

MOTOCROSS MANIA



PlayStation

NTSC U/C

PlayStation

EVERYONE



CONTENT RATED BY
ESRB

SLUS-01357



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.

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- 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.


MOTOCROSS MANIA

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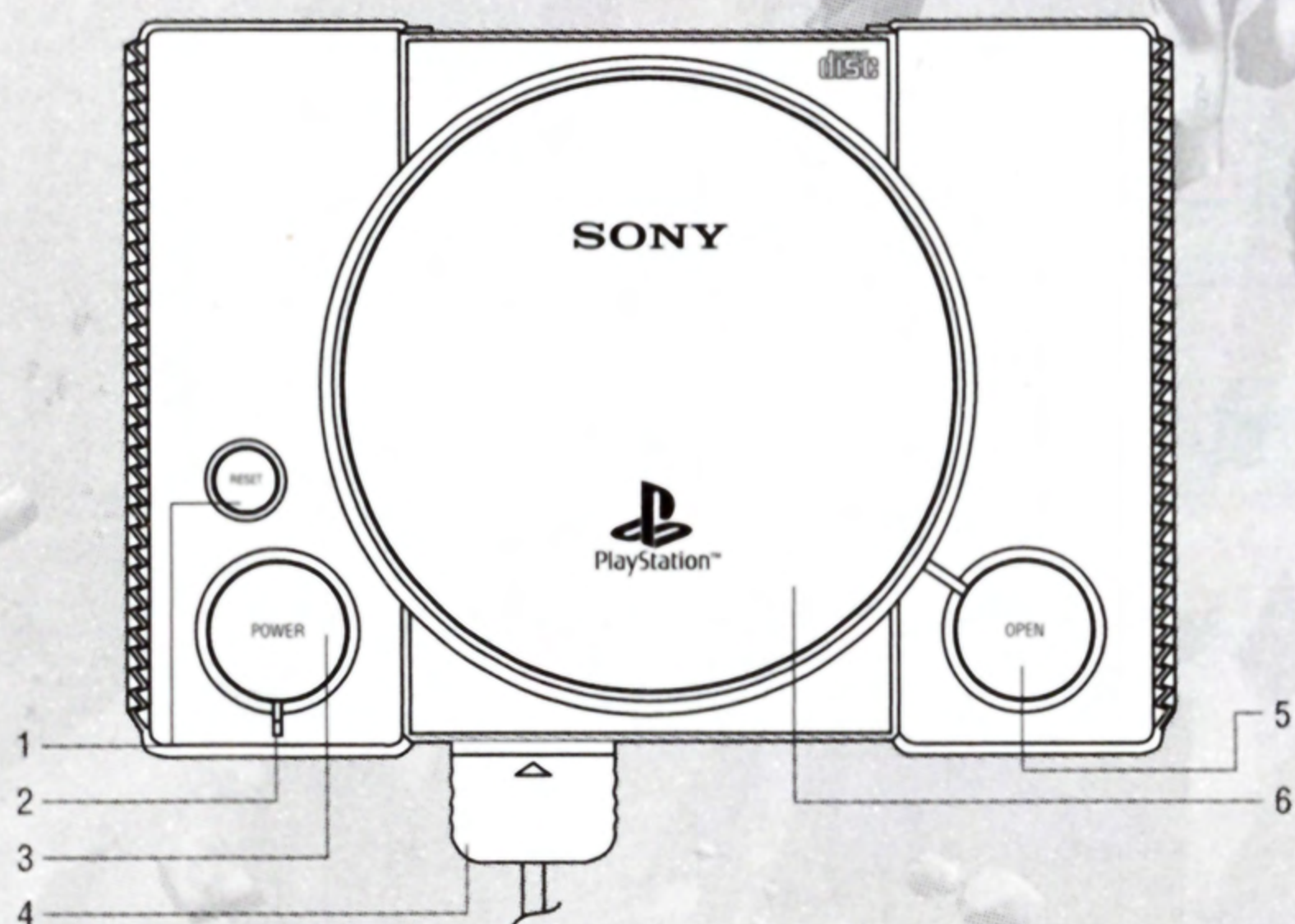
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GETTING STARTED

