

GAME BOY ADVANCE

AGB-AUXE-USA



STUNTMAN

FROM THE CREATORS OF THE BLOCKBUSTER SERIES "DRIVER"

INSTRUCTION BOOKLET

ATARI

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
MILD VIOLENCE

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.
2. Insert the *Stuntman*® Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.
4. Select your language.
5. When the Save screen appears, create a new game or load a previously saved game (see Saving and Loading on page 13 for details).

Note: For multiplayer games, connect two Game Boy Advance systems (each with a *Stuntman* Game Pak) via a Game Boy® Advance Game Link® Cable. See Multiplayer Mode on page 14 for details.

GAME CONTROLS



CONTROL	MENUS	DRIVING
A Button	Confirm	Accelerate
B Button	Cancel / Back	Brake
+ Control Pad	Change selection	Steering (left / right)
L Button	N/A	Action
R Button	N/A	Handbrake
START	N/A	Pause
SELECT	N/A	N/A

LIGHTS! CAMERA! ACTION!

You are a young stunt professional, but a cut above the competition. When the job calls for technical skills and nerves of steel, they come to you. There's no room for error. The danger is real and the stunts need to be flawless.

MAIN MENU

Choose **Stuntman Career** (to earn cash and better vehicles), **Arena** (to test your driving and jumping skills), or **Info About Icons** (to see descriptions of in-game icons).

STUNTMAN CAREER

Career Mode

No professional ever jumps straight into the action without doing his homework. Take the time to look over the locations where you'll perform the stunts. Make a few test runs in each location before the cameras start rolling. You need to succeed in more than 50% of the actions during a test run before you can move on to the next.

"Everyone in position!" This time, the cameras are rolling and you're driving for real. Perform the stunts for six films, each set in a different country. Start your career with B movies and finish on the blockbusters where you'll earn big bucks. Use your money to buy cars or circuits for use in Arena Mode.

The six films are:

- Toothless in Wapping (England)
- A Whoopin' and a Hollerin' (United States)
- Blood Oath (Thailand)
- Conspiracy (Switzerland)
- Scarab of Lost Souls (Egypt)
- Live Twice for Tomorrow (France)

To succeed, you must correctly perform more than 90% of the actions that constitute a stunt. You can restart the stunt several times and, no matter what happens, you will always be able to continue to the end of the stunt.

Pay close attention to your time and the condition of your vehicle. Reach the checkpoints along your route before your time runs out, and keep an eye on your damage gauge — or you risk failing the stunt.

Note: As you make more films, the director will become more demanding about the state of the vehicle you return.

While performing stunts, you will encounter the following:



Arrows:

These show you the direction in which you need to go.



Checkpoints:

Cross these before the countdown reaches zero.



Action Zone:

This indicates an area where you need to perform an action.

At the end of the stunt, the Results screen appears, which displays the following:

- **Salary:** Your basic income for the stunt. This increases as your skills increase.
- **Attempt Bonus:** The fewer retries you needed, the more money you will earn.
- **Success Bonus:** Depends on the number of completed stunts.

Note: After the Results screen has been displayed, you can choose to continue or quit your career, start the stunt again, or watch a replay of the stunt you just performed. (See Replay on page 17 for details.)

Filmography Mode

This is a practice mode that lets you go over the stunts for the films you have already completed. At the end of a stunt, your success rating and skill level are displayed. The best scores are displayed in the Stunt Selection screen.

ARENA

This mode contains a series of challenges designed to test your precision driving and jumping skills. Choose 1 Player or Multiplayer.

Note: You cannot choose your vehicle in Arena Mode and there is no money to be won.

Precision Tests

Precision Tests take place in an arena. There are six individual Tests made up of slaloms and specific maneuvers. All of the Tests must be completed within a time limit.

Start by selecting the Test that you want to take from among the Tests you have already unlocked. Each Test is divided into a number of stands presenting a particular action for you to perform. When you arrive at a stand, the elements that are relevant to the action to be performed are in color, while the irrelevant objects are greyed out. Be sure to take the stands in the correct order.

Explanations of the actions to perform appear at the top of the screen. At each stand, icons and objects will guide you.



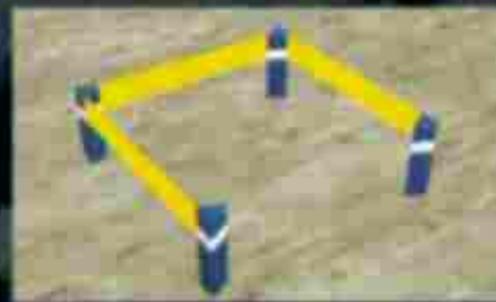
The blue arrow indicates the direction to take, driving forward.



The green arrow indicates the direction to take, driving in reverse.



The flag indicates the direction to drive around a slalom pole.



This zone indicates that you should stop your vehicle between the four poles.



