



PlayStation

NTSC U/C

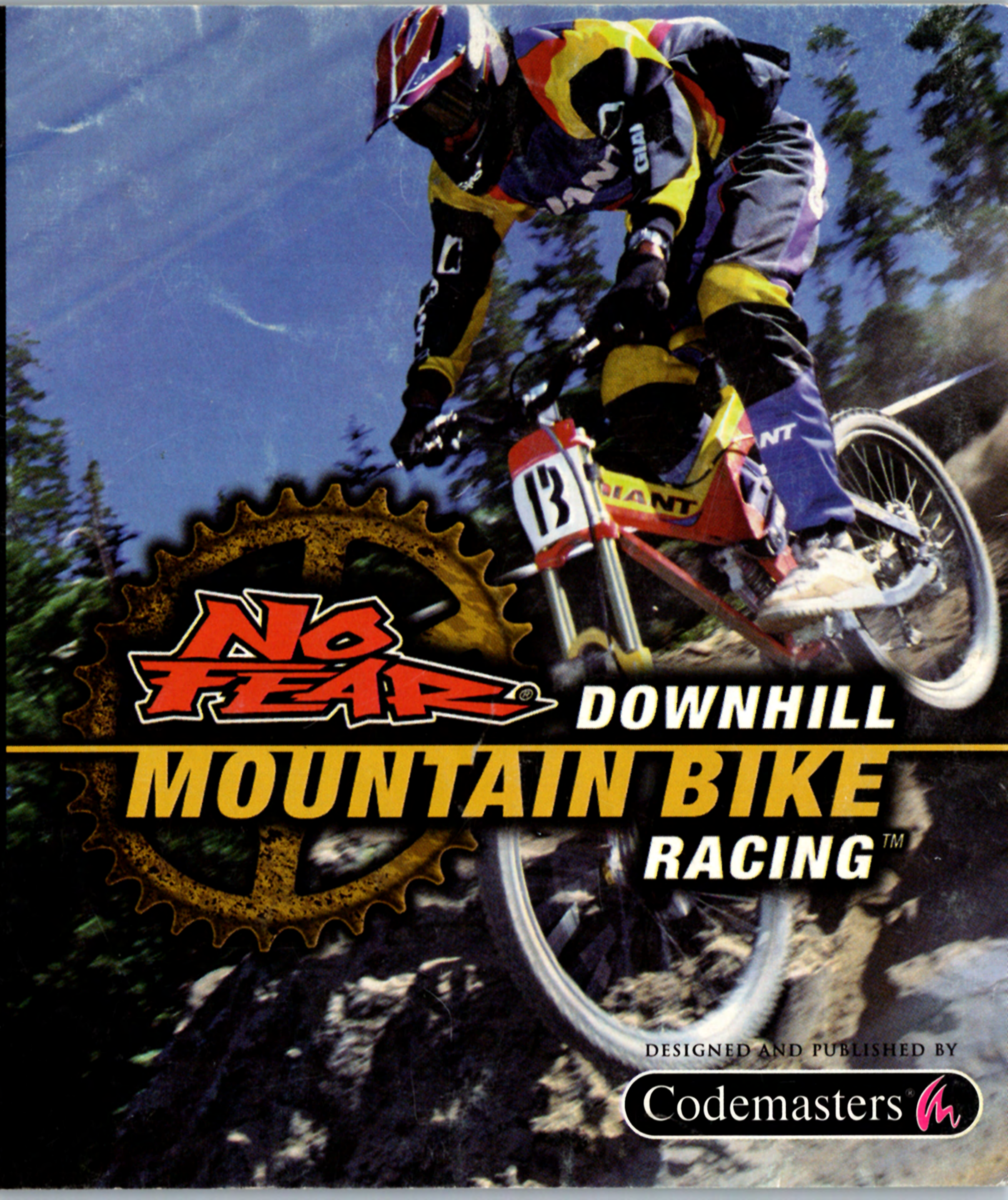
PlayStation

EVERYONE



CONTENT RATED BY
ESRB

SLUS-01000
PMBRPSUS05



NO FEAR

DOWNHILL

MOUNTAIN BIKE

RACING™

DESIGNED AND PUBLISHED BY

Codemasters

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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.