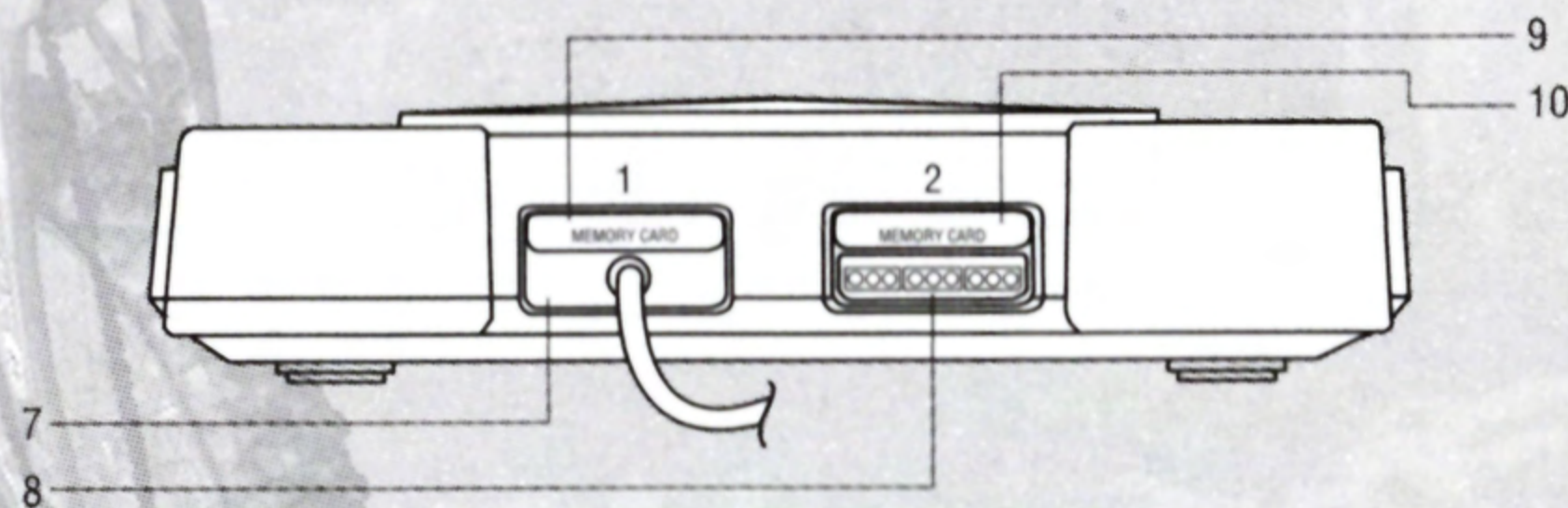
WARNING: Do not insert or remove Controllers or MEMORY CARDS once the power to your PlayStation® is turned on. Motocross Mania™ requires 1 free block of space in order to save. Make sure there are enough free blocks on your MEMORY CARD before commencing play. Motocross Mania only supports MEMORY CARD slot 1.

NOTE: If you have a MEMORY CARD inserted upon boot-up, any previously saved Motocross Mania game data will be automatically loaded. The most recently saved game data will be loaded. 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 disc. Insert your Motocross Mania disc and close the disc cover. Insert a Controller or Controllers into the Controller ports, insert a MEMORY CARD with at least 1 free block of space into MEMORY CARD slot 1 (if you wish to save), and turn on the PlayStation® Game console. The intro movie will play. You should watch it, because it's so cool, but if you wish to bypass the movie press the X button or the  button at any time. The Main Menu will appear. Follow the on-screen instructions to start racing.

