



DSI must have known that their next product would compete with Test Drive 3 and instead of competing directly with road racing, they plumped for a Hard Drivin' clone. Little did they know Stunts (4D Sports Driving to us in the Europe) would have quite a cult following for the next 16 years (at least!). Of course it was really well presented, had all the digital sound and digitised graphics we had expected of them. It was a PC game (requiring at least 8Mhz and an Intel 80286 processor with 640Kb of RAM). As would become normal for pc games it had masses of option and buttons to learn. And as was normal for 1990/1991 hardly anyone owned a PC until CD-ROM and sound cards made it to the scene in 1992, followed by a swift decrease in the cost of buying a PC. For this reason, hardly anyone knew about the game until long after it appeared. (though games had longer shelf lives back then).



- \* Honda NSX
- \* Audi Quattro Sport Coupe
- \* Chevrolet Corvette ZR1
- \* Ferrari GTO
- \* Jaguar XJR IMSA Race Car
- \* Lamborghini Countach (25th Anniversary Edition)
- \* Lamborghini LM002
- \* Lancia Delta Integrale
- \* Porsche 962 IMSA Race Car
- \* Porsche Carrera 4
- \* Porsche March Indy Car



Despite being a clear clone of Hard Drivin' (including chopper cam!), it was far better. It had better speed, a choice of 11 cars, an opponent car and best of all (the reason why it became popular) a track editor. The track editor included three road surface types and a huge number of stunt pieces. Stunt pieces included Corkscrews, Tunnels, Loops, slalom pieces, ramps etc. Scenery included buildings of various sizes, trees of various types and of course boats! The track editor allows players to save their track and swap with friends and due to this, the game still has a big following today. Another fabulous feature was the replays. With a great interface and good choice of cameras, it was always possible to capture that big crash or collision with the best camera angle.

Competing with this game very (Very!) directly was Stunt Driver - programmed by Sphere Inc (veteran sim company) and published by Spectrum Holobyte in the USA and Digital Integration in the UK. Stunt Driver was in all respects identical to this game. Track editing, replays, in car view, everything. In fact it also had a head-head link up option. However control of the cars didn't feel as 'right' as it did for Stunts and the player was restricted to driving only the Shelby Mustang (though it still had a variety of competitors cars including a VW Beetle). Despite being almost identical, the game featured here was the popular game and Sphere's efforts have fallen out of favour of the history books (probably due to the difficulty in running Stunt Driver within Windows).

