

**INTELLiVISION™**  
**STADIUM**  
**MUD**  
**BUGGIES**

**INSTRUCTIONS**

**For One or Two Players**

**THIS GAME DOES NOT USE HAND-CONTROLLER  
OVERLAYS**

# STADIUM MUD BUGGIES!

## OBJECT OF THE GAME

Score points by performing in nine events, either individually or one after the other. Compete against a friend, a computer driver, or against your own top score.

## TO BEGIN

Turn power switch **OFF** and insert cartridge. Turn power switch **ON** and press **RESET**. STADIUM MUD BUGGIES title screen appears. Press hand controller **DISC** to go to MAIN MENU.

## MAIN MENU

The Main Menu gives you six selections that allow you to change options or to begin an event. After an event, you can return to the Main Menu to change one or more options, leaving the others the same. Press the number shown on the Menu followed by **ENTER** to make a selection. The selections are described below.

## 1. NUMBER OF PLAYERS

Options are:

- 1 — 1 player (use the left hand controller to drive the red buggy)
- 2 — 2 players (left controls red buggy, right controls blue)
- 3 — player vs. comp (use the left hand controller to drive the red buggy; computer controls blue)
- 4 — 1 comp demo (computer controls red buggy)
- 5 — 2 comp demo (computer controls both buggies)

Press the number of your selection, followed by **ENTER**.

**If you do not select player numbers, 2 PLAYERS will be automatically selected.**

## 2. EVENT

The events are:

- 1 — Hill Climb
- 2 — Drag Race
- 3 — Bog
- 4 — Tug-O-War
- 5 — Car Crush
- 6 — Donuts
- 7 — Drawbridge
- 8 — Combo Course
- 9 — MONSTER RALLY (All events in order)

Each event is described in detail later.

Press the number of your selection, followed by **ENTER**.

**If you do not select an event, HILL CLIMB will be automatically selected.**

## 3. LAPS

Set the number of laps for each event by pressing a key from **1** to **9**, followed by **ENTER**. In the two straightaway events (DRAG RACE and TUG OF WAR), the number entered sets the length in quarter miles.

**If you do not select a race length, 2 LAPS will be automatically selected.**

## 4. BUGGY DIRECTIONS

Options are:

- 1 — Right Right (Both buggies start facing right)
- 2 — Right Left (Red starts right; blue left)
- 3 — Left Right (Blue starts left; red right)
- 4 — Left Left (Both buggies start facing left)

Press the number of your selection, followed by **ENTER**.

Since both buggies stay on screen at all times during a two player game, options 3 and 4 (buggies travel opposite directions) will only apply to an event in which at least one buggy is computer controlled, or to a two-player DONUT competition where the entire course is on screen.

**If you do not select buggy directions, RIGHT-RIGHT will be automatically selected.**

## 5. DIFFICULTY LEVEL

Determine the difficulty level for the event(s) by pressing from **1** (easiest) to **5** (most difficult), then pressing **ENTER**. The difficulty level determines the top end speed of the computer-controlled buggies, the slickness of the water hazards, and the speed of the drawbridges.

**If you do not select difficulty level, EASIEST will be automatically selected.**

## 6. START EVENT

Displays an intermediate screen to give both players a chance to get ready; press the **DISC** on either hand controller to hit the dirt!

You can call a halt to any event by pressing **CLEAR**.

## HOW TO DRIVE

Press the edge of the **DISC** to start your buggy moving in the direction pressed. Once you start your buggy moving, it will continue in that direction after you release the **DISC**.

Use either **TOP SIDE KEY** as the GAS PEDAL. Your buggy comes equipped with a 4-speed transmission. To accelerate, press either **TOP SIDE KEY**. To shift into the next higher gear, release then press the **TOP SIDE KEY** again; you can do this until you reach 4th gear. Practice shifting at different times to achieve maximum speeds.

Use either **BOTTOM SIDE KEY** as the BRAKE PEDAL and as REVERSE. Press either **BOTTOM SIDE KEY** to slow your buggy down. Each quick press will throw the buggy into the next lower gear — or keep it held down, and it will automatically downshift into lower gears. Once your buggy has come to a stop, pressing either **BOTTOM SIDE KEY** will put your buggy into REVERSE. Press either **TOP SIDE KEY** to go forward again.

Your buggy will automatically downshift when the engine starts to “lug” — when you are driving up a steep hill in too high a gear, or when you are slowed down in water or by crushing cars. Also, when you crash or your buggy “bottoms out” after a nasty jump, your buggy returns to 1st gear.

## THE EVENTS

**HILL CLIMB** — Course features numerous hills: build up speed before attempting larger hills. It may be necessary to zig-zag up face of some.

**DRAG RACE** — Level straightaway: timing when you shift gears is critical.

**BOG** — Course is covered with mud (brown patches) and water (blue patches). Frequently the track crosses a stream: build up speed — the faster you are going, the further you will get before bogging down.

**TUG OF WAR** — Both buggies head opposite directions on a straight track, connected by a chain. Score by pulling opponent over your finish line. Pull straight for maximum force; steer to move opponent into slick areas (mud, water) while avoiding them yourself! Occasionally, the chain will break, and neither driver will score for the event. (**Note:** When competing against yourself, there is no opposing truck — you win by default.)

**CAR CRUSH** — Course is littered with cars: drive around them or over them. Driving directly over them will crush them, but it may send you in a direction you didn't expect. Either driver may crush either color car.

**DONUTS** — Tight, round course: a madcap event, made even crazier when both buggies are heading different directions! Random patches of mud and water appear on the course.

**DRAWBRIDGES** — Course features drawbridges that raise and lower as you drive: drawbridges face both directions — in one direction, you'll be able to use the drawbridge as a jump ramp. In the other direction, the drawbridges appear as walls; time it just right to cross.

**COMBO COURSE** — Combines elements of HILL CLIMB, DRAG RACE, BOG, DRAWBRIDGE, CAR CRUSH, and some fancy cornering work all in one course.

**MONSTER RALLY** — Each of the above events are played one at a time. The ultimate challenge!

## **SCORING**

After each event the score is displayed. Score for each buggy is shown in that buggy's color.

Score for each event is based on how fast you run the course, plus the number of cars you crush in the CAR CRUSH, COMBO COURSE, and MONSTER RALLY events. Your score is based on a total of three runs for the DRAG RACE, TUG OF WAR, and DONUTS events, and for those events in the MONSTER RALLY.

When two players compete, a buggy is automatically pushed forward if it falls too far behind, adding a penalty to the driver's score.

A score of 1000 for each event is viewed as better than average, except the three-attempt events, where 1500 is better than average. A good MONSTER RALLY is around 10000 points. The length of an event does not effect the score.

After an event, press **1** to compete in the event again, press **2** to return to the Main Menu.

## **TIPS & ADVANCED STRATEGIES**

It's sometimes better to crash into your opponent rather than letting him or her cross the finish line first.

Water is easier to drive across than mud.

In the DRAWBRIDGE event, build up enough speed and you may be able to use a drawbridge as a ramp to jump the next one.

In the CAR CRUSH event, cut off your opponent and crush the cars he or she is about to drive over.