Top view

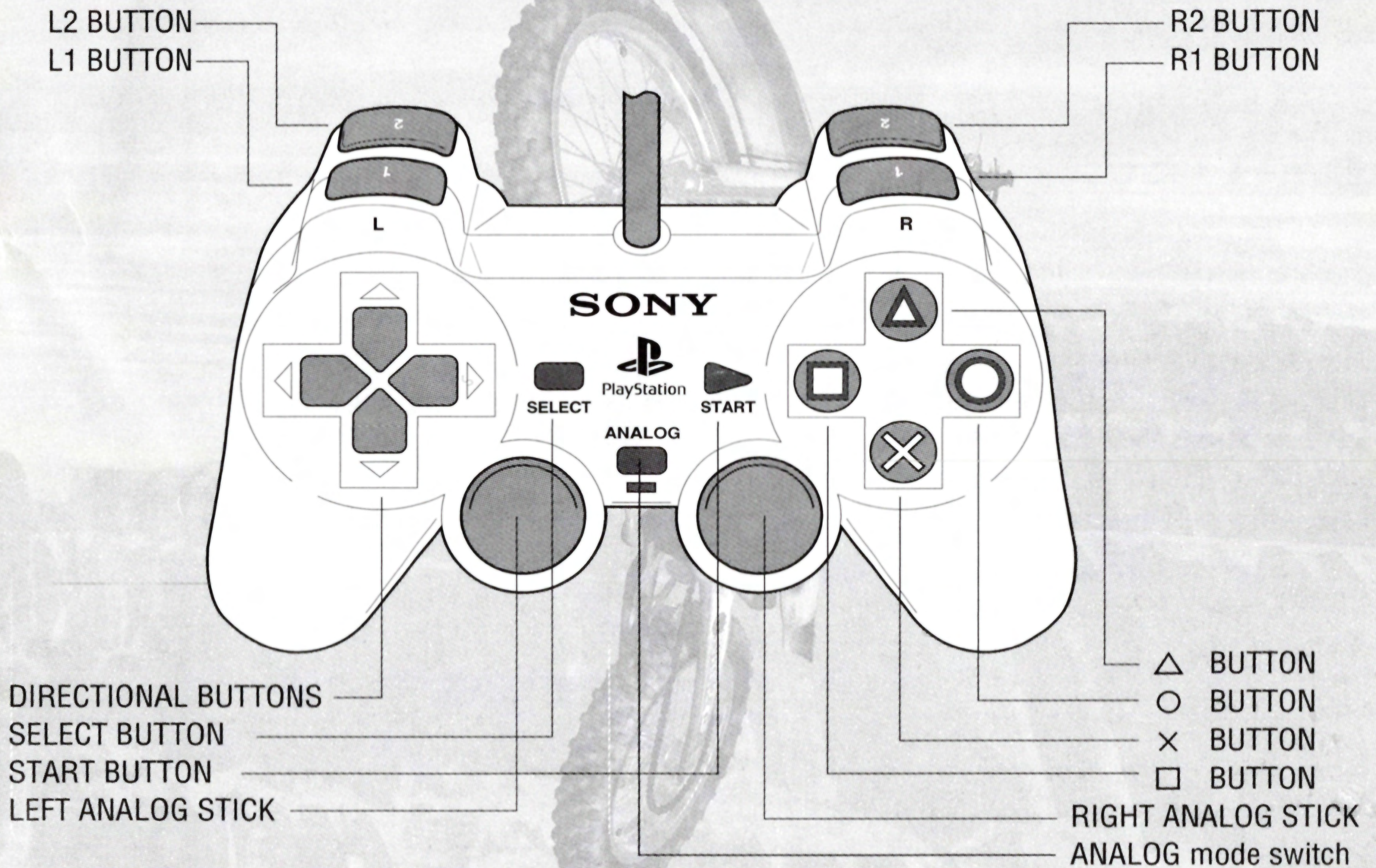


Front view



- | | | | |
|---|-----------------|----|--------------------|
| 1 | RESET button | 6 | disc cover |
| 2 | POWER indicator | 7 | Controller port 1 |
| 3 | POWER button | 8 | Controller port 2 |
| 4 | Controller port | 9 | MEMORY CARD slot 1 |
| 5 | OPEN button | 10 | MEMORY CARD slot 2 |

DUALSHOCK™ analog controller



REVVING UP

How to Play Motocross Mania

The default controls are listed below. You can choose from among several preset configurations, or create a configuration of your very own in the Controller section of the Options screen. To create your own configuration scroll the Configuration option left or right to Custom, and then follow the on-screen instructions.

Game Controls

Accelerate: X button or right stick up.

Steering: Left and right directional buttons or left stick left/right.

Lean Forward (while airborne): Up directional button or left stick up.

Tilt Back (while airborne): Down directional button or left stick down.

Brake / Power Slide: □ button or right stick down. Power sliding is braking while cornering.

Perform Stunt: See Stunts Section for more details.

[R2] button + directional button or left stick.

[L2] button + directional button or left stick.

[R2] button + [L2] button + directional button or left stick.

Rearview: △ button

Change Camera View: ○ button.

Stunt Cam: [R1] button to look from the right, [L1] button to look from the left.

[R1] button +

[L2] button simultaneously for a very cool camera view.

Pause / Unpause Game: ▶ button.

Note: When using an Analog Controller, in order to use the left and right sticks to accelerate, brake and steer, the ANALOG mode switch must be on (lit up red). Press the ANALOG mode switch to enable ANALOG mode.

MENU CONTROL

Highlight menu items: Up and down directional buttons.

Cycle choices / move sliders: Left and right directional buttons.

Select / Go to the next screen: X button.

Return to Previous Screen / Cancel: Δ button.

INTRODUCTION

Motocross Mania is an all out dirt bike thrash. Take your pick of bike and rider, select a track, and get straight into the action. Whether you just want a quick race, or the full championship treatment, it's all here. So pull on your helmet, slip on your boots and head on over to the start line for the best Motocross experience this side of the moon.



MAIN MENU

The Main Menu is where you can choose game modes and access the Options screen.

Quick Race: This will select any track at random for those who just want to get into the action straight away. Motocross or Supercross. Change the number of opponents and length of your Quick Race in Options, in the Game section.

Single Event: Choose a track to play on in Motocross, Supercross or Freestyle, then select a game mode – Practice, Race or Time Attack.

Championship: Choose to compete in a Motocross or Supercross Championship at one of three difficulty levels.

Versus: Race against a friend in 2-player competition.

Options: Configure the options to suit your needs.

Hi Scores: View all your best lap times and highest stunt scores.

Credits: See all the wonderful people who worked very hard to bring you Motocross Mania.



OPTIONS

Audio/Video: Set the volume for music and sound effects. Adjust the screen display position to suit your TV, if needed.

Game: Set the number of laps, number of opponents, Freestyle time limit, bike class, and choose between free roaming or enclosed tracks.

Controller: Choose between a set of predefined controller setups or choose your own button configuration.

Garage: This is where you can fine-tune your bike to suit different tracks and your own riding style.

Upgrades: Upgrade parts of your bike with money won from competing in Championships.

Stunts: Check which stunts are available to you and how to perform them.

Profile: Set your name and select your bike and rider. The money you have won in Championships, and the total number of stunt points you have earned, will be listed here. Check for new bikes and riders and you progress through Championship mode!

Save: Save your profile (Championship progress, best lap times, hi scores).

Load: Load a previously saved profile (See the Saving/Loading section for details).

GAME OPTIONS

In a Single Event Race you will have the following options (you cannot change Number of Laps or Opponents in Championship Mode):

Laps: Choose between 1 – 20. 4 is the default value.

