# Dave Mirra freestyle BMX





Acclaim MAX SPORTS

Customize your own tricks.
Choose your own lines. Ride as the absolute best and go from zero to hero.

- Exclusively features 10-Time World Champion Dave Mirra
- Ride as Mirra, Ryan Nyquist or 8 other top pros
- Modify basic tricks for more than a thousand different high scoring combos
- Spin, grind and stall your way through 12 huge levels focused on vert, dirt and street riding
- Ten different multi-player games including Longest Grind, Gnarliest Crash and more

***Get ready to ride in Fall 2000!***

EVERYONE E CONTENT RATED BY ESRB

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PlayStation

PlayStation

NTSC U/C

PlayStation

EVERYONE E CONTENT RATED BY ESRB

SLUS-00832
21176

# JEREMY McGRATH SUPERCROSS™ 2000

Acclaim SPORTS

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

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 game 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 game 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 UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- 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.



# CONTENTS

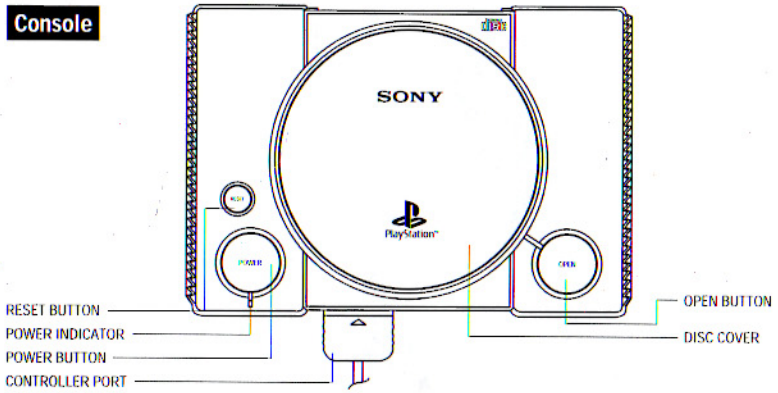

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# LOADING

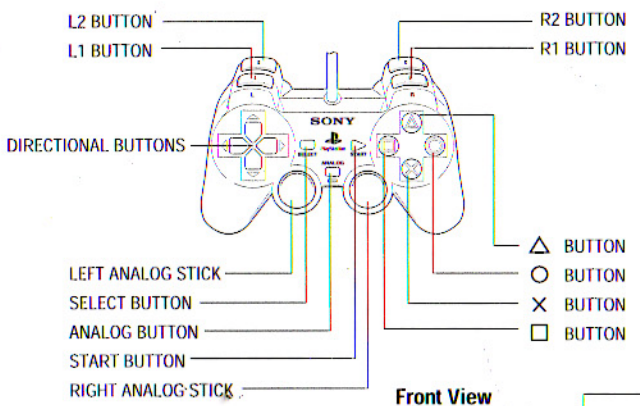
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Jeremy McGrath Supercross 2000™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

**NOTE: Please insert a MEMORY CARD into MEMORY CARD SLOT 1 BEFORE starting the game if you wish to load or save game data. Game options will be loaded automatically any time you turn on your PlayStation with a MEMORY CARD in MEMORY CARD slot 1.**

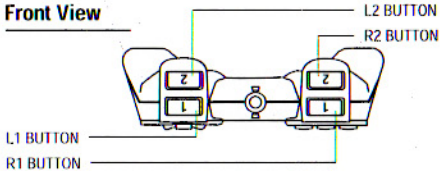
**Console**




**DUALSHOCK™ analog controller**

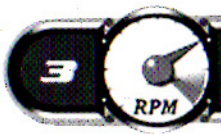



**Front View**




# MENUS

| | |
|---|---|
| **Confirm/Select** | **⊗ BUTTON** |
| **Cancel/Previous** | **△ BUTTON** |
| **Select Option** | **↑/↓ DIRECTIONAL BUTTON** |
| **Toggle Option** | **←/→ DIRECTIONAL BUTTON** |
| **Pause Game** | **START BUTTON** |



# INTRODUCTION

*Welcome to Jeremy McGrath Supercross 2000. Thanks for joining me. I hope you're ready for some of the wildest, most realistic bike racing in the world. If you're eager to throttle into rockin' motocross action, you've come to the right place! You can race indoors, outdoors, in challenging series competition on today's top tracks or in freestyle challenges all over the U.S.A.!*

*There's plenty of jumping, jostling and outrageous stunts!*

*You can race as 8 of today's top motocross stars, or create your own rider and try to beat the best.*

*You can even build your own custom tracks to race on!*

*So let's get down on the dirt and ride!*



# MAIN MENU




This screen is where you choose Game modes, access the Track Editor and select Options.

