

Stunt GP



**INSTRUCTION
BOOKLET**

TEAM 17



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

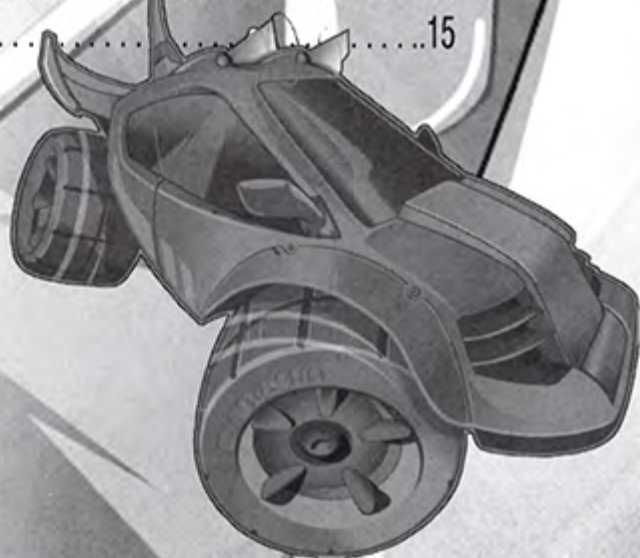
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

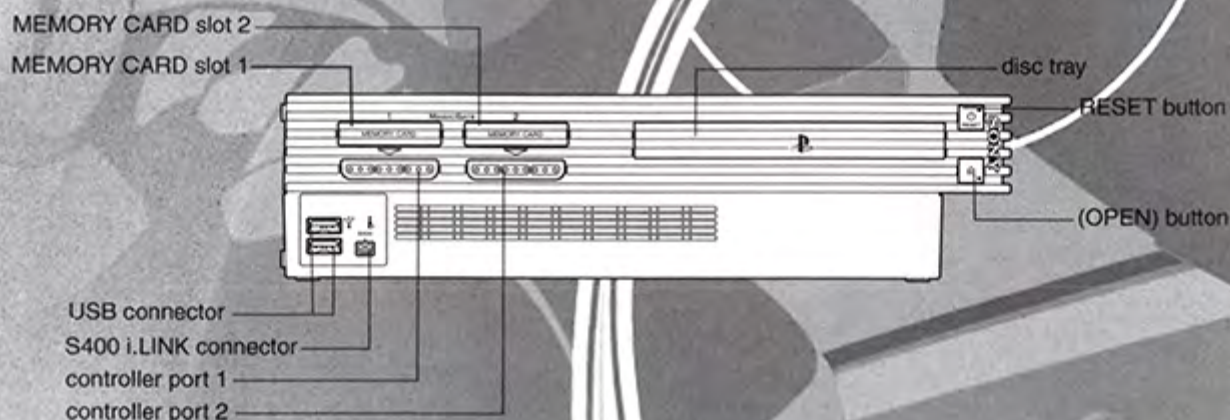
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Stunts