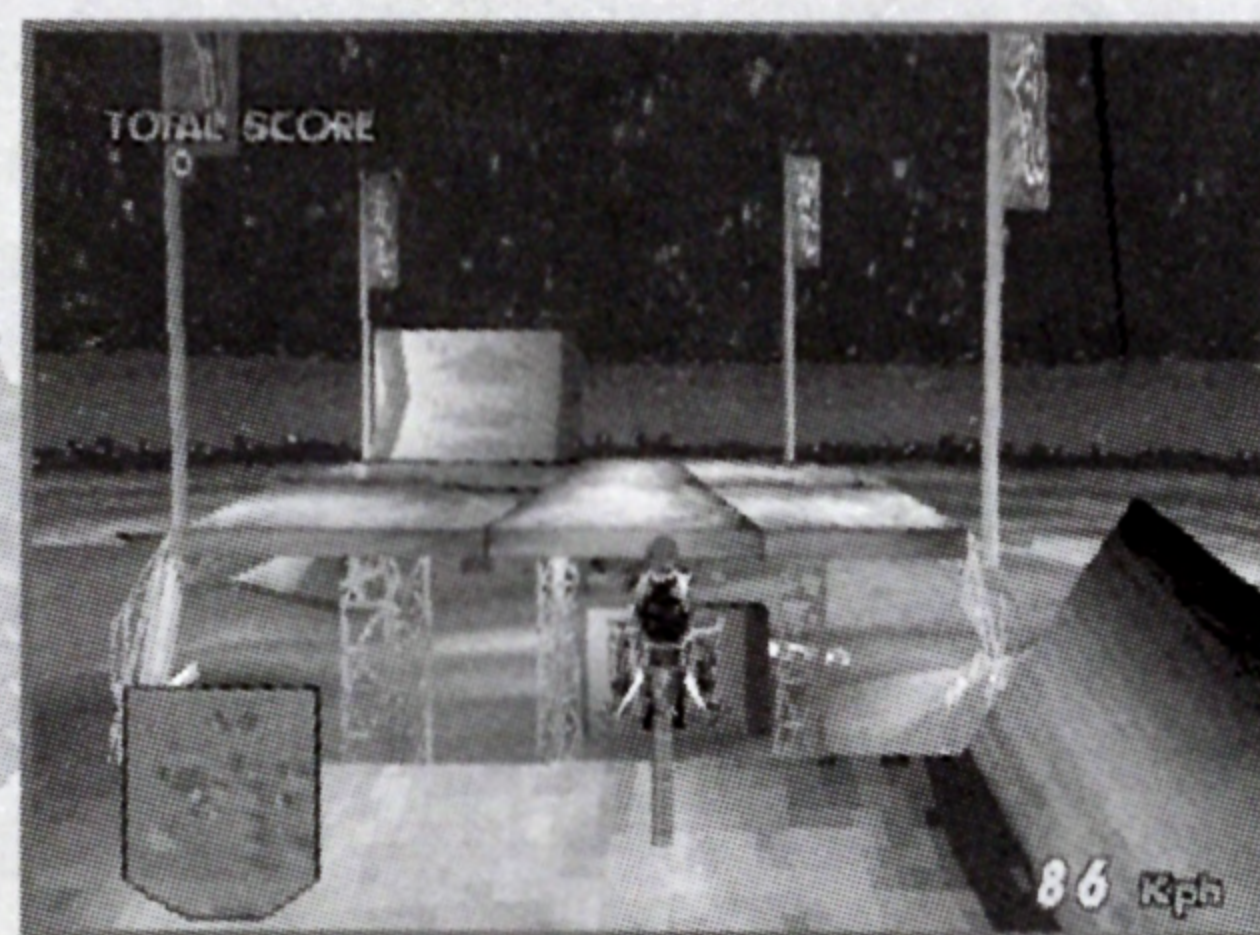
Opponents: Choose between 0 – 6. 3 is the default value.

Freestyle Time Limit: Choose between 2:30, 5:00, and 10:00. 2:30 is the default value. This is the amount of time you have in Freestyle Race Mode to perform stunts and rack up points.

Free Roaming: Choose between On or Off. This will determine whether or not you are restricted to the track in Motocross and Supercross. On is the default value. When Free Roaming is set to Off you will be unable to leave the track. When Free Roaming is set to On, the dreaded Off Track! message will appear whenever you leave the track, and after 3 seconds you will be placed back on the course at the point you went astray. The point you left the track will be indicated on the map by a green dot. Stay on the track by any means necessary, as the 3 seconds you lose can easily cost you the race!

Bike Class: Size matters... when it comes to your engine. Choose between 125, 250, and 400 cc.

Difficulty: Easy, Normal or Hard.