**RACE** Start a single race, a new series, load in a saved series record, practice a track in the time trials, race against the clock in a freestyle mode, or create and modify a custom rider.

**TRACK EDITOR** Create and edit custom race courses (see page 14).

**OPTIONS** You can alter these options to set up the game the way you like it:

**Controls** View the default controls, and change them if you like. To change controls, press the **DIRECTIONAL BUTTON UP** or **DOWN** to highlight an action/control, then press the button you want to perform that control. To change **VIBRATION** and **STEERING**, highlight those items and press **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON**. If the button is already in use, it will be reassigned. You can also turn the vibration function on here if you are using a **DUALSHOCK™** analog controller. You can reset to default controls by pressing the **SELECT BUTTON**.

**Audio** Set a range of audio options by adjusting the slider. Left is low, right is high.

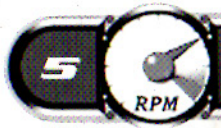
**Display** Configure which screen elements appear.

**Memory Card** Access your MEMORY CARD.

**Game Settings** Adjust the difficulty level (beginner/amateur/pro), the number of laps in a series (3-20) and toggle the weather in a series game (Random or Fair)!

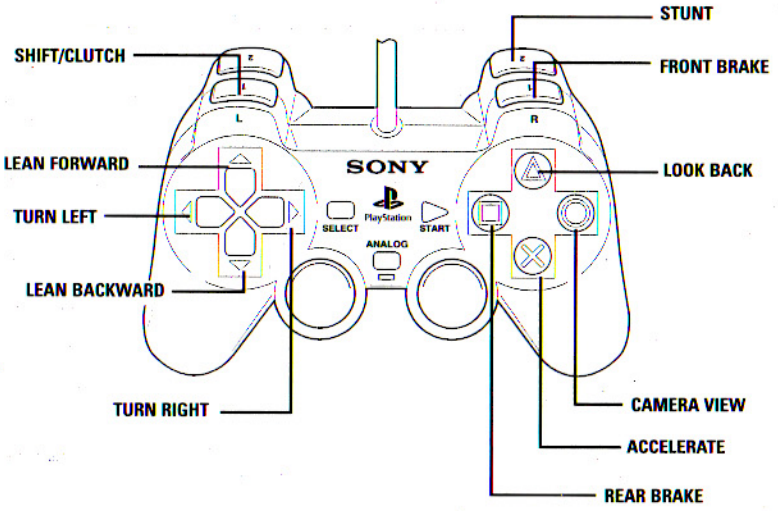
**Default Settings** Return all audio, display, control and game settings back to their original settings.

**Exit** Exit options and return to the Main Menu.



# DEFAULT CONTROLS

These are default controls. You can configure controls to your liking using the Controls option.




# CONTROL DETAILS

## Forward/Backward




While on the ground, pressing forward and backward will cause the rider to lean forward and backward on the bike. Leaning forward helps in turning and will increase the weight on the front wheel. Leaning backward helps increase acceleration and puts more weight on the rear wheel.
In the air, you can adjust the angle of the bike by pressing forward and backward. Pressing forward will cause the front of the bike to dip, pressing backward will cause it to rise. In most situations, you want to land on both wheels at once, or touch the front wheel down just an instant before the rear wheel. Rough landings will cause the rider to falter and lose speed.

## Preloading

If you press forward while on the face of a jump, you will preload the suspension of the bike (compress the suspension). When the bike reaches the top of the jump, the suspension will push itself back out, giving the bike an extra little push as it leaves the ground. This will give the bike more forward momentum. You can use this to do a small jump when you might otherwise not leave the ground. By choosing to preload or not to, you can influence (to a small degree) whether or not you leave the ground at relatively low speed or off relatively small bumps; in certain situations, it is advantageous to NOT leave the ground.

## Left/Right

Turns the bike left and right. The exact action/effect depends on a number of factors, like how the rider is positioned, whether or not the bike is on a berm, and whether or not the front or rear brakes are being applied.