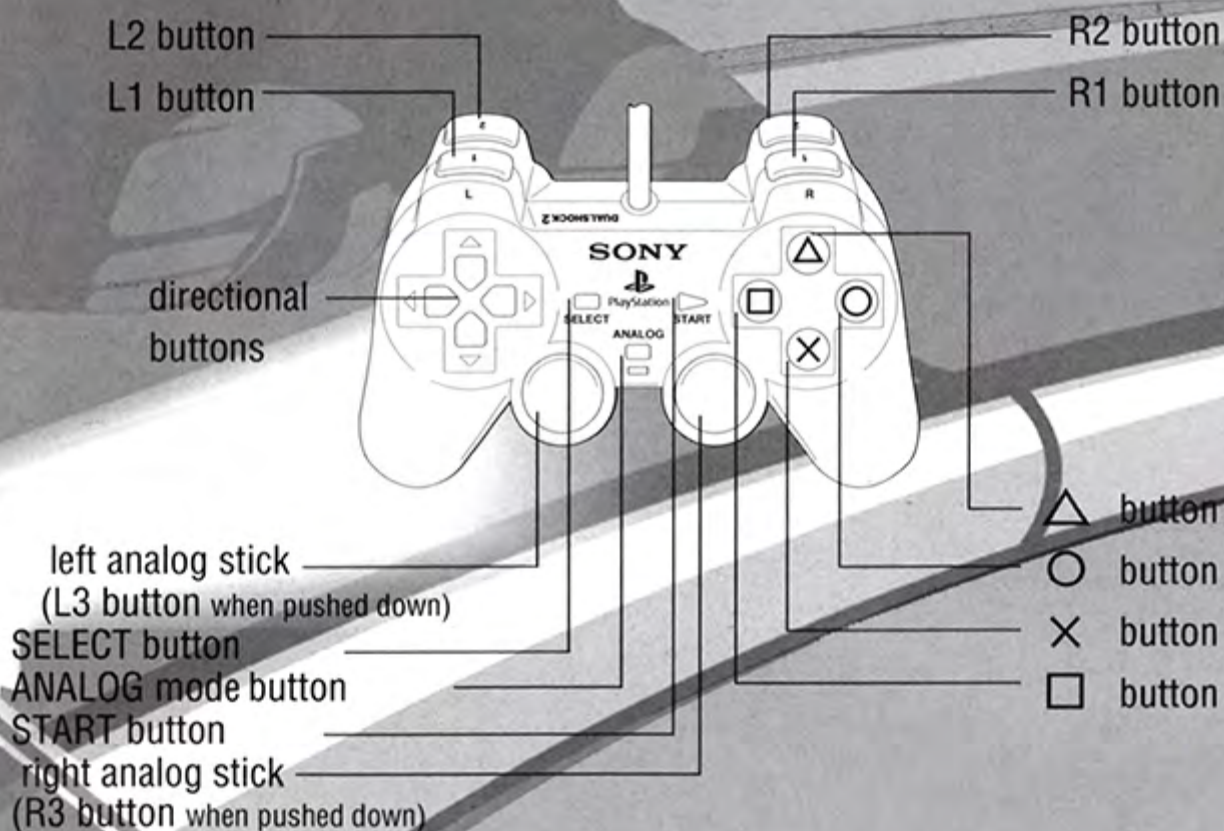
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the STUNT GP disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



On an **DUALSHOCK™2 analog controller**, the **left analog stick** or **directional button** can be used to steer the vehicle. The **left analog stick** is more responsive to hard turns and is ultimately a better way to drive but takes some practice.

The **Accelerator Button (or right analog stick)** is used to move forwards. The **Brake Button (or right analog stick)** is used to slow down.

Holding brake will slow you down, dropping down through the gears automatically, through neutral and finally reverse. To reverse, keep holding the **Brake Button (or right analog stick)**. To get back into a forward gear, simply release the **Brake Button (or right analog stick)** and accelerate again using the **Accelerator Button (or right analog stick)**.

The **Turbo Boost Button** gives you a turbo injected speed burst. (Note: this drains your vehicle's energy substantially)

The **Stunt Button** gives you extra stunt lift when leaving a ramp, or enables you to steer tightly when used on the ground.

There is a **Horn Button**, so go on, intimidate those other drivers!

Use the **START button** to pause the game and bring up the in-game menu options.

Stunt GP

Introduction

Welcome to the adrenaline-fuelled world of Stunt GP! Take control of dynamic remote-controlled vehicles as they battle for supremacy and 'Aero Miles' on a diverse collection of wild and crazy tracks.

For 1 player, Stunt GP offers a wide range of play possibilities, from hands-on Arcade Mode to the racing line focused Time Trial to the customization of the Exhibition Mode.

The pro racer can enjoy the delights of a full Stunt GP Championship where cunning and guile are as essential as sheer driving skill. Or, if catching air is your thing, why not take to the Stunt Arena and perform high kicks for style-points in the Freestyle Stunt Challenge!