PAUSE MENU

During gameplay, press the START button to pause and unpause the game. When the game is paused you will be given a number of options:

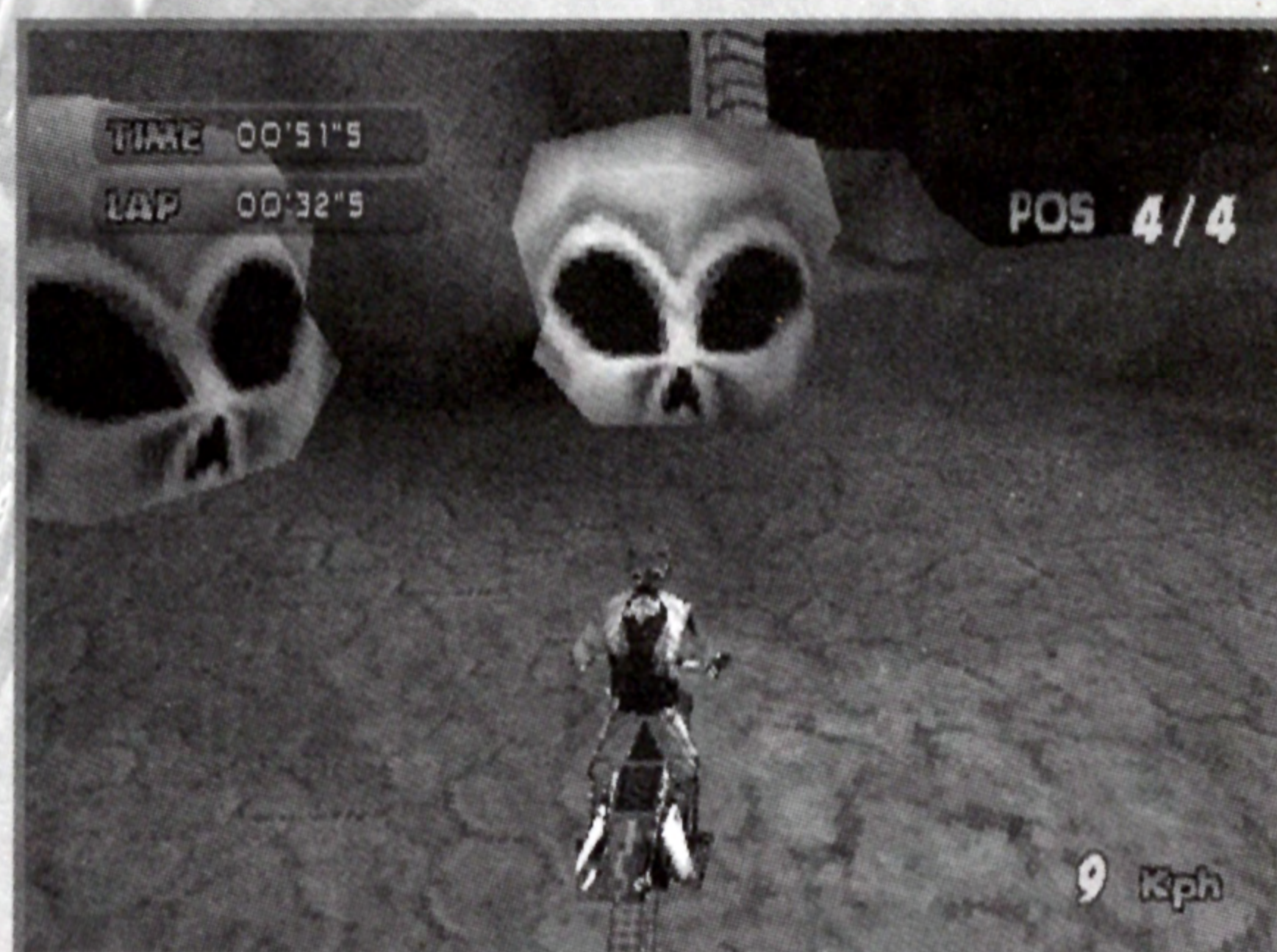
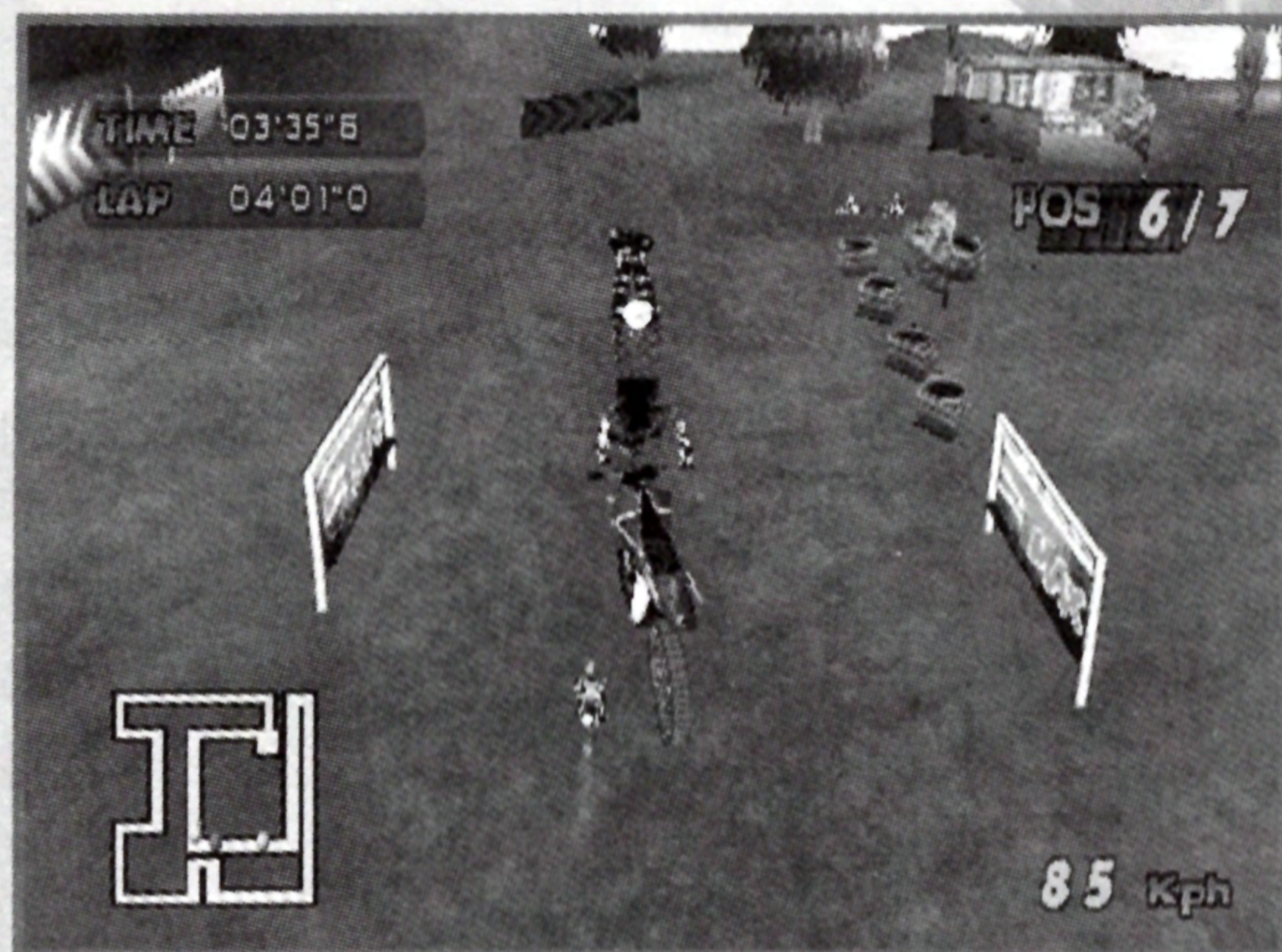
Resume: Resume the current event.