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HANDLING YOUR PLAYSTATION® DISC:

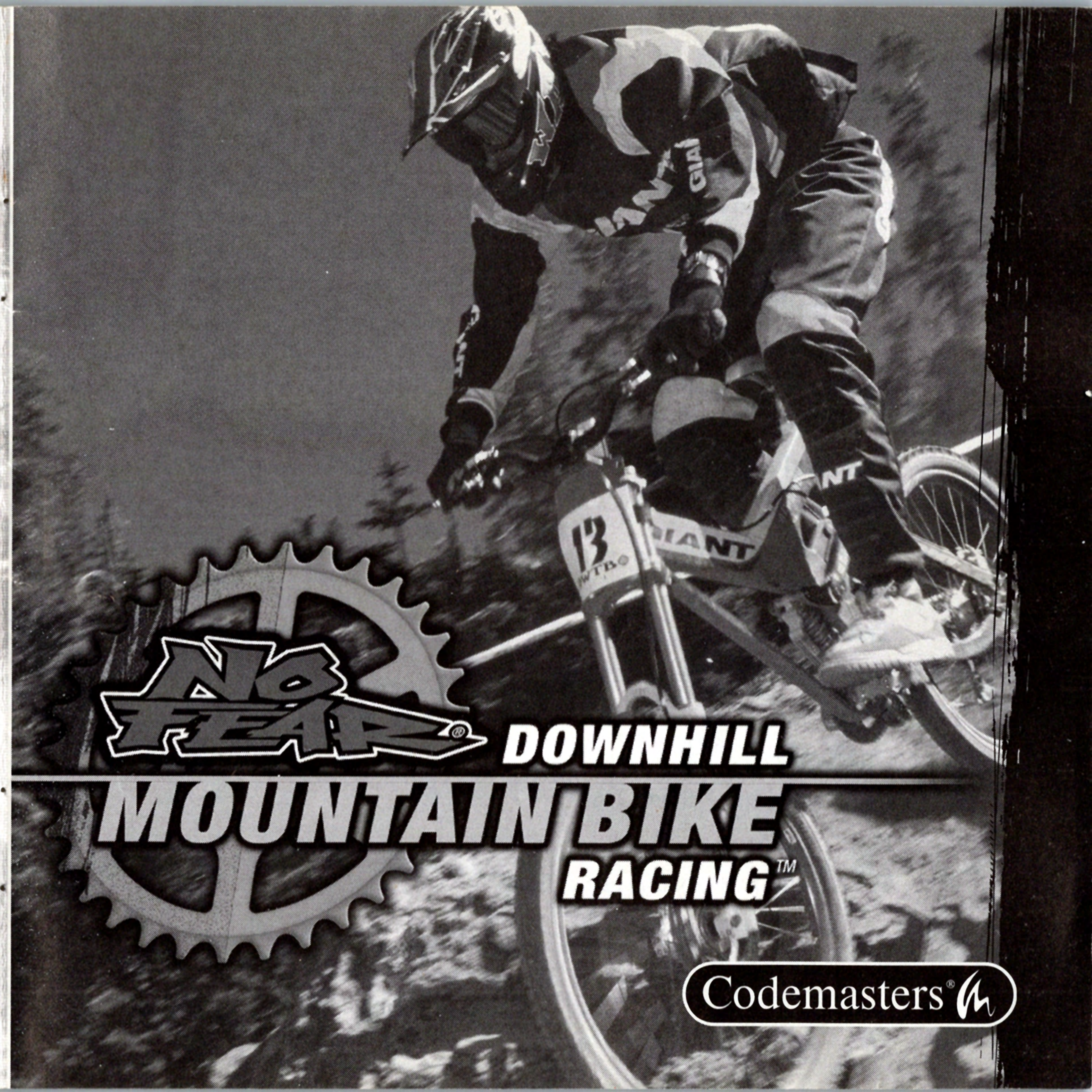
- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc 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.

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**NO
FEAR**®

DOWNHILL

**MOUNTAIN BIKE
RACING™**

Codemasters® 

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GETTING STARTED

Set up your PlayStation as described in the PlayStation instruction manual. With the power OFF, open the Disc cover and insert the No Fear Downhill Mountain Bike Racing™ disc.