If you fancy the ultimate exhilaration, then go head to head with your friends in 2-player mode and leave them quaking in your slipstream as you nudge in front, turbo-blasting for the finish line!

Stunt GP features a wide range of vehicles, tracks, components and surprises, many of which are just waiting to be unlocked - can you find them all in this no-holds barred race of the millenium ?

Overview

It's important to realize that this is a game in which your driving skills are king. That means racing lines, slipstream and energy recharging strategy are all very important if you're going to shave those essential seconds off your lap and race times.

Due to the complex physical and dynamics simulation at the heart of Stunt GP, adding components to your vehicle in Championship mode will have a real and very profound effect on both its handling and performance.

You'll have to learn how to control different vehicles and improve your skills as you go - this is no racing game on rails, no half-hearted attempt at suggesting how a vehicle drives. This is the real thing and we believe you'll learn to love the way that Stunt GP allows you to fully express yourself on the many tracks in whatever vehicle feels right for you.








Stunts are there for much more than show too, they give you speed and lift boosts and also increase the energy in your vehicle, not to mention give you points for much needed upgrades in Championship Mode.

The easiest way to play is Arcade Mode and we recommend you start there. It's a great place to discover tracks and unlock some cool surprises. Time Trial teaches you to hug the racing line to get the best lap times, squeezing seconds out of the track which you didn't believe existed and Stunt Challenge allows you to let your hair down and become familiar with the vehicle when it's airborne!








DUALSHOCK™2 analog controller

In the options menu, you may select one of the following DUALSHOCK™2 analog controller configurations.








Type A

Steer Left	Left analog stick or directional button left
Steer Right	Left analog stick or directional button right
Accelerator	 button or right analog stick
Brake	 button or right analog stick
Stunt	 button
Boost	 button
Horn	 button
Pause/Menu	 button
Toggle Camera View in 1 Player games (Close and Pull)	 button

Type B

Steer Left	Left analog stick or directional button left
Steer Right	Left analog stick or directional button right
Accelerator	 button or right analog stick
Brake	 button or right analog stick
Stunt	 button
Boost	 button
Horn	 button
Pause/Menu	 button
Toggle Camera View in 1 Player games (Close and Pull)	 button

Type C

Steer Left	Left analog stick or directional button left
Steer Right	Left analog stick or directional button right
Accelerator	 button or right analog stick
Brake	 button or right analog stick
Stunt	 button
Boost	 button
Horn	 button
Pause/Menu	 button
Toggle Camera View in 1 Player games (Close and Pull)	 button

DUALSHOCK™2 analog controller Connectivity

At least one controller should be connected to controller port 1 at all times. You may also connect another controller to controller port 2 to make use of the 2 players game modes.

Note : you must have two controllers connected to access the 2 players menu.

Memory card (8MB) (for PlayStation®2) Operation

The game will utilize a memory card (8MB) (for PlayStation®2) inserted into any of the MEMORY CARD slots.

If you opt to play the game without using a memory card (8MB) (for PlayStation®2) score records, feature unlocks and any 'Race Images' will be lost when you finish playing.

When opting to save the game details, you will be presented with a connected memory card (8MB) (for PlayStation®2) list. Select which memory card (8MB) (for PlayStation®2) you wish to use and confirm. While performing save operations to the memory card (8MB) (for PlayStation®2) please ensure that the memory card (8MB) (for PlayStation®2) is not removed.

Stunt GP game configuration and record data will be loaded automatically if it is located on a memory card (8MB) (for PlayStation®2) when the game is first started.

Menu Navigation

Navigating the Stunt GP menus is a simple and intuitive process.

Use up and down on the **left analog stick** or **directional button** to take you through the option selections and left and right to toggle those selections. The **X button** confirms and the **△ button** escapes from the current menu.

Categories

Tracks and Vehicles come in three basic categories in Stunt GP;

Aeroblasters

This category suits a nice even mix between speed, power and stunts. Aeroblaster tracks are generally more stunt-orientated and the Aeroblaster vehicles are built to take full advantage of that. Aeroblasters generally have the power to pull off more stunts and are more versatile and quicker in the air.