The yellow line indicates the Start and Finish line.

At the end of the Test, the Results screen displays the time taken and the newly unlocked Test.

Note: Once you have completed this mode, go to the Store. *There's a surprise waiting ...*

Jump Tests

Each Jump Test takes place in a different arena. There are five (increasingly difficult) Tests, with bigger cash rewards as you go on.

- Before you start, buy the vehicles and arenas you want in the Store with the money you earned in Career Mode.
- Select your car using the **+ Control Pad** and confirm your purchase with the **A Button**. Use the same procedure to purchase arenas.
- During the Test, recover the letters that appear on the course within the time limit.

At the end of the Test, the Results screen displays the letters you recovered.

Hint: While in midair, turn the wheels to the desired direction to immediately turn your vehicle upon landing.

MONEY AND SKILL

Money

Use money to buy vehicles and arenas in Arena Mode. All of the money you earn or spend is automatically added to, or taken from, your account. You can check your current balance from the Main Menu, the Store in Arena Mode or the Results screen.

Note: Your balance increases with every success. Even if you start a new career, your new earnings will be added to your existing balance.

Skill

Your skill level increases as you progress through Career Mode. After each film, you advance one level and your earnings increase.

SAVING AND LOADING

You can save up to three games on your Game Pak. From the Save screen at startup, select a game slot using the **+ Control Pad** and press the **A Button** to confirm. To save a game, enter a name (up to eight letters) in one of the slots under the Create a Game section. To load a game, select a previously saved game under the Load Game section.



Mode: Career

Data saved: Account Balance, Stunts Completed

If you choose to try a stunt that you have already completed, the result will only be saved if it is better than the previous result. If you quit in the middle of a stunt, the result will not be saved.

Mode: Precision Tests

Data saved: Completed Tests

If you quit in the middle of a Test, the result will not be saved.

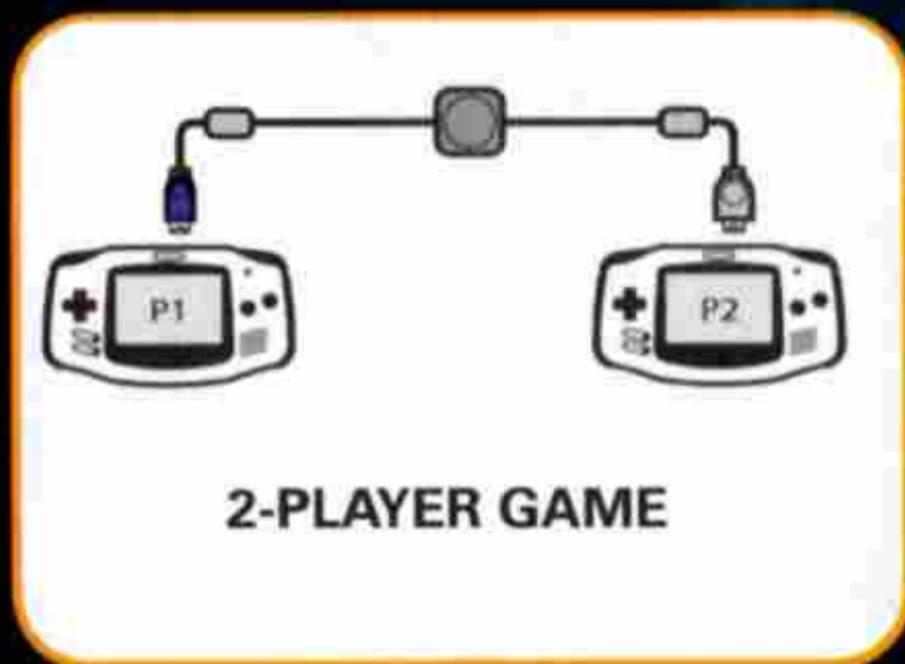
Mode: Jump Tests

Data saved: Account Balance, Vehicles and Arenas Purchased

No Save option is available in Multiplayer Mode.

MULTIPLAYER MODE (2-PLAYER GAME LINK)

CONNECTING GAME BOY ADVANCE SYSTEMS



Switch OFF Game Boy Advance systems before connecting the Game Boy Advance Game Link Cable. Connect the Game Link Cable to each of the systems. Insert the Stuntman Game Pak into Player 1's system. Switch both systems ON. In Arena mode, select Multiplayer. Then select either Precision Tests or Jump Tests by using the **+ Control Pad** to select and pressing the **A Button** to confirm.

Precision Tests

Each player sees the opponent's car on his or her screen. The first to cross the Finish line having completed all of the stands is the winner. The winner's time is displayed after the race.

- Only Tests previously unlocked by Player 1 are available.
- Player 1 selects the Test.

Jump Tests

Each player sees the opponent's car on his or her screen. The player that recovers the most letters is the winner.

