

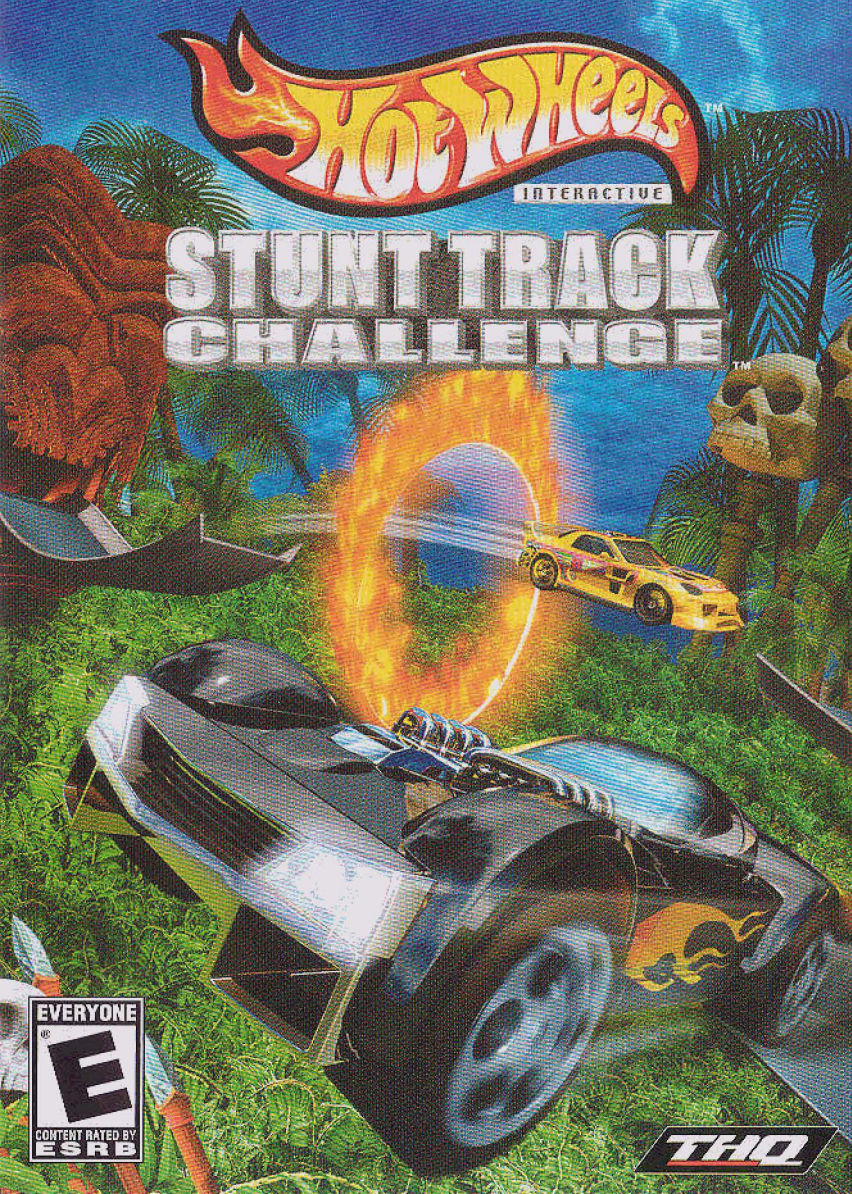


XBOX

<http://www.replacementdocs.com>

Hot Wheels
INTERACTIVE

**STUNT TRACK
CHALLENGE**




THQ



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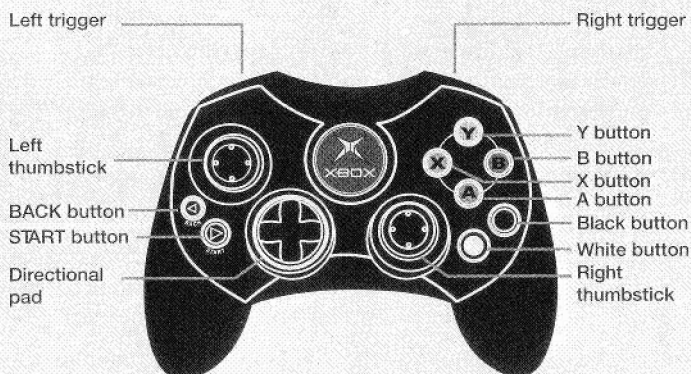
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➤ USING THE XBOX VIDEO GAME CONTROLLER



XBOX CONTROLLER 5

■ Left trigger	Brake
■ Right trigger	Accelerate
⌚ Left thumbstick	Steer Left/Right, Roll/Flip Car
⌚ Right thumbstick	Accelerate
⏮ BACK button	Handbrake Back (Front end)
▶ START button	Pause Menu
⊕ Directional Pad	Steer Left/Right, Roll/Flip Car
● Black button	Look behind
○ White button	Change camera
Y button	Look behind
B button	Handbrake Back (Front end)
X button	Bicycle
A button	Boost

WELCOME TO THE SHOW!

