

User's Manual Inside



Racing Basics

One Player Keyboard Controls (default)

Accelerate	up arrow
Reverse	down arrow
Turn Left	left arrow
Turn Right	right arrow
Select Trick	ENTER
Fire Trick	SPACEBAR
Rear View	DELETE
Taunt Opponent	3, 4, 5 or 6



Pick up tricks on the road and fire them at an opponent.

Checkpoints along the racecourse are marked with flashing green lights. Complete all checkpoints or your lap won't count!



See inside for details on Internet play and other key features.

Fill Out Card Inside

Need Help?

SALES/TECHNICAL SUPPORT:

(310) 793-0600
P.O. Box 2961
Torrance, CA 90509

E-MAIL:

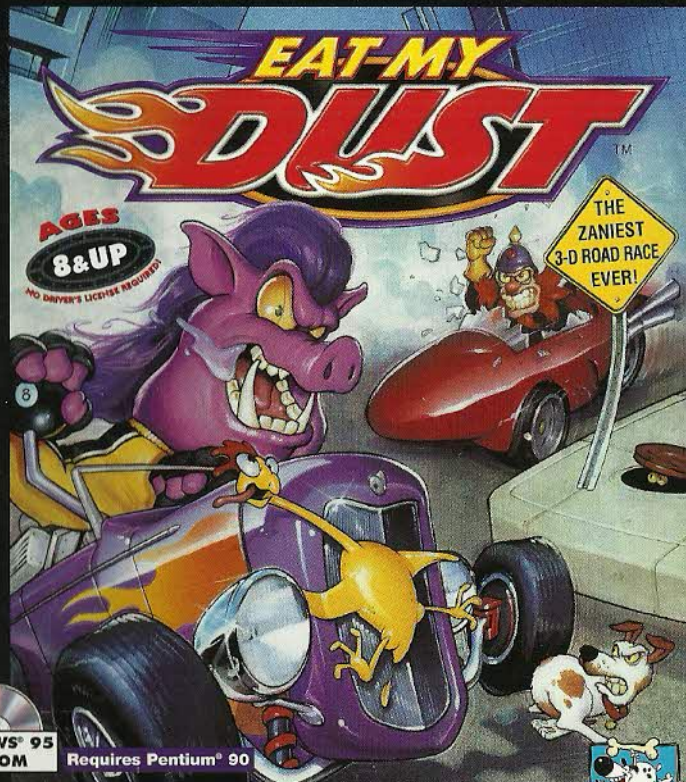
Sales: sales@davd.com
Technical Support:
support@davd.com

INTERNET:

<http://www.eatmydust.com>

To register this
product and be
entered in a
drawing to win
\$100* in
software, mail
your completed
registration card
today!

See Rules Inside.



WINDOWS® 95
CD-ROM

Requires Pentium® 90



SIERRA®



MINIMUM SYSTEM REQUIREMENTS

- ✓ Windows® 95
- ✓ 8 MB RAM (16 recommended)
- ✓ Pentium® 90
- ✓ Windows® 95-compatible sound card
- ✓ 256-color graphics
- ✓ Double-speed CD-ROM drive
- ✓ Localbus or PCI video
- ✓ Optional: joystick or steering wheel; Internet capability

EAT MY DUST™ INSTALLATION

- Insert the Eat My Dust CD into your CD-ROM drive. If you have AutoPlay enabled, select the **Install** option and follow the on-screen instructions.

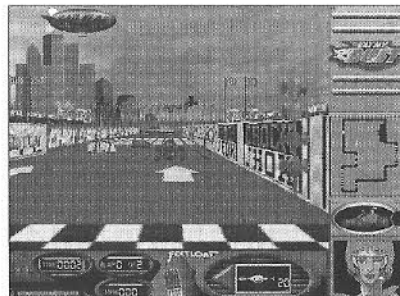
Note: If AutoPlay is disabled, click **Start** and then select **Run** from the Windows® 95 taskbar. Type **d:\setup** and press ENTER. (If your CD-ROM drive is not d, type the appropriate letter.)

- Click **Install**, then follow the on-screen instructions.



WELCOME TO EAT MY DUST™,

the wacky 3D road race with speed, attitude, and rubber chickens! We know that you're not here to read a bunch of boring instructions—you're here to race. This manual has all the basic info you'll need to get on the road. So check it out, then go forth and burn rubber!



HOW TO WIN



Keep zee pedal to zee metal—

Speed is everything—

The fastest time wins, period.

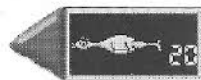
Get tricky. Slow your opponents down by hurling rubber chickens, bees, golf balls, or slime balls at them.



