between the jumps extending the length of the jump. The STUNT CYCLE must accelerate to a speed which will clear the buses but

not over fly the end of the track. A landing zone is indicated on the screen. You must stop your STUNT CYCLE within this landing zone. The STUNT CYCLE will crash if you accelerate too quickly, jump to short or land beyond the landing zone.

3. USING THE CONTROLLERS



Use your Atari Paddle Controllers with this ATARI Game Program cartridge. Be sure the Paddle Controller cable is firmly plugged into the LEFT CONTROLLER jack at the back of your ATARI Video Computer System game. See Section 3 of your owner's manual for further details.

Press the Fire Button to start your STUNT CYCLE moving down the racetrack. Turn the Paddle Controller counter-clockwise to accelerate the STUNT CYCLE, clockwise to decelerate.

4. CONSOLE CONTROLS

GAME SELECT

To select a STUNT CYCLE game, press down the **game select** switch. To slowly cycle through the game numbers, hold down **game select** switch.

GAME RESET

The game number and the number of players appear at the top of the screen. The game number is to the left of

the number of players. When you have selected the game you wish to play, press down the **game reset** switch to start the action. Each time **game reset** is pressed down the game starts over. When game play starts the number of missed jumps appears at top left, number of buses jumped top right.

DIFFICULTY SWITCHES

STUNT CYCLE has two difficulty levels – **A** and **B**. The **B** level is for normal play. Level **A** is for the skilled **STUNT CYCLE** player. When the difficulty switch is in the **A** position, you will have a narrow landing zone.

Each player may choose his or her own difficulty level. In a

one-player game use the left difficulty switch. For two-player games, the left player uses the left difficulty switch; the right player uses the right difficulty switch. When you become skilled at **STUNT CYCLE**, try **GAME 4** with difficulty level **A** for a real challenge.

5. SCORING

Your current game score is displayed at the top right of the screen. This number indicates the number of buses successfully jumped. The number increases by 1, for each successful jump. The number starts at 1 indicating 1 bus to jump. The maximum number of jumps per game is 9. The

number of missed jumps is displayed at the top left of the screen. Missing a jump includes crashing before the jump, landing short or landing outside of the landing zone area. If you miss a jump you will have to repeat that level. The maximum number of missed jumps per game is 8.

6. GAME VARIATIONS

STUNT CYCLE has 9 game variations, for one or two players in Easy, Difficult, and Customized control modes.

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EASY CONTROL

The **STUNT CYCLE** in Games 1, 2, and 3 is easy to control. You can accelerate and decelerate the **STUNT CYCLE** as quickly as

you like. While in the air over the jump you can shorten or lengthen your flight by turning your Paddle Controller clockwise or counter-clockwise.

Game 1 – 1 Player

Game 2 – 2 Players alternate turns, 9 jumps each

Game 3 – 2 Players merged score, 9 jumps combined

DIFFICULT CONTROL

The **STUNT CYCLE** in Games 4, 5, and 6 is difficult to control. Watch that slippery track. Accelerate too quickly or enter

the turn too fast and you'll lose control and crash. No mid-air adjustments. Speed must be set before leaving jump.

Game 4 – 1 Player

Game 5 – 2 Players alternate turns, 9 jumps each

Game 6 – 2 Players merged score, 9 jumps combined

CUSTOMIZED CONTROL

The **STUNT CYCLE** in GAMES 7, 8 and 9 has customized control. Watch that slippery track. Accelerate too quickly or enter the turn too fast and you'll lose control and crash. While

in the air over the jump you can shorten or lengthen your flight by turning your Paddle Controller clockwise or counter-clockwise.

Game 7 – 1 Player

Game 8 – 2 Players alternate turns, 9 jumps each

Game 9 – 2 Players merged score, 9 jumps combined

7. HELPFUL HINTS

Use the sound of the STUNT CYCLE to gauge your speed.

Full acceleration through the first turn on Games 4 through 9 will cause a crash. Don't enter this turn too slowly or you

won't have time to accelerate to clear the jump.

Gradually adjust the Paddle Controller counter-clockwise before the next jump to avoid large adjustments on the track.

8. GAME INFORMATION

The release of STUNT CYCLE relied upon the efforts of many people. However, the person responsible for the original game program and the inspiration for its release is Mr. Bob Polaro. Bob's former career with Atari is legendary, with many titles of note to his credit. With the successful release of Bob's Atari 2600 rendition of Bugs Bunny and Holey Moley in 2002, Stunt Cycle follows as the third and final in this series.

Stunt Cycle was programmed in 1980, the final code completed on July 21st of that year. The games inspiration was the highly successful Atari arcade video game of the same name dating to 1976. Stunt Cycle was never released nor assigned a product number. It is recorded that the game was shelved then evolved as the concept and licensing for a game based on the popular TV show Dukes of Hazard occurred. In fact,

Stunt Cycle was later modified by Bob Polaro and renamed Dukes of Hazard. Stunt Cycle utilizes only 2K of game code. Comparing the game play, graphics and variations of Stunt Cycle to other 2K games like Combat shows just how refined a game it is.

Stunt Cycle is the fourth Atari 2600 game released by Atari2600.com. The company, founded in 1995, specializes in the sale of classic home video games, systems and accessories. Atari2600.com provided production coordination for Stunt Cycle. George Reese developed the artwork and layout, printing and box and label production services. Game boards and components provided by AtariAge.com. Many thanks to Bob Polaro, George Reese, Charles Guinn, Jerry Greiner, AtariAge.com and PhillyClassic4.

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P.O. Box 427, Sunnyvale, CA 94086