Speed Demons

As the name suggests, this category concentrates on speed and power. Speed Demon tracks are often very fast and demanding, with few on-track obstacles. Speed Demons represent the quickest way around the track, but that speed comes at a price - usually very twitchy and tough to handle vehicles.

Wild Wheels

This category encompasses all the vehicles and tracks that are 'rough and ready' - the tracks mixing Aeroblaster styling with mud, grass and sand. The vehicles are generally heavy 4WD beasts that will take quite a beating and are very difficult to shake off the track.

On screen display

Aero Mile and Stunt Combo display

The current Aero Mile score is displayed along with the amount of stunt-combinations achieved underneath (a maximum of 10 stars). Combo Stars stay lit for a few seconds allowing time for another stunt to be performed, before fading away.

Race Position Indicator

Shows your position in the current race,

1st through to 6th.

Current Gear Indicator

As all Stunt GP vehicles feature automatic gearboxes, this is for information only and is most useful when reversing and dropping down through neutral and reverse.



Race Information

Lap time, record lap time and laps remaining.

Race Message Display

A selection of useful race information will appear here depending on which mode you are playing in. In Time Trial, section times will be posted, whereas races involving CPU drivers will feature news and information on the other drivers.

Speedometer and Energy Display

The Speedometer shows you your speed and the energy of your vehicle is displayed underneath. The energy will flash (in conjunction with an audible warning) when it is low - at this point you need to recharge the vehicle by entering the charging lane.

1 Player Game Modes

Arcade Mode

You have three letters to enter as your name, which will be held along with your score and any game records you may achieve.

You may then select a vehicle from those available (other vehicles are unlocked during the course of play) and race against a field of increasingly improving CPU drivers on increasingly tough and varied tracks.

Depending upon the category of vehicle that you select, you will start on a different, appropriately suited track.

In the next race you can select the route you wish to take from the two available. Use left and right to select the path to take and press the **X** button to confirm your decision.

The tracks are arranged in categories; Wild Wheels, Aeroblasters and Speed Demons, which appear in the route diagram from the left to the right, increasing in difficulty and complexity towards the last round.

The route display shows the tracks that you've played previously and which remain locked and unlocked for play within other modes of the game.

In the 1st race you must finish 4th or better to qualify and continue.

In the 2nd race you must finish 3rd or better to qualify and continue.

In the 3rd race you must finish 2nd or better to qualify and continue.

The 4th race is the last and if you win the race, you will unlock another vehicle for this mode.

If you win any race, you will unlock that track for use in other modes. If you manage to finish a route and win the 4th race, you will unlock another vehicle for use in Arcade Mode - there are six vehicles to unlock in Arcade Mode alone!

Completing all six routes in 1st place will also earn a special award!

Arcade Mode keeps a record of the top scores - where will you rank?!

Exhibition Mode

Exhibition Mode allows you to configure a race using any of the vehicles and tracks you have unlocked to date.

You can select the vehicle to race, the circuit to race on and how many CPU vehicles you want to race, over how many laps you wish, at a skill level you deem appropriate.

You can use this mode to recreate favorite races. It is similar to the format used for setting up the 2 player Tournament Mode.

At the end of the Exhibition you can choose to race again using the same configuration or return to the menu.

Time Trial Mode

This mode allows you to go against the clock on five of the eight speed circuits that the game has to offer. (There are three more hidden tracks, making eight in total but these have to be unlocked elsewhere in the game!)

As well as competing against your best time, managing a great lap will also unlock a special 'Race Image', which if beaten, will unlock the 'Golden Lap'. Beat this and you'll have another surprise!

You'll also notice that as you complete laps, a 'Race Image' of your last lap will appear, giving you something to race against and to get better. Section times will also be displayed so you can keep an eye on how well you're performing.