Use the Nitro can to give your car a quick burst of speed.

When you see a trick icon lying on the road, run it over to add it to your trick arsenal. But be careful—if an item is floating in the air, it's a trap left by an opponent. Avoid it!

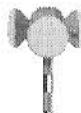
The trick selector on your dashboard lets you see all the tricks in your arsenal. The counter next to a trick icon tells you how many rounds of that trick you have. Change tricks using the keyboard or joystick. Whichever trick is currently displayed is what will be fired.



Spring ahead. Giant springs appear on some courses. Run over them to jump several car lengths ahead on the track.



Complete those checkpoints! Those little green flashing lights you see around the track are checkpoints. You must cross all of the checkpoints to complete a lap. You can go off-roading if you want—hey, it's fun—but your lap *will not count* if you don't complete every checkpoint! Use the map to keep track of checkpoints. If you see a green flashing dot, that's a checkpoint you haven't completed yet. Don't miss it!



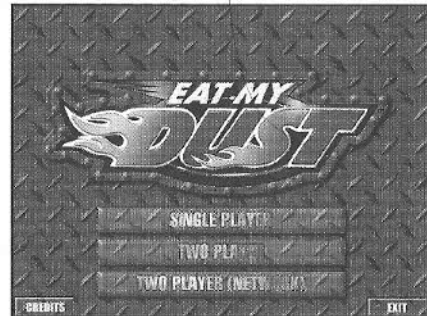
PLAY MODES

On the Main Screen, you can choose one of three play modes:

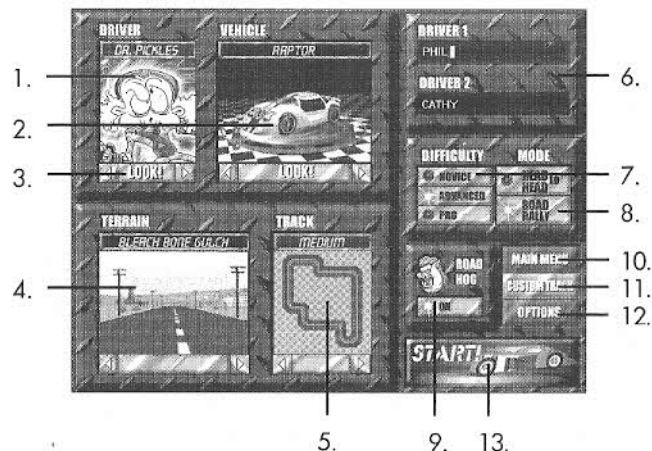
Single Player: Human (you) vs. machine (that's your computer).

Two Player: Two players racing on one computer.

Two Player (Network): Challenge players to a race over the Internet.



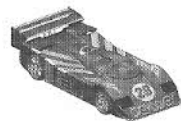
SELECTION SCREEN



1. **Driver:** Pick from 6 insane drivers.
2. **Vehicle:** Pick from 5 tricked-out cars.
3. **Look!:** Get a closer look at the driver or vehicle.
4. **Terrain:** Select the place for your race.
5. **Track:** Choose an easy, medium, or hard track layout.
6. **Driver Sign-In:** Type in your name. In 2-Player mode, click the words "Driver 1" or "Driver 2" to make selections for each player.



7. **Difficulty:** *Novice* (fancy word for *beginner*) – Slower cars, less ruthless opponents.
Advanced – Faster cars, trigger-happy opponents.
Pro – Super-fast but hard-to-handle cars, merciless opponents.

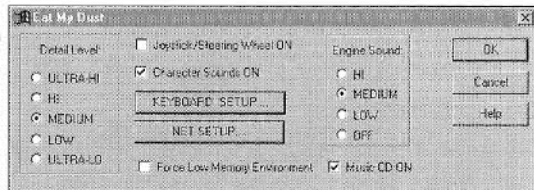


8. **Mode:** *Time Trial* – Just you and the open road (1-Player only).
Head to Head – You and a friend, no computer opponents.
Road Rally – 5-car race; that means you and 4 computer cars (1-Player) or you, a friend, and 3 computer cars (2-Player).
9. **Road Hog On:** Unleashes a smoke-belching nuisance in a clownish car who interferes with all racers. Turn him off if you can't handle the distraction.
10. **Main Menu:** Choose this to go back to the Main Menu or to quit.
11. **Custom Track:** Lets you race on a track you've built yourself.
 Note: Custom tracks must be built with the Kid's Track Editor, available Jan.'97 on the Eat My Dust Web site (<http://www.eatmydust.com>).
12. **Options:** Takes you to the Options screen where you can adjust things like keyboard or joystick setup, sound, and picture quality.
13. **Start!:** Click this to start the race.