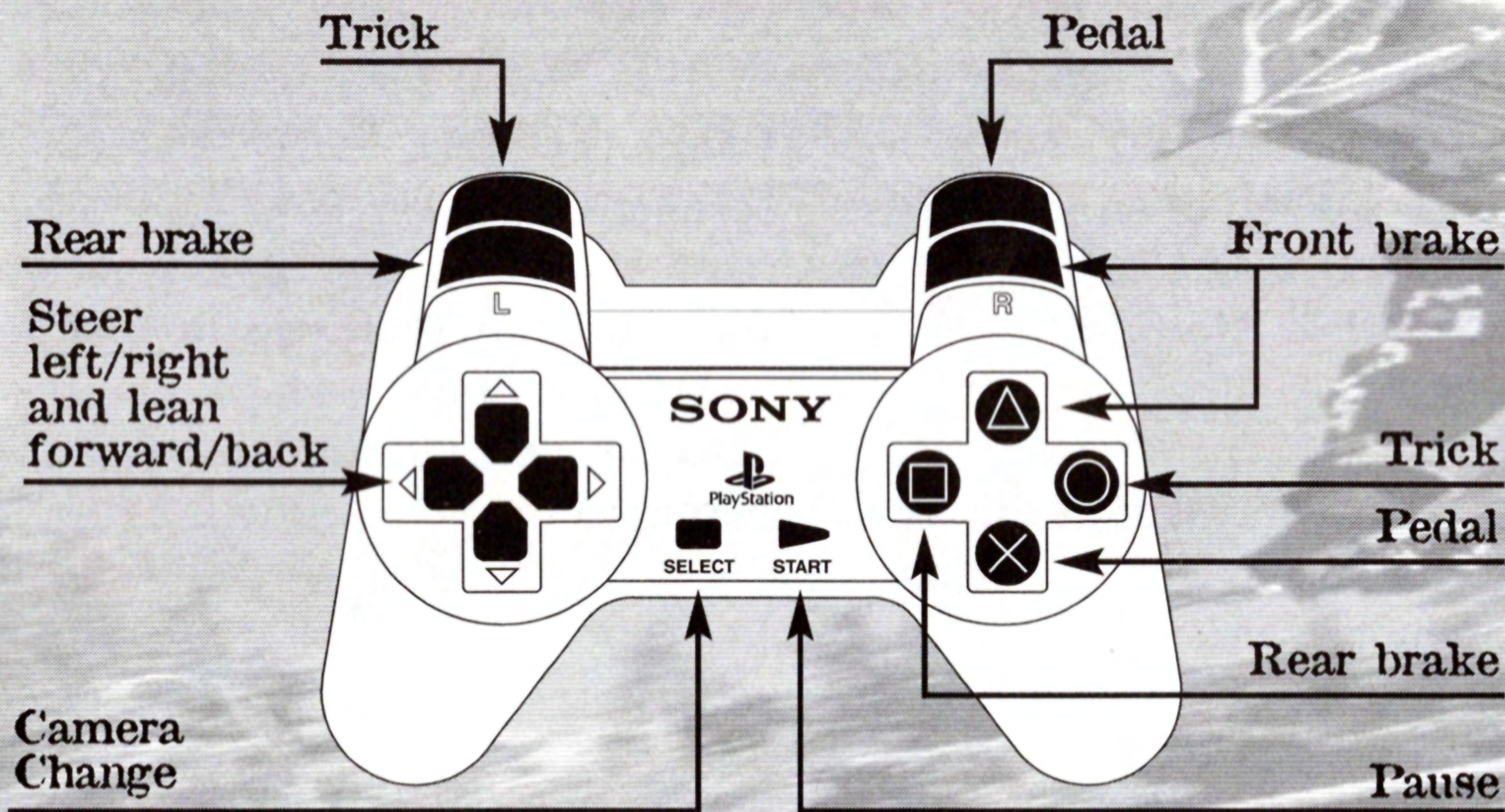
If you wish to load or save information during play, insert a Memory card, with at least 1 free Memory card block in Memory card slot 1.

See the 'Options' section later in this manual for more details. Close the Disc cover before turning the power ON.

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.



DEFAULT CONTROLS



These are the default settings for the standard PlayStation Controller. However, you can alter the configuration in the Options Menu (see page 15).

There are four different camera views to choose from: Behind Rider Near, Behind Rider Far, Handlebarcam™ and Wheelcam™.

You may toggle between the four views by pressing the SELECT button.



CONTROLLING THE GAME

The following types of Controller are supported within the game: Standard, analog controller (DUAL SHOCK™) and neGcon™.