Hint: There are three Time Trial tracks that must be unlocked in Arcade Mode.

Unlock all eight Time Trial tracks for another surprise.

Time Trial keeps a record of the Top 10 lap times for each of the eight tracks.

If you have sufficient free space on your memory card (8MB) (for PlayStation®2) you may choose to save a record of your best lap as a 'Race Image' and recall it later to race against. To do this, select the 'Save Race Image' option and then select the memory card (8MB) (for PlayStation®2) to save it. To recall the 'Race Image' at a later date, select the 'Load Race Image' option.

Time Trial continues recording lap times until you exit via the in-game options. Press the **START** button and select the RETIRE option.

Time Trial sessions begin with a rolling start towards the home straight and the finish line.

Stunt Challenge Mode

This mode gets you free of the standard circuit and hurls you head first into a Stunt Arena where you can show off your high-flying stunts!

You have 90 seconds in which to impress the judges and make the all time Top 100.

Score high to unlock something special! This mode is well worth practicing as it will improve your vehicle handling and also prepare you for the bonus stage of the championship.

See the section on 'Stunts' for details on wowing the crowd!

Championship Mode

Overview

Championship Mode is a full season of Stunt GP, taking you through many gruelling tracks, providing you with much greater control of your vehicle and how it is built and constructed via the selection of upgrades in the Stunt GP component catalogue.

You begin the game by entering your three initials (which will be used to store record data) and select a 'Championship Slot'. Championship Slots allow up to eight people to have their own Championship data, which can be saved and resumed at a later date.

You start the game by selecting one of six manufacturers, each responsible for one or more of the vehicles components. Each manufacturer will then offer you funds to race on its behalf, each one offering different amounts of credit. In addition, they also offer discount rates on the equipment they supply and in the long-term, this will prove very valuable by allying with the manufacturers of the more expensive components.

The game itself sees you pit your racing wits against the other teams over the course of a 20 round Championship season. Aero Miles obtained during each race add to the funds available so it's vital to perform stunts (also remember that stunts add energy to your vehicle) when you are racing.

Modify Your Vehicle

After each race, you can either modify your vehicle by upgrading one or more components or change the vehicle if desired, since some have limited levels of upgrade ability. During this process you can view the currently equipped components, any upgrade or downgrade options offered (you may downgrade specific components to raise funds) and select accordingly.

Your funds will be displayed as 'purchasing power', which is the combined price of your funds plus the value of the current component you are considering replacing, which will be sold when you upgrade or downgrade to a new component.

You can also see the difference a new component will make to the S-G-P (Stunt, Grip and Power) rating of your vehicle by checking the S-G-P indicators under the components.

Change Your Vehicle

Should you wish to change the vehicle, you may do so. You'll obtain a trade in price for your current vehicle, which will include the value of the components it is comprised of. Selecting a new vehicle will also mean that your current components are lost and the new vehicle will be configured differently, meaning you may need to modify it further.

Save your progress

You may save the season data after each race and select to resume the season at a later date.

Bonus Stages

There are two bonus stages at mid points in the season, which give you the chance to perform in the Stunt Arena for bonus points. You are allotted an amount of time in which to pull off stunts and earn extra Aero Miles for upgrades.

Season Climax

At the end of the season, your score is entered in the hall of fame and you are ranked.

2 Players Game Modes

To play a 2 players game, you will need two **DUALSHOCK™2 analog controllers** connected.

Quick Race Mode

The game will select a random vehicle to play (each player will use a similar vehicle, but sporting a different look) and a random track.

The game will keep track of the number of races won, by allocating a point for each race victory.

This score is kept until the mode is exited. An option to re-race appears after each racing session.

Tournament Mode

This is very similar to the 1 player Exhibition Mode whereby you can create your own racing agenda, making the game extremely entertaining for endless replay value.

Options:

Vehicles: Select or Random

You may choose to have identical vehicles (in terms of performance and handling, so the race is absolutely fair) or so that each player can select a vehicle from those available. Each player will use a different livery, which is not selectable.