OPTIONS

Adjust technical settings. Your new settings will be saved for future games.



Detail Level: Adjust graphic resolution. Higher levels give better-looking graphics. Lower levels increase game performance.

Joystick/Steering Wheel On: Check this box if you are using a joystick or steering wheel. Set up your controller using the Windows 95 Control Panel before launching Eat My Dust.

Character Sounds On: Uncheck to turn off comments during a race.

Net Setup: Contains the Eat My Dust net server address. Do not change this setting unless directed to by Sierra. A wrong address in this box will disable Internet play capability.

Force Low Memory Environment: Check this box to increase game performance.

Engine Sound: Adjust or turn off your car engine sounds.

Music CD On: Uncheck to turn off music.

Keyboard Setup: Lets you reassign actions to any key.



Eat My Dust Keyboard Setup:

Select the input to modify, then press the new key to change.

Player 1

Turn Left	Left Arrow key
Turn Right	Right Arrow key
Accelerate	Up Arrow key
Reverse	Down Arrow key
Select Trick	Shift key
Fire	Space key
Rear View	Delete key
Taunt #1	3 key
Taunt #2	4 key
Taunt #3	5 key
Taunt #4	6 key

Player 2

Turn Left	W key
Turn Right	R key
Accelerate	E key
Reverse	D key
Select Trick	S key
Fire	A key
Rear View	9 key
Next Song	2 key
Previous Song	1 key
Pause:	Escape key (can't change)

Note: Taunts are verbal challenges you can send to an Internet opponent. Next Song and Previous Song let you change the music during a race.



WHAT YOU SEE DURING AND AFTER THE RACE

1-Player and 2-Player Network Screen:

Timer – How long you've been racing.

Lap Counter – Number of laps you've completed.

Speedometer – Current speed.

Trick Selector – Trick displayed is what you'll fire. Change tricks with the keyboard or joystick.

Map – See where you are.

Player 1 is the red dot.

Player 2 is the pink dot. Computer cars are white dots. Flashing dots are checkpoints; they disappear when you've cleared that checkpoint.

Place Indicator – Shows what place you're in (1st, 2nd,...).

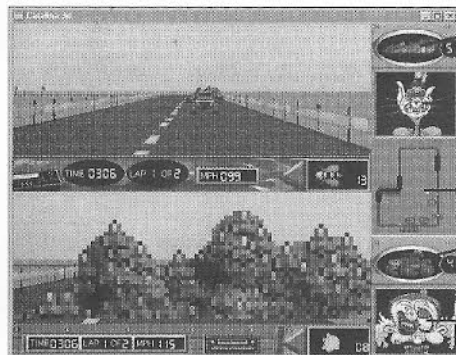
Your Driver – Watch for reactions to race events!



Timer Lap Counter Speedometer



2-Player (Non-Internet) Screen:



Player 2 Car

Place Indicator

Driver

Map

Player 1 Car

Place Indicator

Driver

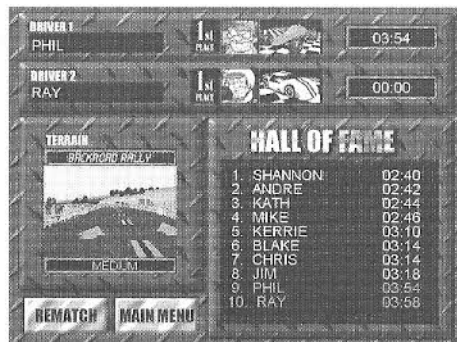
Post-Race Screen:

Race Results – How you did.

Hall of Fame – List of the 10 best-ever times on that track.

Rematch – Race again.

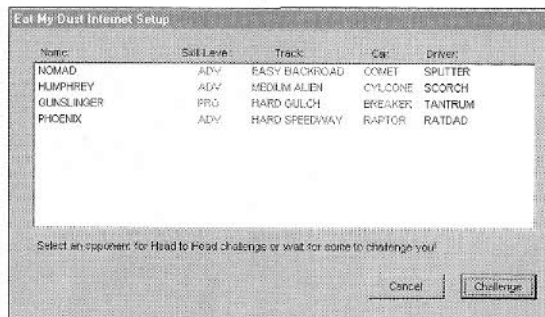
Main Screen – Set up a new race or quit.