Restart: Restart the current event.

Track Arrow On/Off: When on, the arrow at the top of the screen will ease your disorientation, and point you in the right direction.

Free Roaming On/Off: When Free Roaming is set to On, you will be able to leave the track, even if you don't want to. The Off Track! message will appear, and after 3 seconds you will be placed back on the course at the point you went astray. When Free Roaming is set to Off, the track will be enclosed.

Exit Track: Exit the current event and return to the Main Menu.



SAVING AND LOADING

Motocross Mania requires 1 free block of space in order to save. Make sure there are enough free blocks on your MEMORY CARD before commencing play. Motocross Mania only supports MEMORY CARD slot 1.

If you have a MEMORY CARD inserted upon boot-up, and a Motocross Mania game profile is on the MEMORY CARD, the game profile will be automatically loaded. If there is more than one game profile, the one most recently saved will be loaded. You may also load a saved game profile by choosing Options on the Main Menu, and then selecting Load.

If you wish to save your game, choose Options on the Main Menu, and then select Save. You may save up to 8 game profiles. If all 8 save slots are occupied, and you wish to save a new profile, you will have to overwrite one of your previously saved profiles, or insert another MEMORY CARD. When you save a new profile, any money that you've earned previously, and stunts that you've unlocked, will carry over to the new profile.

If you have a MEMORY CARD inserted with no Motocross Mania saves on it, you will be asked if you wish to save to the MEMORY CARD. Selecting Yes will create a saved game profile. If you have an unformatted MEMORY CARD inserted, you will be asked if you wish to format the MEMORY CARD. Selecting Yes will format the MEMORY CARD, and create a saved game profile.

You will be prompted to save automatically at certain points in the game, such as after completing a race in Championship mode. Take advantage of these save points to ensure that your game progress and best laps are saved.



RACE TYPES

Single Event

1. Choose Single Event from the Main Menu and press the **X** button .
2. Choose from Motocross, Supercross or Freestyle, pick a track to play on, and then select a game mode – Practice, Race or Time Attack.
3. The Event Options Screen will appear. Follow the onscreen instructions to set the options to your liking.
4. Once finished with your settings select Go! to get into the action.

Championship

Race, bump, jump and grind your way through an entire championship. This is where you can earn money to buy upgrades for your bike as well as unlock tracks and gain access to new bikes within the game.

How to Start a Championship:

1. From within the Main Menu, choose Championship and press the **X** button to advance.
2. Highlight Start New and press the **X** button to advance. The Championship menu will now appear.
3. Choose a Supercross or Motocross Championship. Select the difficulty level, Quick, Normal, or Hardcore. The higher the difficulty level the more laps there will be, the more opponents there will be, and the tougher opponents will become to defeat. On the plus side, you will earn more prize money.
4. Pressing the **X** button will bring you to the Championship Standings screen. This screen shows the standings of you and your opponents, and will appear after every race.
5. Continue through to the final pre-race screen. Here you can view the track you will be racing on, and change options (**Note:** you will not be able to alter your bike class, number of laps, or number of opponents in Championship Mode).
6. Select Go! to begin your Championship quest!