The configuration of these Controllers can be changed in the Options Menu.

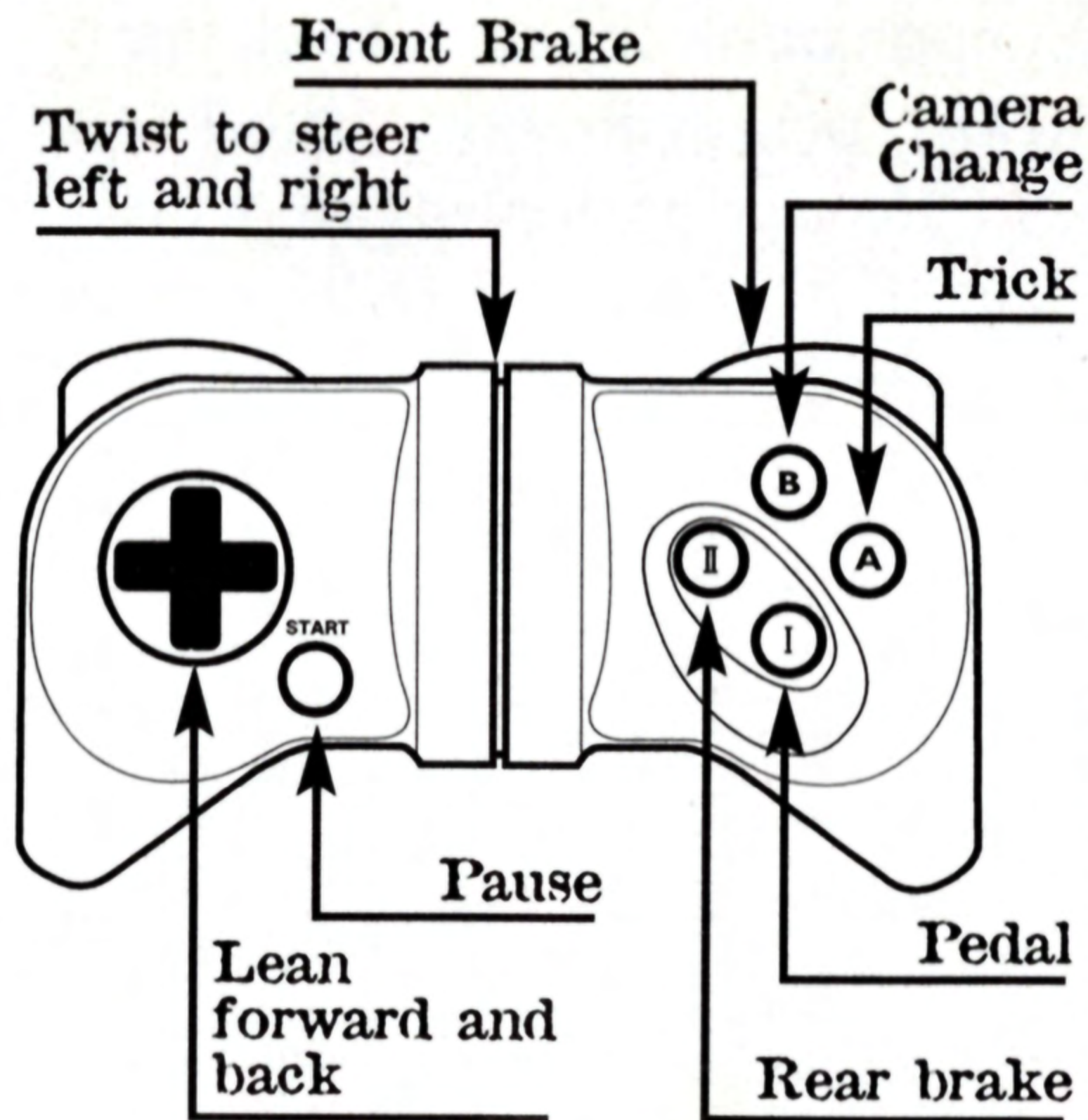
bike and push forward or back to lean the rider forward or back. Note: To use the left stick the analog controller should be switched to Red mode using the ANALOG mode switch.

neGcon™

DUAL SHOCK™ analog controller



The default controls apply to the Analog Controller (Dual Shock) and in addition, the Left stick has the following effect: Push left and right to steer the



DOWNHILL MOUNTAIN BIKE RACING

The high-speed sport of Downhill Mountain Bike Racing is a test of nerve, skill and balance. The competitors are fearless, passionate and succeed only by racing on the limits of control.