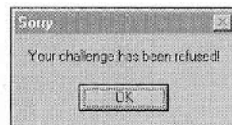
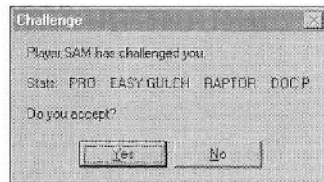
INTERNET PLAY

In order to race over the Internet, you need Internet access. This means you have Internet Service Provider software (such as AT&T WorldNetsm Service), a modem (14.4 KB minimum), and a phone line, or you have a direct connection to the Internet.

- Launch your Internet software, then launch Eat My Dust. Select **2-Player (Network)** mode on the Main Screen. Make race choices on the Selection Screen, then click **Start!**
- Eat My Dust will automatically connect you to a list of drivers available to race. You won't be able to see your own name. Next to each name is the skill level, track, car, and driver chosen by that player.

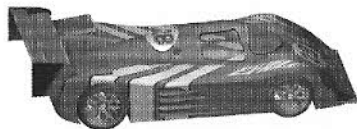


- Challenge someone on the list to race by clicking a name, then click **Challenge**. If that person accepts your challenge, he or she agrees to race on the track and at the skill level you selected, and the race starts.



If he or she declines your challenge, you both remain on the Player list, and can each choose to race against someone else. You can also wait for someone to challenge you.

- After the race ends, choose **Rematch** to be reconnected to the Player List. Or choose **Main Menu** to return to the Main Screen; from there you can choose any race mode or you can quit.



TROUBLESHOOTING

1. This product installs Microsoft DirectX™. Please contact your video card manufacturer to receive the current DirectX-supported video drivers. (A list of video card manufacturers appears in the ReadMe file.)
2. If your system uses an IBM® MWAVE sound card and you are having trouble running Eat My Dust, please contact IBM for **phatfix.exe**, an Aptiva™ MWAVE fix for Sierra games.
3. For the fastest game performance:
 - ✓ Run in full-screen modes (1-Player or 2-Player Network).
 - ✓ Check **Force Low Memory Mode** on the Options screen.
 - ✓ Uncheck **Music CD On** on the Options screen.
 - ✓ Select **Low** or **Ultra Low** detail level on the Options screen.
4. Review the ReadMe file for the latest Troubleshooting tips.

BEFORE YOU CALL TECHNICAL SUPPORT...

Please make sure all system items have passed the Sierra system test during installation. Have the following information ready if and when you call:

1. Product name and version number of the product.
2. The type of processor and clock speed (e.g., Pentium 90) of your computer.
3. Your operating system's version number. At the prompt (c:\), type **ver** and press ENTER. The number will appear.
4. The brand name of the sound device installed in the computer.
5. The amount of free memory (memory available to run the program) you have. Open Explorer on the desktop and select **About Windows 95** from the Help menu. From the dialog box that appears, write down the Memory and System Resources values.
6. The complete and exact error message reported by the program.
7. A printout of your config.sys and autoexec.bat files.
8. The brand name and model of the video card installed in the computer and the number of colors currently being used.

If you have further problems, please consult the ReadMe file in your Eat My Dust program group .

CREDITS

Developed by Van Duyne Engineering 
and Davidson & Associates, Inc.

Special thanks to Sierra On-Line and Synergistic Software.

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Executive Producer – Mike Albanese

Catalina 3D Engine and Game Programming – Phil Van Duyne

Race World Editor and Internet Programming – Eddie Rohwedder

Lead Artist and Race World Designer – Ray Cooper

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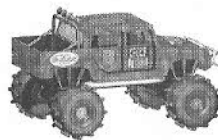
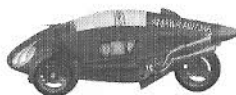
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Craig Forrest, Paul Lin, Jason Cai, Steve DeRossett

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Edie Mirman

Voice Recording – Robert Koenigsberg,

Jennifer Wells



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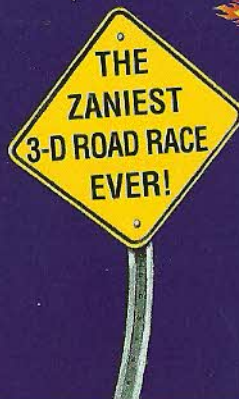
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Fill Out Registration Card On Reverse



Put the completed registration card in a stamped envelope and mail to:

Sierra On-Line
P.O. Box 2967
Torrance, CA 90509-2967

Software Drawing Rules

One software drawing held on the last day of each month. You are only eligible to win once. FUNNYBONE, Davidson, and Sierra employees and their families are ineligible to participate. Offer expires December 31, 1997. Winners will be notified by phone no later than 30 days after drawing. Odds of winning will depend upon number of entries received. Void where prohibited.

*Minimum \$100 value based on software pricing in current Davidson Consumer Catalog.



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