### Accelerate
Accelerates the bike forward. If applied in the air, the bike will begin to tip back.

### Front Brake
Slows the bike down dramatically. Apply the front brake while turning to do a very sharp turn. Although this enables sharp turns, it also leaves the bike at a much slower speed than it was when it entered the turn.

### Rear Brake
Slows the bike down, but not as much as the front brake. If you apply the rear brakes while turning, the bike will start a sliding turn (like a drift turn in a car). The rider will counter-steer appropriately. This will allow you to make a sharper turn than you would normally be able to, while still maintaining a fair amount of speed.

### Shift/Clutch
If you have chosen a manual transmission for your bike, this will cause you to switch gears. Tap this button while holding the accelerator to switch up a gear. If you tap this button at any other time, you will switch down a gear.

### Stunt
While in the air, press and hold this button in combination with various other buttons to do stunts. See if you can pull off these crowd pleasers:
**Can Can (with one leg)** Stunt + Rear Brake
**Can Can (with both legs)** Stunt + Gas
**No Hands** Stunt + Down + Shift
**Nac Nac** Stunt + Shift
**Super Mac** Stunt + Left/Right + Rear Brake
**Recliner** Stunt + Down + Gas

### Look Back
Press this button to glance over your shoulder to see what is going on behind you. The camera will remain looking backward for as long as you hold the button. When you release it, the camera will look forward again.

### Camera View
Press this button to cycle the camera to the next camera angle.

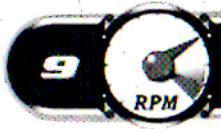
### Get Moving
After the Main Menu, you select the number of players, bike class then the track. After that, select the rider that best suits the track you're riding on.

## GAME MODES
There's all manner of motocross modes to dig your wheels into. Let's take a look.

### RACE
Hone your skills or challenge your friends in a single race. Pick any track and rider and start racing! Great when you just want to jump into a quick race or if you really want to learn a track. Take some time to master your machine and it'll pay big dividends at the finish line!

### SERIES
Choose Indoor Supercross, Outdoor Nationals, Combined or make up your own Custom series. In Series mode, you are racing for the best overall record expressed in points. Remember that if you want something good, you have to earn it! In Jeremy McGrath Supercross 2000, you start the single-player series with only the 125cc bikes and the Outdoor and Custom series available. Here's how to unlock additional bikes and series:

- Place 1st in the 125cc Outdoor series to unlock the 125cc Indoor series and an extra Freestyle arena as a bonus!
- Defeat the 125cc Indoor series and gain access to the 125cc Combined series.
- Win the 125cc Combined series and unlock the 250cc Outdoor series plus another Freestyle arena!
- Place 1st in the 250cc Outdoor series to race in the 250cc Indoor series. You'll also get a Freestyle arena just for fun!
- Crush the competition in the 250cc Indoor series for the final stage: the 250cc Combined series.



### Outdoor Nationals
Weather and track conditions play a big role when you hit the Outdoor Nationals circuit of 8 grueling races.

### Indoor Supercross
An Indoor Supercross series consists of 8 races on indoor tracks all over the United States.

### Combined
You get the best of both worlds in this 16 race romp combining Indoor and Outdoor tracks.

### Custom
Choose any of the available tracks and what order you wish to race on them.

**Setting Up a Custom Series**
Races are listed from first to last. Press the **DIRECTIONAL BUTTON UP** or **DOWN** to highlight a slot you want to change, then press the **DIRECTIONAL BUTTON LEFT** or **RIGHT** to cycle through available tracks, including any Custom tracks from the Track Editor that are on your MEMORY CARD. When all your races are set in the order you want, press the ⊗ **BUTTON** to advance to the next screen.

### Loading A Saved Series
When you choose to load a previously saved season record, you will be presented with a list of the seasons found on the MEMORY CARD in Slot One. Press the **DIRECTIONAL BUTTON UP** or **DOWN** to highlight the season record you wish to load and press the ⊗ **BUTTON** to load it into memory. After loading the series record, you will be taken to the series pre-race screen, just before the next race in the series.