The advanced technology of the bikes enables the riders to compete on the edge of ultimate performance.

Suspension means they can keep their grip on corners on which any normal bike would lose it. Brakes are tailored for minimum use; braking later and less than everyone else is the route to victory.

The best riders take corners in speedway fashion; sideways with one foot down. Misreading the tracks' bumps, corners and surface changes will result in a spectacular crash - and most likely a serious injury.

Every second, the rider is treading the fine line between maintaining their speed and staying on their bike. Pedalling furiously down a steep slope and not touching the brakes on sharp corners can be the difference between winning and losing - and there are no prizes for being second best.



NO FEAR®

Established in 1990, No Fear® is one of the world's leading sports brands, having a presence in over 70 world markets. No Fear® defines what extreme sports are all about.

Athletes throughout the world of sport have identified and been associated with the company and its inspirational mantra:

Face your fears.

Live your dreams.



GAME MENU



When navigating the menu systems, pressing the X button will select any highlighted option. Pressing any of the Directional buttons will change the highlighted option. Pressing the Δ will take you back to the previous menu.

From the game menu you may choose the game mode you want to play. The available modes are:

Single Race

Race on any available trail with 1 or 2 players. In 1 player mode there is a single computer-controlled opponent.

Championship

A championship is a single player mode that consists of a series of visits to a number of different trails. You must race three times on each trail against progressively more difficult opponents. Each race must be won to continue. During the championship, bike upgrades (see Bike Setup on page 10) will be awarded on completion of some of the trails and you will be given the opportunity to save your progress after every trail. There is a different championship for each difficulty level.

Time Trial

A single player mode where you race against the clock on any available trail. In this mode you may enter a Competition Access Code™ (see page 18).

Duel

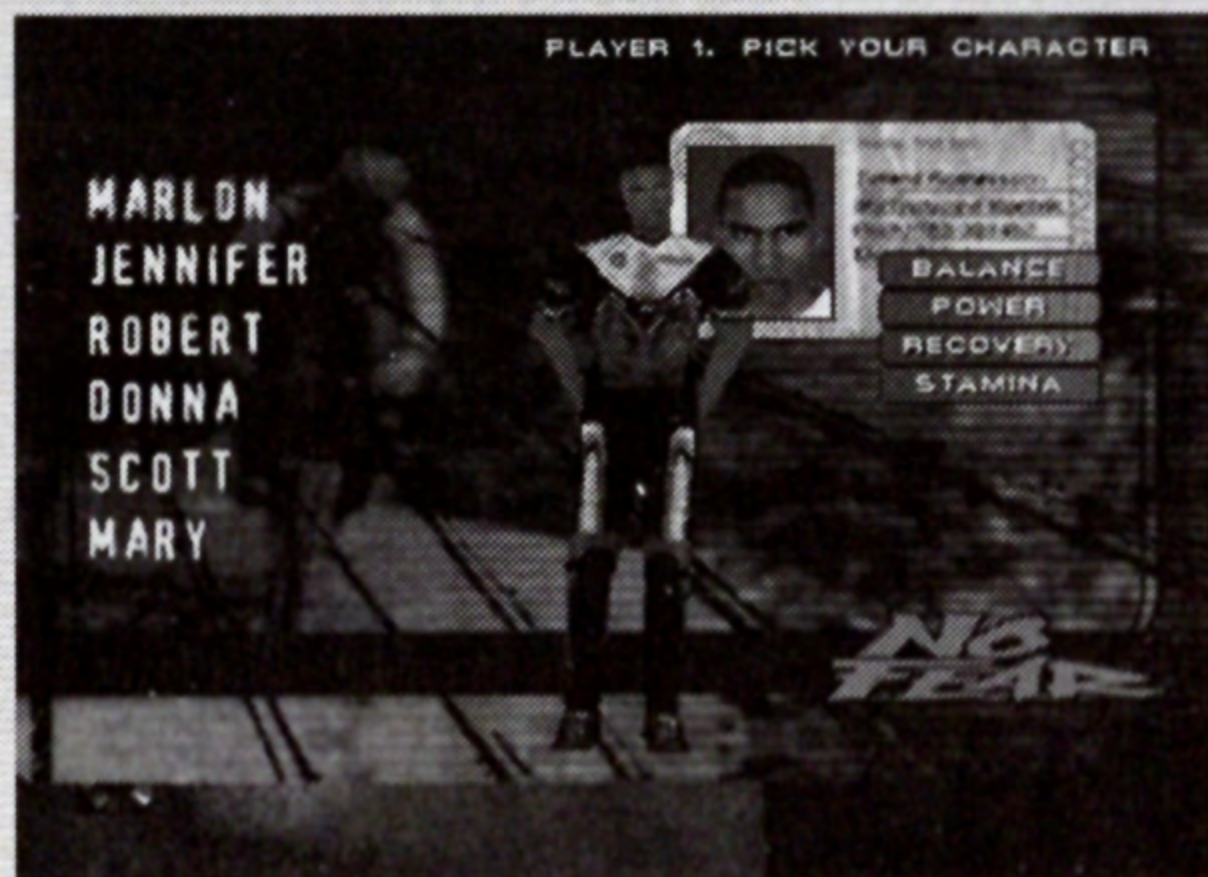
This mode allows 3 or 4 players to participate. Players race two at a time with the winner staying on for the next race. The total number of wins for each player is recorded.