With ratings off the chart, Hot Wheels™ Stunt Track Challenge™ is the hottest, as well as the most extreme game show out there, and Ryan Storm™ is the cool presenter. In each show, drivers compete in death defying stunt challenges and win sizzling fast races to stay on the show. Fearless drivers impress the audience by beating the competition and performing the cool stunts to win episodes, and better cars. At the end of the season, the driver with the most guts will cruise away in a Gold Plated Car as the Hot Wheels™ Stunt Track Challenge™ World Champion.

OPTIONS

Customize the game settings from the Options menu. Profile allows you to change to a different player or change the current settings for saving the game.

Change profile – Switch to a different player.

Save Game – Manually save your progress. Note: If you are playing the game with Autosave turned on, the game will regularly save automatically, and you do not need to use this 'Save Game' option.

Autosave – Turn autosave on or off.

AUDIO OPTIONS

Select the volume sliders by pressing  or  on the directional pad or left thumb stick, and press  or  to change the volume.

Sound Effects Volume – Set the level of the sound effects with this option.

Music Volume – Set the level of the game music with this option.

Speech Volume – Set the level of Ryan Storm's™ commentary with this option.

GAME MODES

There are three different types of event in Stunt Track Challenge™ Races, Stunt Challenges and Game Breaks.

Stunt Challenges: Contestants take turns to play the stunt challenge one at a time. The aim is always to get as many points as possible. There are many different ways to earn points! Each challenge has its own tasks and most of your points will come from meeting those tasks, but in most challenges you can pick up extra points from performing stunts.

Races: You and five rival contestants battle it out to be first over the finish line. You are awarded points after the race depending on how you placed. You don't get any points during a race – only winning matters!

Game Breaks: In the Game Show ad breaks, you have the chance to escape from the competition and collect decal tokens that have been left lying around. You can swap these tokens for cool Hot Wheels™ decals that you can use in the garage to customize your car. In the Game Breaks you see the action from above, to help you find those elusive tokens. Game Breaks are only seen in Game Show mode.

THE GAME SHOW

Brought to you by superstar presenter Ryan Storm™, the Game Show takes place in the Stunt Track Challenge™ Stadium, a giant arena surrounded by six Danger Parks. Each episode takes place in the Stadium and one of the Parks.

In Stunt Track Challenge™, six contestants compete in two races and four stunt challenges, playing through them in order. In each event, you'll need to finish in the top three to go on to the next event. The best score you managed to get will be added to the Episode Leader Board.

Target Score – In the challenge events, the score you need to pass the challenge and get on to the next event is shown under 'Target', in the top right of the screen. Once you've passed the challenge, the Target score changes to show the score you need to get into a higher position for the event, or if you've finished it in 1st place, your record score to beat. You can go back to any challenge that you've passed, to try to beat your record score and improve your total score for the episode.

At the end of the show, the top three contestants on the Leader Board go through to the next episode, and the rest are sent home, to be replaced by three new rivals in the next episode.

Once you've finished an episode, you can go back to the episodes you've completed and play the events in any order as many times as you want to try to increase your score on the Leader Board. The game will continue to record the best score that you manage to get for each event, so every time you beat your own score for an event you get a bit closer to the gold trophy!

In each episode, you can win decals in the Game Breaks, new wheels by winning races, and new cars by winning a silver or gold trophy for that episode. If you want the coolest customized Hot Wheels™ car out there, you need to take on the Game Show! The Game Show also 'unlocks' tracks to play in Arcade mode. Before any track can be played in Arcade mode, it must be played in Game Show mode first.

If you get a gold trophy in every episode, you win the ultimate star prize. The Hot Wheels™ Stunt Track Challenge™ Gold Car! This fully playable prize can be used in the races to show everyone that you are the Stunt Track Challenge™ Master!

Only the first episode is unlocked when you start the game, but here's a teaser for all the episodes...

Jurassic Jam™ – Go back in time to when the dinosaurs rule... and the mechasaurus too!

Spider Alley™ – Creepy crawlies are everywhere, and a certain giant spider can't wait to meet you.

Buccaneer Bay™ – There's treasure everywhere in this pirate playground, me hearties! Aarrmm!

Tiki Island™ – Tiki heads and giant snakes; the ultimate rumble in the jungle.