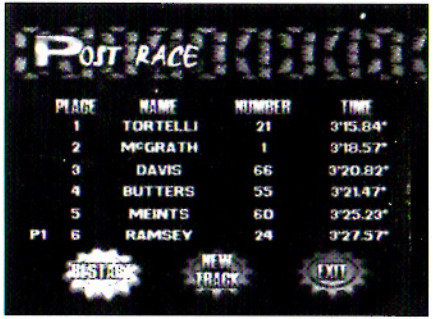
### Series Pre-race Menu
Before each race in a series, you'll come to the series pre-race screen. This shows the track for the upcoming race, the race conditions (time of day and weather, if applicable) week and the number of laps for the next race.

**Race** Start the next race. This takes you to the Bike Adjust screen, where you can adjust your bike depending on the race conditions.

**Standings** View the current season standings for all of the riders currently participating in the series, ordered by the amount of season points each has accumulated.

**Save** Save your series progress.

**Quit** Return to the Main Menu.

### Post Race Screens



At the end of each race, the Post Race screen displays the race results, listing each rider by how he placed in the race, along with his total race time. Options available depend on the type of race just finished.

At the Single-Race post race screen, you can restart the race with the same settings/conditions, select a new track, or quit to the Main Menu. The Time Trial post race includes an option to update the fastest time on the MEMORY CARD if you beat the current record. If you are playing through a series, the post race screens will not have the option of restarting/replaying the race.

### BIKES & RIDERS
Choose from among the top riders in the sport, or use your own custom creation. Press the **DIRECTIONAL BUTTON LEFT** or **RIGHT** to toggle through the roster of riders. As you cycle through the different riders, their current bike performance stats will be shown on the right side of the screen. You can change these by pressing the **DIRECTIONAL BUTTON DOWN** to highlight the various adjustable parts of the bike. To find out a little bit of information about a particular rider, press the ◉ **BUTTON**. This will bring up a short bio-sheet for the selected rider.



Once highlighted, you can adjust the bike by pressing the **DIRECTIONAL BUTTON LEFT** and **RIGHT** on the controller. This will cycle through all of the available settings for that parameter.

### Bike Class

Bikes in Jeremy McGrath Supercross 2000 come in two classes, or engine displacement sizes, 125cc and 250cc. The 250cc bikes are more powerful, but the competition among riders is tougher. The 250cc class also includes 400cc bikes, which have slower acceleration, but higher top speeds.

### Power

The graph at the top shows the engine's powerband, which indicates the amount of horsepower the engine is able to generate over the different rpm ranges. If the power is high in the lower rpm ranges, it will have better power off the line (and on low-speed jumps). In the middle ranges, it will do well around corners and over whoops. If it is strong in the higher rpm ranges, it will generally have a higher top speed for straights.

### Suspension

By adjusting the stiffness of the suspension, you can control how much the bike reacts to bumps on the track. You'll generally want to set your suspension softer on outdoor races as these tracks aren't as smooth as the indoor supercross tracks. The stiffness of the suspension will also affect your preloading*. A stiffer suspension will increase the effect of preloading but won't hold in as long, making it a little more difficult to time properly.

**See Control Details for information on preloading (page 7).*

### Tires

There are three tire grades or types: Hard Pack, Sand/Mud and Intermediate. Different tires can be used on different tracks. For the supercross series you'll likely want to stick with the Hard Pack. Some tracks are more sandy than others, some are naturally harder. Many of the tracks contain several different terrain types, so different tires will perform better on different parts of the track. The choice of which tire to choose is up to you.

### Transmission

A manual transmission is much more difficult to use than the automatic transmission, but, once mastered, will give you more power than an automatic transmission. This is for experienced riders.

## TIME TRIAL

The time trial race is a 3 lap trial against the best time on the track. See if you can get the fastest time.

**Select track:** Press the **DIRECTIONAL BUTTON LEFT** or **RIGHT.**

## CUSTOM RIDER

Maybe you'd like to create your own rider and take your place right up there with Jeremy? Now you can! There are two basic functions in Custom Rider: you can edit a previously created rider, or create a new one.

### Select Rider

Scroll **LEFT** or **RIGHT** to the rider you wish to edit, then press the ⊗ **BUTTON**. You can then choose from a menu of rider traits to alter by pressing the **DIRECTIONAL BUTTON LEFT** or **RIGHT**.

### Rider Name

Use the **DIRECTIONAL BUTTON** to highlight a character, and press the ⊗ **BUTTON** to input it. Highlight the back arrow (⮌) and press the ⊗ **BUTTON** to delete a character. When you're finished, highlight **DONE** and press the ⊗ **BUTTON**.