Tournament

This mode allows 2, 3 or 4 players to participate. Each player chooses a favorite (or home) trail. The players compete in a league, racing on home and away trails. For winning on an away trail a player gains 3 points, on a home trail 2 points are awarded and a draw gives 1 point. No points are awarded for losing. Duel and Tournament are only accessible if two Controllers are attached to your PlayStation. You may also access the High Scores and Options Menu from the Game Menu.

CHARACTER MENU



Initially, there are six characters to choose from each with different abilities determined by four attributes:

Power
Stamina
Recovery
Balance

Power determines how fast the character can pedal.

Stamina determines how long they can keep pedaling at full pace (an on-screen energy bar

will show how tired they are). Recovery affects how long it takes for the character to get back on the bike after crashing or falling off.

Balance affects how skilled the character is at handling corners and jumps.

When you have chosen a character you will also be asked to give your initials (up to three characters in length). In multi-player modes more than one player may select the same character.



TRAIL SELECTION

From this menu you may choose the trail that you want to race down. More trails become available as you progress through the game.



A picture of the highlighted trail will be shown to aid your selection.

You must also choose a difficulty setting from Amateur (easiest), Pro and Elite (hardest). A harder difficulty setting will mean that the trail will have a longer and/or more

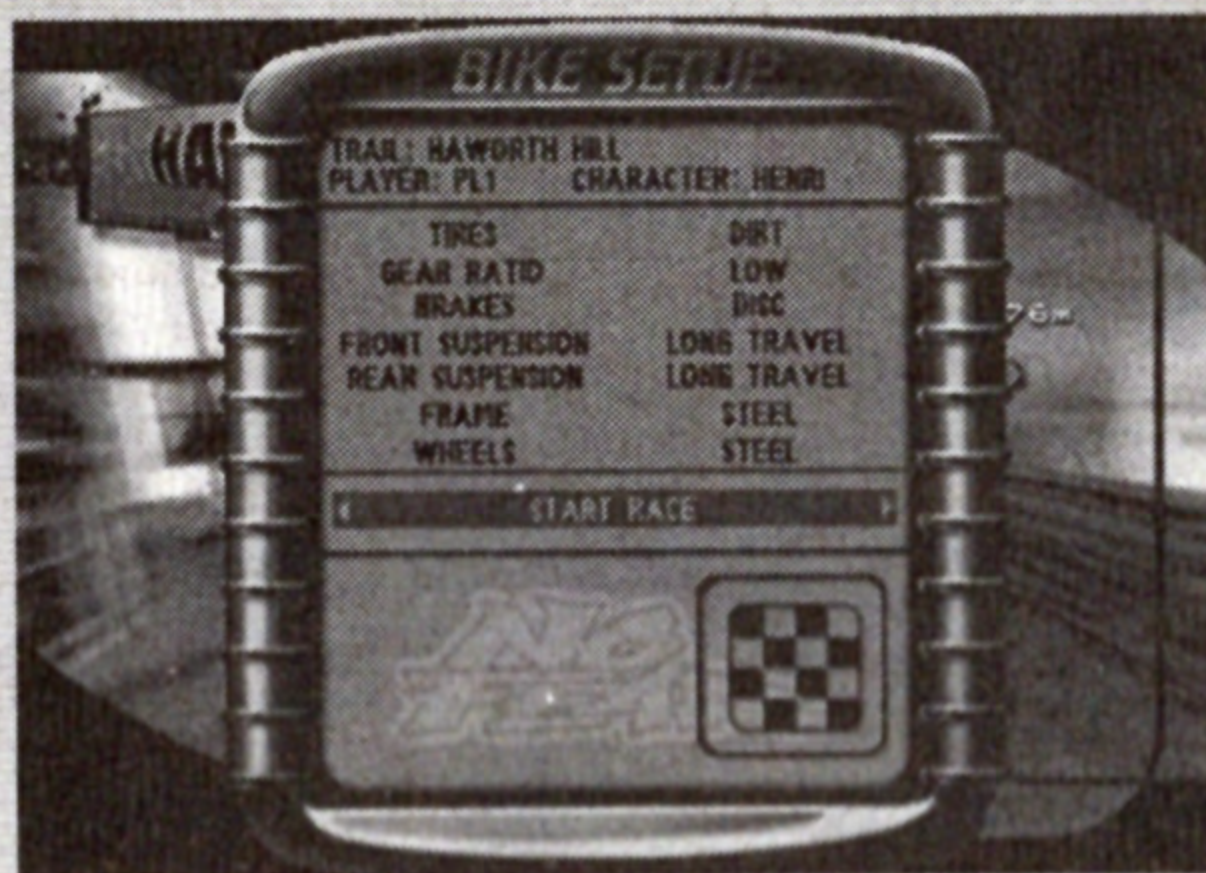
treacherous route and any computer opponent will be more skilled.