Note: If you quit out of a Championship race you will be penalized with a last place finish for that race.

Championship Rules Breakdown

1. Quick – 4 opponents, 2 laps (Motocross), 3 laps (Supercross).
2. Normal – 5 opponents, 4 laps (Motocross), 6 laps (Supercross).
3. Hardcore – 6 opponents, 8 laps (Motocross), 12 laps (Supercross).

Note: All Supercross races have an extra position lap at the beginning of the race. So, even though the lap timer and lap counter are not running, this lap is part of the race.

4. All difficulty levels will operate under the same structure – 2 races per stage, 3 stages per season. If you finish in the top 3 in Championship Points in any given stage, you will advance to the next stage. If you finish in the top 3 in Championship Points at the end of a season, you will advance to the next season. Only by finishing first overall at the end of the season will you win the Championship, and get the big money. Money is awarded for 1st, 2nd, and 3rd place in every race, and bonuses will be awarded if you finish first in all stages.

5. Any ties at the end of a stage, or a season, will be broken based on who has more first place finishes, then seconds, then thirds. If the tie is not broken then the AI racer wins.

Post Race

After each race in a Championship the results screen will appear. Final time, best lap time, Stunt points and Championship points earned are detailed here. Pressing the **X** button will bring you to a save prompt, and then to the Championship Standings screen. Pressing the **X** button again will bring you to the pre-race screen for the next race. Here you will be shown the next track you will be racing on, given the opportunity to buy upgrades, and afforded the chance to alter your bike settings.

Very Important Note About Saving Championships

Although you will be prompted to save after every race, your progress through a Championship will only be saved after you complete a stage. If you save after the first race of any stage, only your best laps and stunt points will be saved. Not until you successfully finish a stage in 1st, 2nd or 3rd place overall will your Championship progress be saved.

Time Attack

Time Attack is a race against the clock, the track, and ultimately, yourself. There are no computer opponents. The aim of this game mode is to realize the fastest lap possible. You may choose from any of the unlocked Motocross or Supercross tracks. There is no set time limit or number of laps.

Practice

In Practice Mode you will have true freedom to practice stunts and race maneuvers. For example, if Free Roaming is set to On, and you careen off course during a race, the Off Track! message will still appear, but you will never be reset onto the track. There is no time counter, so you can roam about to your heart's content. Remember that you will not earn stunt points during Practice, because it's practice.

Freestyle

This is where the action shifts from serious racing to serious carnage; you must pit your skills and daring against the ramps and hills of the various arenas and tracks. Big air and crazy stunts are what this mode is all about. In Freestyle mode, you may choose to practice, where you can just ride around performing stunts to improve your skill, or to compete in a single event, where you will have a set amount of time to score as many points as possible. You will be showing off solo for the crowd, going for the hi score, unless you're in Versus mode, where you and a friend will compete simultaneously for top honors.

STUNTS

When you start playing, only a few stunts will be available to you. You can unlock additional stunts by earning stunt points. Do this by performing and perfecting the stunts that are available to you. Stunt points can be gained in any race mode, Supercross, Motocross or Freestyle, but you will not earn stunt points in Practice or Versus modes. Check the Stunts Section in the Options Menu after gathering a hefty pile of stunt points, and scroll down to see if you've unlocked any new stunts.

Default Stunts

No Hander: **R2** button + up directional button

Barhop: **R2** button + up + right directional buttons

Heel Clicker: **R2** button + right directional button

Lazy Boy: **R2** button + right + down directional buttons

No Footer: **R2** button + down directional button

Rear Fender Grab: **R2** button + down + left directional buttons

Nac Nac: **R2** button + left directional button

Fendergrab: **R2** button + left + up directional buttons

Nothing: **L2** button + right directional button

Superman: **L2** button + down directional button

Coffin: (**R2** button + **L2** button) + right directional button

Suicide Chicken: (**R2** button + **L2** button) + down directional button

Note: These are just some of the many stunts in Motocross Mania. You will have to earn a lot of stunt points, and try out different button combinations, to discover them all!

Homemade Stunts

Sometimes home cookin' is the best! See what you can conjure up without using the **L2** + **R2** buttons. Creativity will be rewarded.

VERSUS

To start a two-player game, make sure you have two controllers inserted.

From the Main Menu choose Versus and then continue through the other screens as you would in a one-player event. In P1 and P2 Options both players may load from the profile of their choice. Versus is not about earning stunt points or winning Championships: It's a grudge match. You and a friend (or nemesis) go one-on-one in a single Motocross, Supercross, or Freestyle event.

Note: Computer controlled opponents are not involved in 2-player events.

GARAGE

The garage is available to you throughout the game to fine-tune your bike. Everything can be adjusted exactly to your preferences. The many different tracks in Motocross Mania require different driving tactics, so be sure to take full advantage of the flexibility of your bike, and adjust the settings.

Gear Ratio: Adjust between lowest, with quick acceleration and a lower top-end velocity, and highest, with sluggish acceleration and a higher top-end velocity.

Brake Sensitivity: Adjust brake sensitivity to find the right touch for your riding style.