### Rider Number

Press the **DIRECTIONAL BUTTON LEFT** or **RIGHT** to raise or lower the number by one. Press the **DIRECTIONAL BUTTON UP** or **DOWN** to raise or lower the number by 10. When the number you want is displayed, press the ⊗ **BUTTON**.

### Colors

Press the **DIRECTIONAL BUTTON LEFT** or **RIGHT** to cycle through the deluxe collection of pre-set oufits. Press the ⊗ **BUTTON** to select the currently displayed one.

### Bike

Press the **DIRECTIONAL BUTTON LEFT** or **RIGHT** to change the make of the bike (color). Press **DOWN** to switch over to the performance characteristics. Press the **DIRECTIONAL BUTTON LEFT** or **RIGHT** to switch between the different available settings. You can scroll down to any of the settings by pressing the **DIRECTIONAL BUTTON UP** or **DOWN**. When you have finished adjusting the bike, press the ⊗ **BUTTON**.

**Note: Adjust bike power on the rider select screen before a race.**

### New Rider

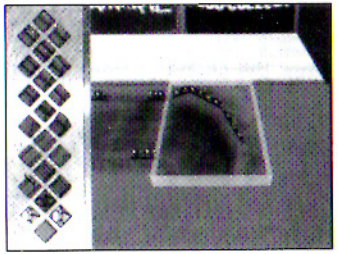
If you wish to create a new rider, scroll through the roster of riders until you come to the Create New Rider option and press the ⊗ **BUTTON**. You can then set all rider traits explained in Edit Rider. When you exit the Custom Rider mode, you will be prompted to save the Custom Rider settings. You must save the custom rider settings in order to use your rider in the game.

## FREESTYLE

This stunt competition is where you get to grab some air and show the ticket holders what they came for: outrageous, hair-raising stunts. You've got two minutes to pull off as many high altitude maneuvers as you can for a top score!

## TRACK EDITOR

**Edit Track** Enter the Track Editor.
**New Track** Clears the current track so you can begin a new one.
**Load Track** Loads a track from the Memory Card into memory.
**Save Track** Saves current track onto a Memory Card.
**Test Drive** Take a test drive around your track.
**Exit Editor** Returns you to the main menu.



## EDIT TRACK CONTROLS

| | |
|---|---|
| **Move Cursor** | **DIRECTIONAL BUTTON** |
| **Place Track Piece** | **⊗ BUTTON** |
| **Select Track Piece** | **● BUTTON** |
| **Rotate Track Piece** | **L1/R1 BUTTON** |
| **See Through Piece** | **R2 BUTTON** |
| **Delete Piece** | **■ BUTTON** |
| **Switch Camera** | **▲ BUTTON** |
| **Menu** | **START BUTTON** |

### Edit

This is the main screen from which to create and edit a user track. For a new track, the track name will default to "User Track." In the center of the screen is the main Track Editor display. This consists of a grid of track pieces.

The center tile in the main work area is highlighted, representing your "cursor." Any track pieces placed will appear at the highlighted square. Use the **DIRECTIONAL BUTTON** to move the cursor around in the work area. When you place the selected piece of track, the cursor will automatically move to the next space on the grid in whichever direction the last track piece took the track. The track piece will be rotated (if necessary) so that it will join up to the just placed piece of track. If, by moving, the cursor makes an illegal move (like trying to move off the edge of the track) the piece will be placed, but the cursor will not move to the next square on the grid.

## Edit Track Controls

Move track cursor
**DIRECTIONAL BUTTON** = track cursor movement.
**△ BUTTON** = switch camera view.

## Select Track Piece

Press the **○ BUTTON** to toggle between the main work area and the track select panel at the left of the screen. When the track select panel is highlighted, use the **DIRECTIONAL BUTTON** to highlight a track piece. That piece is instantly displayed at the current cursor position in the main work area, along with the name of the piece. Press the **○ BUTTON** to return to the main work area where you can adjust the rotation and location of the piece. Pressing the **⊗ BUTTON** while the track select panel is highlighted will return you to the main work area and place the selected track piece.

## Rotate Selected Track Piece

The **L1 BUTTON** rotates the piece counter-clockwise 90 degrees, and the **R1 BUTTON** will rotate it clockwise by 90 degrees.