The random option will select a random vehicle for each player.

Tracks: Random or Select

Select a track to play otherwise a random track will be selected.

Laps: 3/5/9

The number of laps in each race, longer races put more emphasis on the boost and recharging strategy.

Scoring: Championship, Victories or Points.

Victory Mode simply gives the winner of the race a point.

Points Mode awards points for each player's final position and also the Aero Mile score.

Championship Mode awards points based on each player's finishing position, similar to Championship Mode in the 1 player options.

Note: Championship Mode scoring will always add CPU vehicles to the racing grid to make a total of six vehicles.

CPU Vehicles: Off/Low/Med/High

Select whether you wish to complete the race grid with CPU controlled vehicles in addition to the number of human competitors. If selecting CPU controlled vehicles, also select the skill level of those included.

Races: 3/5/9/No Limit

This decides how many races there will be in total in the 'league'. If the infinite option is selected, then the league continues until it is exited after the race.

Catalogue

The menu contains a catalogue section, which shows you all of the Stunt GP related goods (Cars, Tracks and Components) that are currently available to you.

As you progress through the game, more tracks and vehicles will be unlocked and made available for play and will consequentially appear in the catalogue.

Records

This section allows you to view the records database for each applicable game mode. Along with the score, you can check out the name of the person responsible.

Arcade Mode	Top ranked scores for Arcade Mode
Time Trial Mode	Top Time Trial lap times for each of the 8 Time Trial circuits
Stunt Challenge Mode	Top Stunt Challenge scores
Championship Mode	Top Championship points and Credit scores

Options

Audio

You may adjust the **MUSIC VOLUME** from Zero through to 100%

You may adjust the **EFFECTS VOLUME** from Zero through to 100%

You may select between **STEREO AUDIO** and **MONO AUDIO** sound output

Video

You may adjust the **SCREEN POSITION** using a controller. Use the **X** button to confirm and **△** button to cancel.

You may adjust the **SPLIT SCREEN VIEW** for two player games. Select between **VERTICAL** and **HORIZONTAL** viewing modes.

Controller

You may toggle the Vibration function on and off for all connected

DUALSHOCK™2 analog controllers.

Memory card (8MB) (for PlayStation®2)

You may turn **AUTOSAVE** on or off. If selected, Stunt GP will automatically update game scores and information as necessary.

Note: 'Race Image' files are not saved automatically and you will be prompted to save these.



Play Overview and Stunt GP Tips

Energy

All Stunt GP vehicles use automatic gears and are powered by energy, which is displayed as a power bar under your speedometer in the bottom right of your display. This bar depletes as you lose energy through impacts and also as you use the Turbo-Boost function of your vehicle.

Once it is depleted, the performance of your vehicle is adversely affected and you'll have no choice but to limp back to the charging lane (see below), which is always located prior to the finish line and is accessed by driving up the ramp. Take heed of the text warnings, which appear at the bottom of your screen when your energy becomes dangerously low.

Completing stunts and collecting large Aero Mile bonuses is a great buzz but is also important as it adds all-important energy to your vehicle that could save you one extra recharging delay and make you win the race.

Charging Lane

To recharge your vehicle, simply drive into the charging lane and watch from above as the vehicle automatically completes the charging process and drives out of the other side. As the screen zooms back onto your vehicle, you will regain the controls, driving down the ramp and rejoining the race.

Different batteries have different charge rates and capacities, while different engines and Turbo's guzzle energy quicker so keep an eye out for energy performance!

Note: Charging is not necessary in Time Trial mode.