Zero Gravity Zone™ – The closest you'll get to outer space without your own rocket. Be careful though, in space there's a long way to fall.

Lava Land™ – Things are really heating up for the final showdown in Lava Land™. Only one contestant will walk or drive unscathed from the smoke and flames make sure it's you!

ARCADE MODE

There are a bunch of different games in Arcade Mode:

Quick Play – Once you've played a Race or Challenge in Game Show mode, it's open for you to practice. The best time or score for each race or challenge is saved, along with the name of the record breaker who set it. To play a race, choose Race Mode, choose a car, then choose a race track. Before racing, you can change various race settings (see below).


Multiplayer – Choose Split Screen to compete with two to four players on a single Xbox console. Or, select System Link Play to connect up to 6 Xbox consoles (one person per console). When more than four players are using System Link, car collision will not be detected.

VS – If you have another controller in any controller port, you can race against a friend. The game will keep score of all the points you both earn, and show who's winning and losing. Before racing, you can change various race settings (see below).

Quickplay and VS race settings

Laps – How many laps the race will last, between 3 and 9. (Nine laps makes for a long race, so only choose this if you're a serious racer!

AI on/off – You can turn the computer-controlled cars off so you and your buddy can race head to head, with no interference. Nice for those serious grudge matches.

Stunt Battle – You and up to five friends can pick a bunch of Stunt Challenges and take turns playing through all to see who is the Stunt Master! First pick the number of players. Then, each player must choose the controller they will be using by pressing the  button - any number of players may share the same pad. Every player can enter their own name or change one of the existing names.

Once everyone has chosen their controller and their name, it's time to choose some challenges! You can pick up to eight, but you can pick less if you like. You can only play challenges that have been unlocked in Game Show mode. When you have selected the challenges you want, select "Start Battle" to begin. You play through one challenge at a time, keeping the same turn order. After everyone has played a challenge, the Leader Board will be updated with everyone's scores. After playing through all the challenges, the winner is the player with the most points!

garage

When you go to the Garage from the main menu, you can customize any of the cars you've unlocked so far (you unlock race cars by getting silver or gold trophies in the Game Show). First, choose a type of car – Sports, Muscle, Heavy, Challenge or Gold (only available once you've won the Gold Car). You can then move the directional pad or left thumb stick left or right to choose between the cars you've unlocked. When you've found the car you want, press the **A** button and then choose Customize.

Your customization options are:

Colors – Pick a color for your car with the directional pad or left thumb stick, then press the **A** button to keep it. If you press the **B** button you'll revert back to the old color.

Wheels – Select a wheel using the directional pad or left thumb stick. You can only select wheels that have been unlocked. The others will remain as a black outline and are not selectable. Press the **A** button to keep the selected wheel, press **B** to keep the wheels you had already.

Decals – Pressing Decals will bring up the following options:

Hot Spot – Select this then press **←** or **→** on the directional pad or left thumb stick to choose where on the car you want to put a new decal. Press the **A** button to keep the selected Hot Spot, press the **B** button to go back to previous the Hot Spot.

Change decal – Select this and then move around the decals using the directional pad or left thumb stick. The decal you have selected will get bigger to show it's selected, and the car will show the decal in the main window. Press the **A** button to keep the current decal, press the **B** button to go back to the decal you had previously.

Place Decals – Selecting this will bring up the decal placing options:

Move decal – Select this and then use the directional pad or left thumb stick to move the decal around. Press the **A** button to keep the current position, press the **B** button to go back to the position you had previously.

Scale decal – Select this and then use the directional pad or left thumb stick to change the length and height of the decal. Press the **A** button to keep the current size, press the **B** button to go back to previous size.

Rotate decal – Select this and then use the directional pad or left thumb stick to spin the decal around. Press the **A** button to keep the current angle, press the **B** button to go back to the previous angle.

Select the Accept option whenever you are happy with the changes you've made.

On the main customization screen, the Done option will save the customization you've made to your car. Go into a race with the car to check out your cool customization in action!

DRIVING BASICS

Speedometer – This shows your current speed.

Boosting – If you have enough Boost Energy (see Boost Bar below), when you press **A** your car will be given a temporary speed boost. You can use this to get past your rivals or to get going again quickly if you crash. You can also use it on jumps. If you are boosting you will jump further, which may enable you to reach secret routes or shortcuts.

Boost bar – This shows how much Boost Energy you have. When you have a small amount, but not enough to boost, the bar will be blue. When you have enough to boost, the bar will turn red – now you can activate a speed boost! Flames on the Boost Bar show how long the boost lasts. When the flames go out, your speed returns to normal.

