The CONTENTS

Stuntkids: the game

1

Controls

3

Playing Zones

7

The Creatures

9

Hints and Tips

11

Spike & Brad

Speedy Spike

Mad Brad

Stuntkids

EXTRA LIVES

EXTRA TIME AND TURBOS

WORLD WARPS

- IMPORTANT PRECAUTIONS
- We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the TV.
- DO NOT touch the connectors or get them wet or dirty.
- DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.
- DO NOT store the game in places that are very hot or very cold.
- DO NOT hit it or drop it or attempt to take it apart.
- DO NOT use on a FRONT OR REAR PROJECTOR TV. Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg, a game in pause mode.
- Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.
- Please contact your TV manufacturer for more information.

EXTRA LIVES

WORLD WARPS

EXTRA TIME AND TURBOS

- HINTS AND SECRETS INCLUDE:
- Phone the Codemasters Helpline for Hints, Tips and Mega Secrets™ that will help you play Stuntkids.
- If you are under 18, you MUST have your parents permission. Touchtone phones only.

GAME DOES NOT WORK OR PLAY?

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Camercia Games
Stuntkids: The game

1 or 2 players must race across various set courses against the clock in one player mode, or against each other in a two player game.

1 player mode
There are five worlds to play through. Each world has 6 different possible courses to choose from, plus a bonus level at the end of each world. You start with three lives.

2 player mode
Player 1 gets to choose three courses from a selection of twelve. Both players play against each other for the three courses. The winner being the player with the lowest overall time at the end of the game.
Controls

Wheelie
Slow Down
Go Faster
Lower Front Wheel

Stuntkid number one: Flying by on his super all terrain bike

Mad Brad
Buttons

Turbo  Jump

START  B  A

5  Pause on:off

Free-Range

Watch out! This fellow will try to knock you off your bike. You can use the Turbo to escape the falling eggs, or the yolk will be on you.
Playing Areas

Level types:
Here are the different level types and lists of the obstacles you will have to encounter.

**Countryside**
- Log poles: Slow
- Rough ground: Slow
- Rocks: Jump 'em or ride 'em slowly
- Dips: Jump
- Ramps: Can be jumped for extra height
- Brick walls: Any speed
- Tree Stump: Jump 'em or ride 'em slowly
- Barrels: Slow + Do not jump on from a height
- Barrel Poles: Very slow
- Fences: Very slow

**Barnabees**

**Park**
- Picnic table: Slow
- Slide: Slow
- Water: Can't jump from
- Lily pads: Use to jump on
- Hydrant: Jump on
- Sand pit: Slows you down
- Tyre: Under!
- Swings: Slow

**Construction site**
- Poles: Very slow
- Girders: Any speed
- Cones: Death!
- Trampoline: Work 'em out yourself
- Dumper: Slow
- Cement piles: Use as ramps

**Escargo**
- Watch out for that hook!

Get ready and Go!

7

8
Fings

Big Baddies

- Crispin
- Free-Range
- Fredie
- Lady Bird
- Escargo
- Menacing Mike
- Dollar dive!

Collect coins in levels for bonus points
Extra lives at 15000pts
30000pts
45000pts

Use all of your skills to get the coins
And jump to catch all the juicy fruit

Bonus game: collect all the tasty fruit!

Speedy Spike

Mad Brad

Walter

Cherries
Apple
Orange

9

10
Hints and Tips

Take your time to learn all the courses - Don't just go flat out, 'cos you won't get very far! Each obstacle has its own set of problems to tackle. E.G. You can't jump out of water, but you can jump off the lily pads.

Always try to land with the front wheel raised.

* If you hear a special tune and the screen goes grey, you have found a hidden cheat! Yeah!!

Menacing Mike

Watch out! Menacing Mike will try his hardest to make you crash out.

* Use the Turbo sparingly (Button B)
This is your chance to experience real life, high speed action scaled down to fantastic miniature. You can race formula one racing cars on a pool table, helicopters around the garden or boats around the bath tub. 11 individual characters and 9 kinds of Micromachines. This game is absolutely brilliant.

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Each of the 4 games in this collection is carefully researched and programmed to be as accurate as possible and to capture the tension and atmosphere of the original sport.

David and Richard Darling started writing video games while they were in their early teens and still at school in England.

From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be run away best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play!

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling games software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the worlds best games people work at Codemasters global headquarters, a 96 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!
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1. This device may not cause harmful interference and
2. This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

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- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
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