

See
reverse
side for
instructions

Hard Drivin'™



ATARI™

LYNX™

VIDEO GAME CARD

ATARI®



The world's most awesome road rally is about to begin. Two different tracks will challenge even the most experienced driver. What should you do first, go all out on the breakneck speed track or risk your life on the perilous stunt track? It's a choice between open road and jumps, loops and barrel turns. You'll need all the speed and skill you possess if you want to master both courses. So strap yourself in tight and get ready for some Hard Drivin'!

GETTING STARTED

1. Insert the Hard Drivin' game card and turn on your Dink as instructed in your Lynx Owner's Manual.
2. Press **A** or **B** to clear the Title screen. The Track screen appears. This screen shows the layout of the course, including both tracks.
3. Press **A** or **B** again to clear the Track screen.
4. Choose your transmission type by pressing right or left on the joystick until the arrow points at your selection. You have two choices, Auto or Stick. Once you have made your selection, press **A** or **B** to start the game.

CHOOSE TRANSMISSION TYPE Press A or B To Start



PLAYING THE GAME

Hard Drivin' is a game of skillful driving for one player. The object of the game is to complete both the speed and stunt tracks before time runs out.

When the game begins, you see your red car behind two other cars. Don't be fooled, though. There are plenty of other cars to watch out for during the road rally.



Look at your dashboard. The dash shows information that will be vital to your success. The Score indicator shows the points earned. You earn points for distance traveled on the road. Distance traveled off-road does not earn points. LAP shows the current lap in the rally.

The RPM and speed indicators show you how hard you are driving. You want to drive hard, but be careful. You don't want to blow your engine or crash.



The Warning Lights show you if your car is in trouble. The Gear Indicator shows you your current gear. It is especially important if you are driving a stick shift car.

The Stunt Track and the Speed Track overlap each other. As you get familiar with the game, you will see places where they cross. But don't jump from one to the other, or you won't get credit for finishing either one!



At the command "Start Engine," press the **B** button. Your engine turns over and you're ready to roll. Steer your car by pressing right or left on the joystick. Hold down the **B** button to accelerate. Press **A** to brake. To go into reverse, hold down the **A** button to brake to a stop, then press **Option 2** to shift back into forward, brake to a stop and press **Option 1**.

If you are using an automatic transmission, the controls are the same as for a manual transmission except you can shift up a gear by pressing **Option 1** and down a gear by pressing **Option 2**. Also, you must be in first gear to shift into reverse.

Pressing **B** is like pressing the gas pedal in a real car. The longer you press, the faster you go. Go too slow and you'll never finish the course. Go too fast and you'll lose control and crash, another sure way to fail.

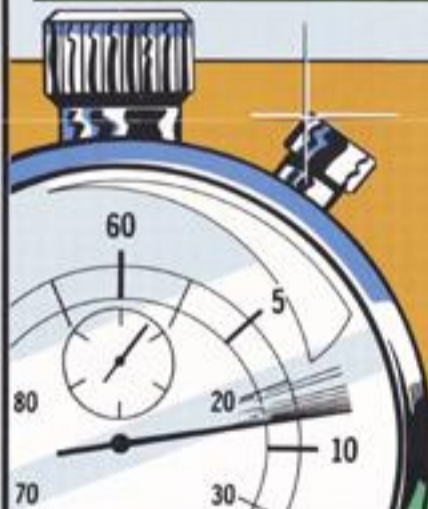


You start the game with one and a half minutes on the clock. As you pass specific checkpoints, you earn more time. If time runs out before you finish the course, you lose.

Soon after you start the rally, you will come to a "Y" intersection. This is where you must decide which course you want to attempt. Go straight to stay on the speed track. Turn right to try the stunt track.

The first few times you play, watch the speed limit signs at the side of the road and try to stay around the suggested speed. As you gain experience and skill, you can try to speed it up.

Control your speed by pressing **B**, then letting go when the speed gets too high. When the speed gets too low, press **B** again. It may take a little practice, but you'll soon get the hang of it.



As you drive around the course, try to stay on the road as much as possible. You score more points if you stay on the road. There are times when you may wish to go offroad and skip a certain part of the course. You can do this, but remember, you only have 10 seconds to get back on the track or you will be disqualified. If you go offroad for more than three seconds, you can quickly get back on the track by pressing **A** and **B** together.

If you run into another car, a building, a fence or any other obstacle, you will crash. You will also crash if you go too far off the road, go too fast over jumps or hills, or too slow through loops.

Each time you crash, you will see an instant replay of the mishap. You can either watch the entire replay, or you can skip the replay by pressing **A** or **B**.

If you finish the course ahead of the Challenge Time, you earn the right to race against Phantom Photon, the Hard Drivin' champion. Beat the Phantom Photon and you will become the new Hard Drivin' champion.

TIPS AND STRATEGY

Pay attention to speed limits your first few races. Leave the lead-footing to the experts while you learn how to survive the course.

To survive the loop-the-loop, go at least 60 MPH when you enter the loop, then stay to the right. Let up on the gas or tap on the brakes to slow down through sharp turns.

Do not go over 100 MPH through turns unless you have a death wish.

Just tap the joystick to steer. If you mash it down and hold it, you'll spin out.