- If either player recovers a time bonus, both players benefit from the additional time.
- Each player chooses a car from those previously purchased by Player 1.
- Player 1 selects the Arena.

GAME SCREENS

Career and Filmography



Precision Tests

Time remaining
(to checkpoint)



Gear change indicator

Speedometer

Jump Tests

Time remaining
(to checkpoint)



Text zone
(letters recovered)

Gear change indicator

Speedometer

REPLAY

You can watch replays of the stunt you have just performed in Career Mode.



Use the **+ Control Pad** to select a Replay control and confirm with the **A Button**.

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"Stuntmania GBA" 00:43

"End of the Road GBA" 00:28

"Winning Run GBA" 00:27

"Crash Out! GBA" 00:05

"Driving Supremacy GBA" 00:04



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13110 NE 177th Place
Suite #B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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NOTES:

NOTES:

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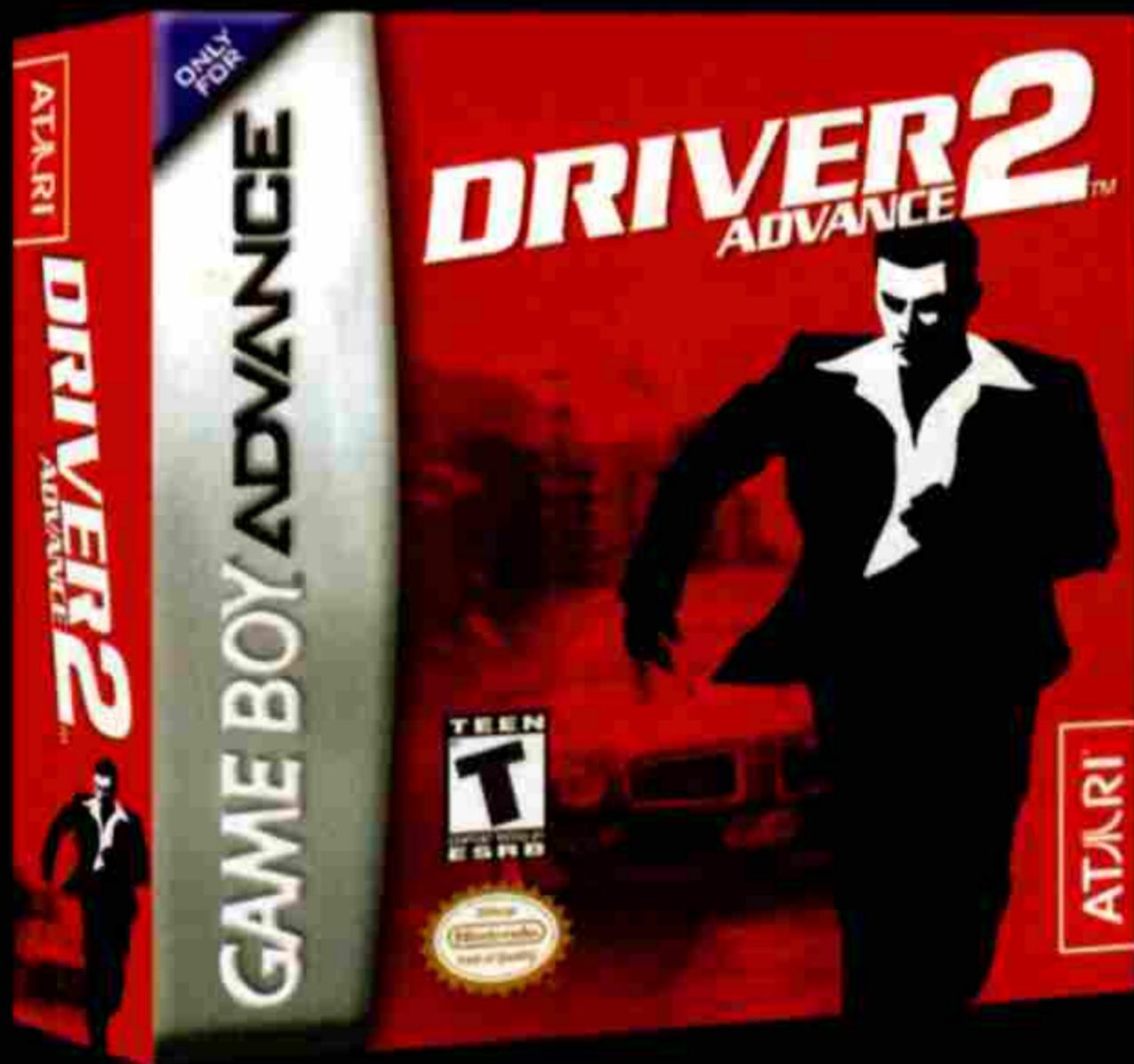
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AVAILABLE NOW!



Mild Violence

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NEW YORK, NY 10016

PRINTED IN JAPAN

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Part # 24845JCB