Stunts

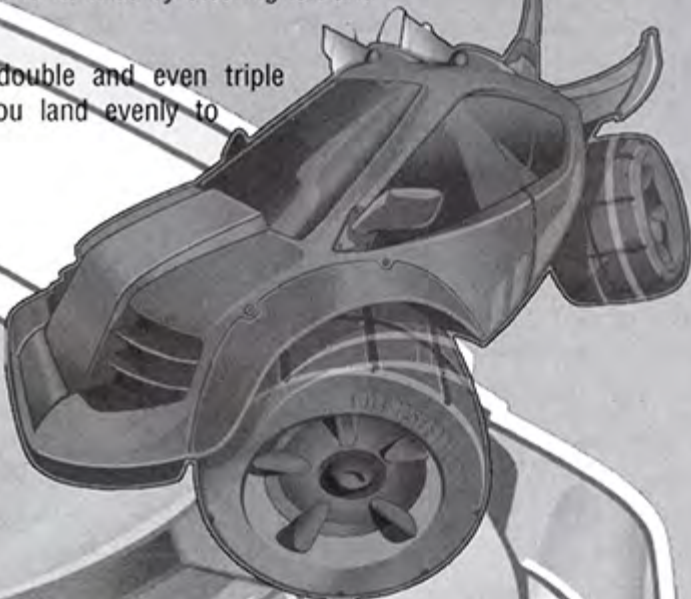
Many of the stunts in the game occur naturally due to the dynamic nature of the game-engine, however it's possible for you to manipulate and initialise stunts of your own while airborne, making the most of your "Aero Miles". Performing stunts also gives you lift and speed boosts, not to mention adding energy to your vehicle.

As you learn how to handle the vehicle and make it react to the track and the track components, you'll also spot opportunities for 'hidden' stunts such as barrel rolls and crazy flips.

To launch into a controlled stunt and receive a 'Stunt-Boost' you must hit the Stunt button as you launch from the ramp. If successful, you'll hear a short sound effect as you receive the stunt boost (which adds speed and lift) propelling you into the air for bonus points.

Whilst in the air, you can spin the vehicle around its axes by steering left and right and accelerating or braking.

For particularly long flights you can do double and even triple combinations for huge rewards! Ensure you land evenly to receive the reward.



Complete Stunt List

360 Left:	Rotate a complete left turn and land
360 Right:	Rotate a complete right turn and land
720 Left:	Rotate two complete left turns and land
720 Right:	Rotate two complete right turns and land
Back 360:	Back flip through 360 degrees and land
Back 720:	Back flip through 720 degrees and land
Super back flip:	Triple back flip through 1080 degrees then land
Barrel roll:	360 degree mid air spin and land
Big air:	A long jump
Blast off:	A huge jump
Flat attack:	Point the nose of your vehicle at the sky return level and land
Freestyle combo:	A combination of a large number of stunts
Freestyle:	A combination of a small number of stunts
Front 360:	Front flip through 360 degrees then land
Front 720:	Front flip through 720 degrees then land
Super front flip:	Triple front flip through 1080 degrees then land
Grind:	A lengthy chassis grind
Handstand:	Drive on front two wheels for a period
Hop:	A short jump
Super left spin:	Triple left turns through 1080 degrees and land
Nice air:	A medium jump
Nose down:	Point the nose of your vehicle at the ground return level and land
Power-slide:	A long slide
Super right spin:	Triple right turns through 1080 degrees and land
Sidewinder left:	Ride on 1 front and rear wheel on the left side of the vehicle for a period
Sidewinder right:	Ride on 1 front and rear wheel on the right side of the vehicle for a period
Slide:	A short slide
Stream style:	A short 1 to 3 seconds slipstream
Super-looper:	A clean negotiation of a track based loop
Super stream:	A longer 3 to 6 seconds slipstream
Twist combo:	Rotate your vehicle 360 degrees left, return level rotate your vehicle 360 degrees right return level and land
Half twist left:	Rotate your vehicle 90 degrees left return level and land
Half twist right:	Rotate your vehicle 90 degrees right return level and land
Wheelie:	Drive on two rear wheels for a period
Trick start:	Be first off the mark at the start line

Racing Line

If you're to achieve those golden lap times, thereby unlocking the 'Golden Lap' in Time Trial Mode, then you need to really hug the racing line where possible. The racing line is an imaginary line, but it is the perfect line into and out of corners right around the track, with as little steering and braking as possible - you should also consider using your Turbo Boost coming out of a corner rather than blasting the Turbo Boost going into it.