Brake Balance (front/back): The Brake Balance setting allows you to adjust how the bike behaves under braking. If the slider is adjusted towards the front (left side) the front brakes will get more power than the rear. More front braking will cause your bike to be very stable under braking but very difficult to turn while braking. If the slider is adjusted towards the rear (right side) the rear brakes will get more power than the front. More rear braking will cause your bike to be very unstable under braking but very easy to turn while braking.

Suspension: A softer suspension allows for a smoother ride, while a harder suspension makes the bike more responsive.

Tires: Softer tires will allow the bike to power slide more, while harder tires will allow for better cornering.

Gas Gyro: The higher the setting, the more you will be able to tilt the bike backward by pressing accelerate while catching air.

Brake Gyro: The higher the setting, the more you will be able to tilt the bike forward by pressing brake while airborne.

UPGRADES

Throughout the course of the game, you can choose to spend any prize money you have won from Championships to improve aspects of your bike and its performance. Note that you can prioritize and tinker to your liking by buying and selling parts. When you sell part of your bike, it's more like a trade-in: If you have Class 4 brakes, and you sell them, you get your old Class 3 brakes back, plus the sell amount.

Engine: A more powerful engine will increase your bike's top-end velocity and power.

Brakes: Cutting those turns is all about high-quality brakes.

Suspension: Higher quality suspensions are stronger and allow more adjustment.

Chassis: A lighter, stronger chassis provides more agility in the air.



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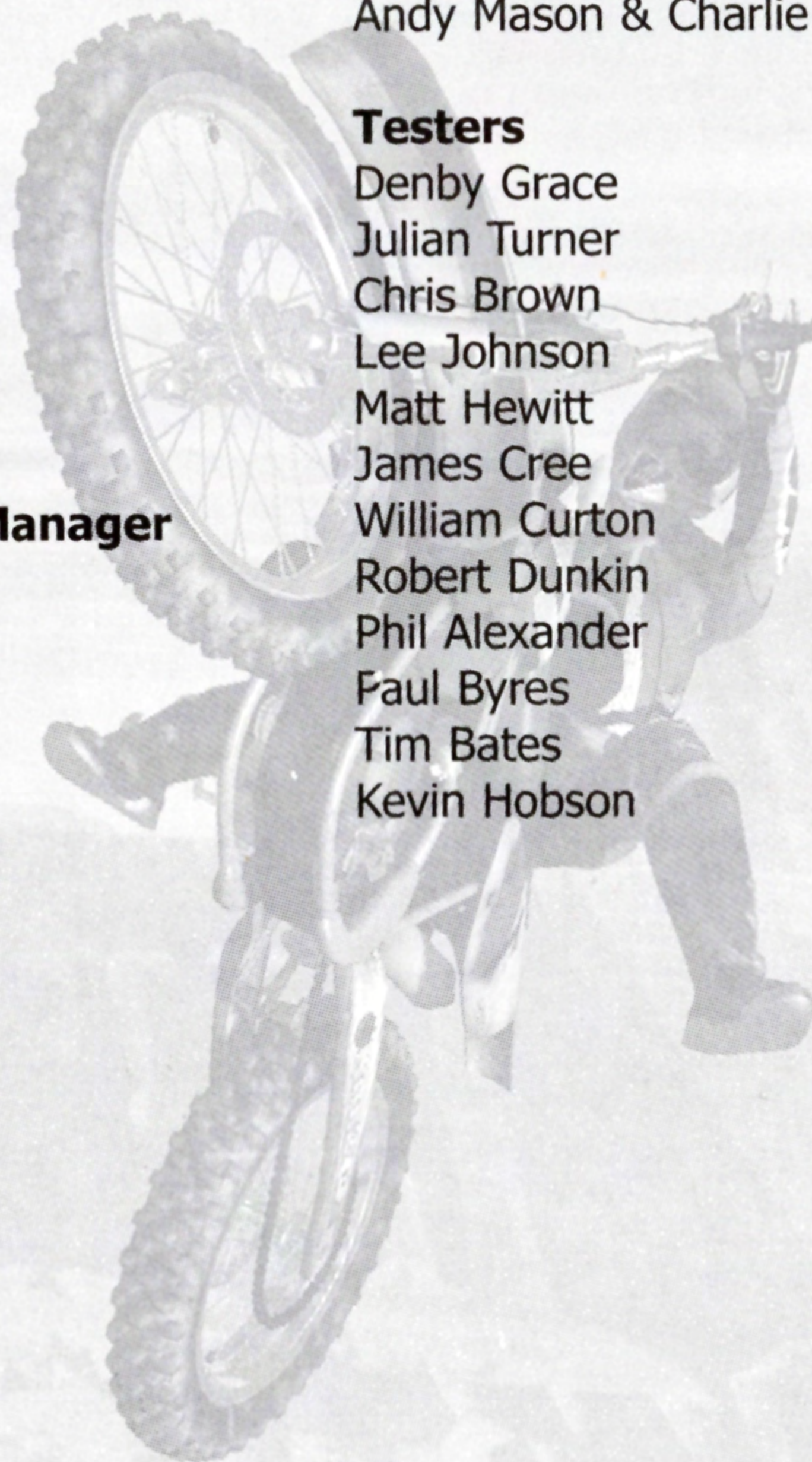
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This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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