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Instructions

S.T.U.N. RUNNERTM

ATARI[®]

LYNX[™]

VIDEO GAME CARD • CARTE DE JEU

ATARI[®]

You must destroy the challengers before they destroy you. To retain your championship you will need quick reflexes, steady nerves, incredible driving skills, and a fast trigger finger. Good luck!

[illegible]

A screenshot from the video game 'The Simpsons: Bart and the Bean Machine'. The image shows Bart Simpson as a small character on a bean machine track. The track is a white path with blue borders, leading towards a large red bean machine in the distance. The background is a blue sky with white clouds. At the bottom of the screen, there is a status bar with various game metrics.

1. Insert the S.T.U.N. Runner game card and turn on your Lynx as instructed in your Lynx owner's manual.
2. Press **A** to clear the Title screen. The Level Selection screen appears.
3. Select one of the three levels shown on the screen by highlighting your choice with the joystick. When you've made your selection, press **A** or **B** to start the game.

The object of S.T.U.N. Runner is to complete each course before time runs out. Enemy craft will try to slow you down along the way. You can destroy these enemies individually with blasts from your laser or in groups with Shockwaves collected along the way.

The game begins when the S.T.U.N. Runner walks to his S.T.U.N. craft and takes his seat in the cockpit. The robot pit crew snaps the chassis together and puts all shields in place.



Time—the time allowed to complete the level. The time counts down, so you always know how much time remains. When you are about to run out of time, your ship flashes and a warning tone sounds.

In addition, if you have earned any Shockwaves, a small circle appears below the Level number of each Shockwave.

When you begin, your craft has six shields. When you run into a wall or an enemy, or get hit by enemy shots, a shield will fall off your craft. You can earn another shield by completing a level.

Points are awarded for running over stars, destroying enemies, and completing levels.

Action	Points
Destroy Blue Ground Enemy	25
Run over Red Star	50
Destroy Red Ground Enemy	50
Destroy Purple Mug Cycle	75
Destroy Brown Ground Enemy	75
Run over Green Star	500
Destroy Flying Silver Enemy	750
Destroy Flying Red Bird	1000

In addition, you earn 200 points for running over a Power Boost Pad. If you run over a Power Boost Pad when you are already using a boost, you earn 200 points, plus the value of the previous boost, up to a maximum of 5000 points.

When you complete a level, you earn 1500 points, plus other bonus points based on time, kills, stars, and boosts.

- Learn the differences in the various levels. If you know what to expect, you are most likely to succeed.
- Outside walls are faster in turns.
- Hit as many boosts as you can. Some levels are impossible to finish without the extra speed.
- Learn to maneuver around the indestructible droids.
- Don't waste Shockwaves. Use them only when you have to.
- Use jump ramps to destroy flying enemies.