Aero Miles

This unit, as displayed in the top centre of your display in all but Time Trial Mode, is a measure of the distance you have travelled in the air. Performing stunts and combos multiplies this score and it's used for both points scoring and also contributing to upgrades in the game. Stars will appear in the Aero Mile indicator when a combo has been achieved and stay lit for a short while, each star multiplies the Aero Mile score while lit. If another stunt is performed while a star is lit, then another combo-star is added.

Brake-Assist

Some of the earlier vehicles feature varying degrees of Brake-Assist. This function helps you ease into difficult bends and makes the familiarity with the tracks a lot easier by giving your vehicle a more stable handling nature.

In Championship Mode you can buy different BMS (Brake Management Systems), which allow you varying degrees of Brake Assist from maximum Brake-Assist to outright unrestrained performance (coincidentally these are not recommended by the Stunt GP manufacturers!). These black-market BMS systems are expensive but help squeeze the last ounce of performance out of your vehicle.

In Arcade Mode, later vehicles that are available come with decreased amount of braking control, giving higher performance but requiring greater skill.

Slipstream Effects

Another way of increasing speed is to 'Slipstream' vehicles that are directly in front of you and travelling at speed.

When vehicles are driving quickly, they create an imaginary slipstream 'tunnel' and entering this area will 'tow' your vehicle and propel it forward - maybe just enough to edge in front. Don't try slipstreaming for yourself until you're confident of how your vehicle handles!

In-Game Options

Pressing the **START** button in the game will result in the game being paused and a menu being displayed.

There are several options open to the player:

Music Volume (setting as per the main menu options)

Effects Volume (setting as per the main menu options)

Retire/Exit from Race

Pressing the **START** button again will resume the current race.

Vehicle Details

There are 20 different vehicles in three main categories to discover, including four of a very special variety. In addition to this, there are a number of 'Golden Lap' vehicles to unlock on Time Trial mode.

Each vehicle generally has a unique handling attribute, which can be further enhanced or balanced in the modification options during a Championship season.

Whatever your style and way of driving, rest assured that there's a vehicle waiting for you!

Component Details

Each vehicle is comprised of Stunt GP manufacturer components and in Championship mode you get to see these details. You can view the current component and respective upgrades or downgrades. With your credits you can modify the vehicle set-up and see how the S-G-P (Stunt-Grip-Power) ratings will change with the new component.

Of course the components have a much greater effect than the generalised S-G-P rating, such as individual mass and performance in their related field - engines for example, effect many things such as horsepower, rev limits and boost power. Some vehicles have specific components that cannot be changed or upgraded.

Track Details

Including the Stunt Arena, there are 25 different tracks to master. Many of these tracks are locked initially and take place in eight different environments. They range from off-road tracks with mud/grass and sand bump sections, to concrete speed circuits to rooftop stunt sections with multiple crossovers.

TEAM17 CREDITS

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Lead 3D Modeller and Design
Circuit Design and Construction
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Vehicle and Component Art Illustration
Additional Artwork and Composition
Additional Artwork and Design
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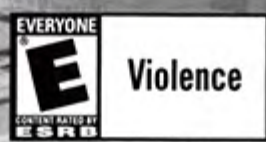
NOTES

TOP GUN™

COMBAT ZONES



PlayStation®2



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The image features a stylized illustration of a blue and red sports car, possibly a truck or SUV, shown from a three-quarter front view. The car is set against a vibrant red background with abstract, swirling patterns and glowing light effects. The car's wheels have a distinctive red and black design. The text "StuntGP" is prominently displayed in a large, white, bold font with a slight shadow effect, positioned in the upper right quadrant of the illustration.

StuntGP

**"Electro Charged,
Wild Stunt
Driving Action!"**

StuntGP



**"Electro Charged,
Wild Stunt
Driving Action!"**

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TEAM 17