Note – You start off with a small Boost Bar but you can win cars with bigger Boost Bars in Game Show mode.

Stunts – Pulling spins and flips in the air during a jump is the best way to keep the crowd happy, and earn some more Boost Energy. To perform a stunt, press **←** or **→** **↑** or **↓** on the directional pad or left thumb stick and the cars will spin in that direction. Keep holding that direction in the air, and the cars will keep spinning. Let go when you want the stunt to end. The more spins you do, the more Boost Energy and points you'll earn (Challenges only). Make sure you land the cars properly, though – if you mess up the landing, you don't get the rewards. Try to vary the direction of your stunts as well. If you keep doing different stunts, you are awarded bonus Boost Energy.

Two Wheels – Pressing the **X** button plus **←** or **→** on the directional pad or left thumb stick will make the car drive up onto two wheels and do a Bicycling maneuver. When performing a Bicycling maneuver, your car turns a bit better so you can get around corners more easily. In challenges you also get points – the longer you can maintain a Bicycling maneuver, the more points you'll get. If you hit a wall or try to drive up some of the more extreme parts of the race tracks, you'll fall back onto all four wheels. Watch out – if you do a Bicycling maneuver into a wall on the edge of the track, you might even fall off!

Power slide – Pressing the **B** button while turning will swing the back of your car out and help you do a cool slide round those tight corners. Power sliding on straight or easy corners will slow you down more than you need it to, so watch where you use it!

Checkpoints – Whenever you go through a checkpoint you will have some time put on your 'Time Remaining' counter. If this runs out before you get to the next checkpoint, you're out of the event!

Choosing a car – There are different types of Hot Wheels™ cars to be won and used, each with their own style – experiment with different cars to find the right one for you! The three main types of cars are:

Sports – Quick off the mark and good at cornering but with a low top speed. Sports cars like 24/Seven™ are ideal for beginners.

Muscle – Good all-arounders, not as good at cornering as the sports cars but a bit faster. Take a muscle car like Rodger Dodger® for a test drive and see how it compares.

Heavy – These big boys are the true expert's car – slow off the mark, but if you can get a heavy car like Mega Duty® round those tight corners you can open up a serious lead over your rivals.

ONBOARD COMPUTER

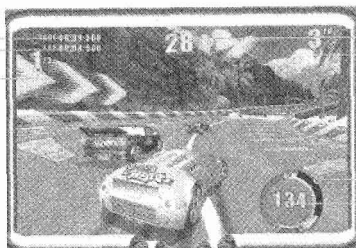
Your car has an onboard computer that shows you how you are doing by displaying info on your 'heads up display', or HUD for short. Your onboard computer will also give you instructions for each event. It changes depending on whether you're playing a Race, a Stunt Challenge or a Game Break.

RACE HUD

Total race time

Current lap time

Current lap



Time remaining

Position in the race

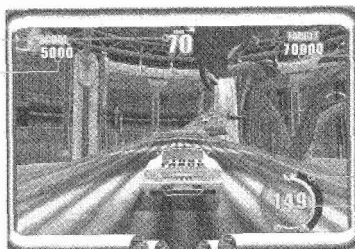
Boost Bar

Speedometer

CHALLENGE HUD

Time remaining

Score



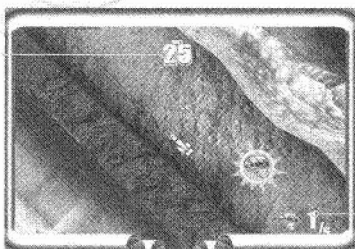
The minimum score to advance

Boost Bar

Speedometer

GAME BREAK HUD

Time remaining ...



Pickups collected

ON THE ROAD

There's more on the road besides Hot Wheels™ cars! You'll also see the following features on most tracks:



Boost pickup – This adds Boost Energy to your Boost Bar.



Trigger – When you drive through these trigger pickups, the force field blocking a shortcut up ahead will be lowered. Races only.



Crates – Smash these for points. If you smash all the crates in a level you get a big points bonus. Challenges only.



Decal tokens – Only seen in the Game Breaks, you need to collect these to open the exit and to trade for new decals. These look different in each episode but you should be able to spot them okay.



Bombs – Watch out for these! If you hit a bomb your car will skid out and lose some speed. The effects only last for a few seconds, then your car returns to normal.



Barriers – Barriers have been placed on the track to 'help' players take the right racing line – at least that's what Ryan Storm™ says! These obstacles won't damage your car, but might slow you down slightly.



Zip Strips – Blue arrows on the track will speed up your car. Try to get on these!



Rumble Strips – Red strips on the road will slow your car down. Try to stay off these!