Pro difficulty is only accessible once the Amateur difficulty championship has been completed.

Elite difficulty only becomes available when the Pro difficulty championship has been completed.



BIKE SETUP



As the player progresses in championship mode, various bike upgrades will be awarded. These include improved wheels, suspension and brakes.

Before each visit to a trail you are given the opportunity to change the set up of your bike. You may change Tires, Front Suspension, Rear Suspension, Brakes, Gear Ratio, Wheels and Frame if you have alternatives available.

Tires

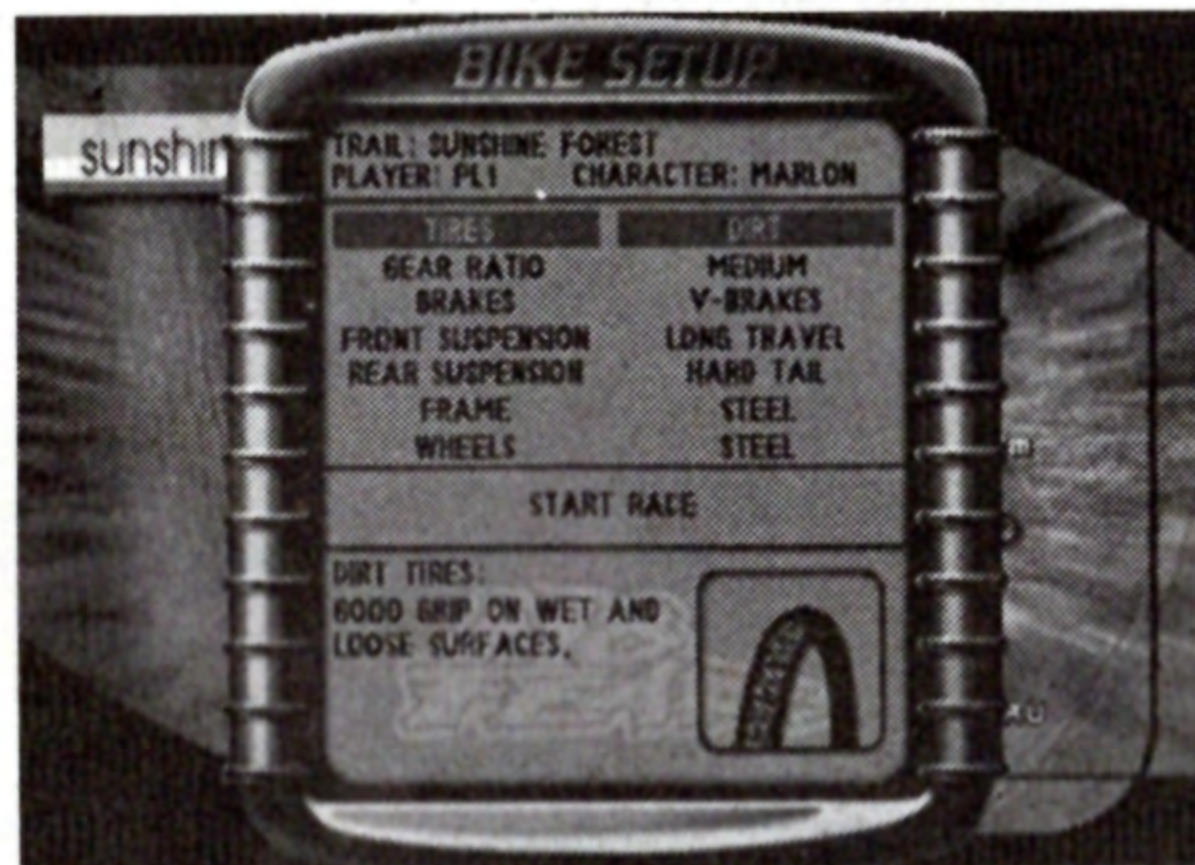
Tire-type should be chosen according to track surface, the benefits will be greater grip, balance and consequently, control.