## Place Selected Track Piece

Press the **⊗ BUTTON** to place the selected track piece into the work area at the current cursor position. The track cursor will automatically move to the next adjacent spot in the work area, logically moving to the next empty spot along the track.

## Exit Track Editor

Highlight **EXIT** and press the **⊗ BUTTON** while at the Track Editor Menu to exit the Track Editor and return to the Main Menu. If the current track has been edited and not saved, you will be prompted to save before continuing.

## Bring up Track Editor Menu

Press the **START BUTTON** to bring up the Track Editor Menu, where you can load, save, clear and test drive your track.

# RIDER BIOS

## Jeremy McGrath



Born: November 19, 1971, Menifee, CA
Turned pro: 1989
AMA Supercross Champion 1999, 1998, 1996, 1995, 1994, 1993
Motocross Champion 1995
Western Region Supercross Champion 1992, 1991
World Supercross Champion 1994, 1995
Rides for Chaparral Yamaha
Jeremy's records:
The only six-time AMA Supercross Champion.
10 major Supercross championships.
Most supercross wins ever (64).
Most wins in a season (14).
Most consecutive wins in a season (13).
Most 125 wins (13).
Year-end Rankings
1999: 1st (SX)
1998: 1st (SX), 14th (250MX)
1997: 2nd (SX), 3rd (250 MX)
1996: 1st (SX), 2nd (250 MX)
1995: 1st (SX), 1st (250 SX)
1994: 1st (SX), 3rd (250 MX)
1993: 1st (SX), 3rd (125 MX)
1992: 16th (SX), 1st (WSX), 8th (125 MX)
1991: 1st (WSX), 5th (125 MX)
1990: 2nd (WSX), 44th (125 MX)
1989: 8th (WSX), 50th (125 MX)

## John Dowd



Born: August 10, 1965, Chicopee, MA
Turned pro: 1986
Western Supercross Champion 1998
2nd place Eastern Supercross 1996
2nd place Outdoor National 1994, 1997, 1998
Sponsored in 1999 by Acclaim Sports

## Travis Pastrana



Born: October 8, 1983, Annapolis, MD
X-Games Gold Winner 1999
Gravity Games Winner 1999
Winner of the '97 and '98 Free Air Festival of Freestyle Motocross
Sponsored in 1999 by Acclaim Sports

## Jimmy Button



Born: June 14, 1973, Phoenix, AZ
Turned pro: 1989
National Outdoor Event Winner 1999
2nd place Eastern Supercross 1992
Consistently among the top finishers in Supercross and Motocross races

## Kevin Windham



Born: February 28, 1978, Baton Rouge, LA
Turned pro: 1994
7th place Supercross 1999
2nd place Motocross 1999
4th place Supercross 1998
Western Supercross Champion 1996.
Consistently places among top riders in Supercross and Motocross events.

## Sebastien Tortelli



Born: August 19, 1978, Agen, France
Turned pro: 1998
World Motocross Champion 1998
French Motocross Champion 1996
European Supercross Champion 1996

## Nathan Ramsey



Born: August 25, 1974, Hixson, TN
Turned pro: 1993
Western Supercross Champion 1999
5th place Motocross 125cc 1999
4th place Western Supercross 1998
Established professional in 125cc class. Up-and-coming contender in 250cc class.

## Greg Albertyn

Born: October 13, 1972, Riverside, CA
Turned pro: 1995
Outdoor National Champion 1999
World Motocross Champion in 250 cc class 1996, 1993.
World Motocross Champion in 125 cc class 1992.



# HINTS + TIPS

- Lean back over whoops to increase your speed through these sections.
- Lean forward around turns to help tighten your turning radius.
- Powerslide (rear brake + accelerate) around corners to turn tightly at high speed.
- There is a green bar on the tachometer at the start of the race. Revving your engine so that the needle lines up with the green bar at start will give you a burst of speed off the line.
- Loose steering is probably best for beginners, but if you want to have any hope of keeping up with/beating the pro level, you'll need to master normal or tight.
- Switch to a higher camera view on outdoor tracks for better visibility.

For the hottest hints and codes on **ACCLAIM** titles:
Please call **1-900-407-Tips (8477)**.
The cost of the call is $.95 per minute. You must be 18 or have parental permission and have a touch-tone phone.

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