Gear Ratio

Consideration needs to be given to the trade-off between speed and acceleration. Low gear ratios give quick acceleration (good for mud and grass trails), but lower top speed. High gear ratios give slow acceleration but a higher top speed (good for racing on roads).

Brakes

Some tracks require better brakes but adding them results in a heavier bike. This extra weight will have a knock-on effect on the rider's energy level and make it harder to maintain high speeds over a long period of time.



Suspension

Harder suspension means better grip on a flatter, tarmac-based trail, because the bike will spend more time in contact

with the ground, meaning less of the effort in pedalling is wasted. The downside is that it is harder to remain balanced and that any impact from heavy landings has to be absorbed by the rider. Soft suspension absorbs impact and gives increased balance but requires more pedal power to attain high speeds on flatter surfaces.

Frame and Wheels

A lighter bike results in better acceleration, but overall grip is reduced. For example on a muddy or wet trail a heavier bike maintains a better grip on the road than a lighter bike.

ON SCREEN DISPLAY

When playing the game, the following information is displayed:



Time

This indicator shows the time elapsed since the start of the race.

Spilt Time

This indicates how far ahead or behind your opponent is. This is updated every time you pass through split time markers on the trail.

Opponent Proximity Arrow

The Opponent Proximity Arrow fades in and out depending on how close the opposing rider is behind you. It will disappear if your opponent is ahead of you.

Energy Meter

This shows how tired the rider is. When a rider has low energy he cannot pedal as fast. In this situation the rider should stop pedalling to recover energy.

TRICK TECHNIQUE



Arm Punch

To activate a trick, press and hold the Trick button (the default button for this is the O button). Then press a valid sequence of the other buttons and release the Trick button to activate the trick. While the Trick button is held none of the other buttons perform their normal function.

The initial press of the Trick button may be held as long as desired. This builds up power for the trick, i.e. holding the

Trick button for longer, before starting the rest of the trick sequence results in a higher jump. If no trick sequence is entered then the rider will just perform a jump. It can be useful in some situations to use the Trick button just for this purpose.

Important: For all tricks the bike must be in contact with the ground throughout the duration of the button press sequence. Tricks that require 'air' (such as the Forward 360^o) must be performed as the bike goes over a jump.



TRICK LIST

Trick Name	Button Combination	Right Handed Version
Arm Punch	←, ←	→, →
Leg Kick	←, ←, ←	→, →, →
360°	←, ↑, →	→, ↑, ←
Backward 360°	↑, ↑, ↓	
Forward 360°	↓, ↑, ↑	
Tabletop	←, → *	→, ←
Superman	↓ + □ **	
Suicide	↑, ↓ + □ **	
Wheelie	↓ ***	

The button sequences should be pressed while holding the trick button.

* (Press the ← button to recover from this trick - → for right handed version)

** (After performing the trick press ↑ to grab the bike)

*** (Perform this trick while holding the X button - release it to stop the wheelie)

OTHER TECHNIQUES AND TIPS

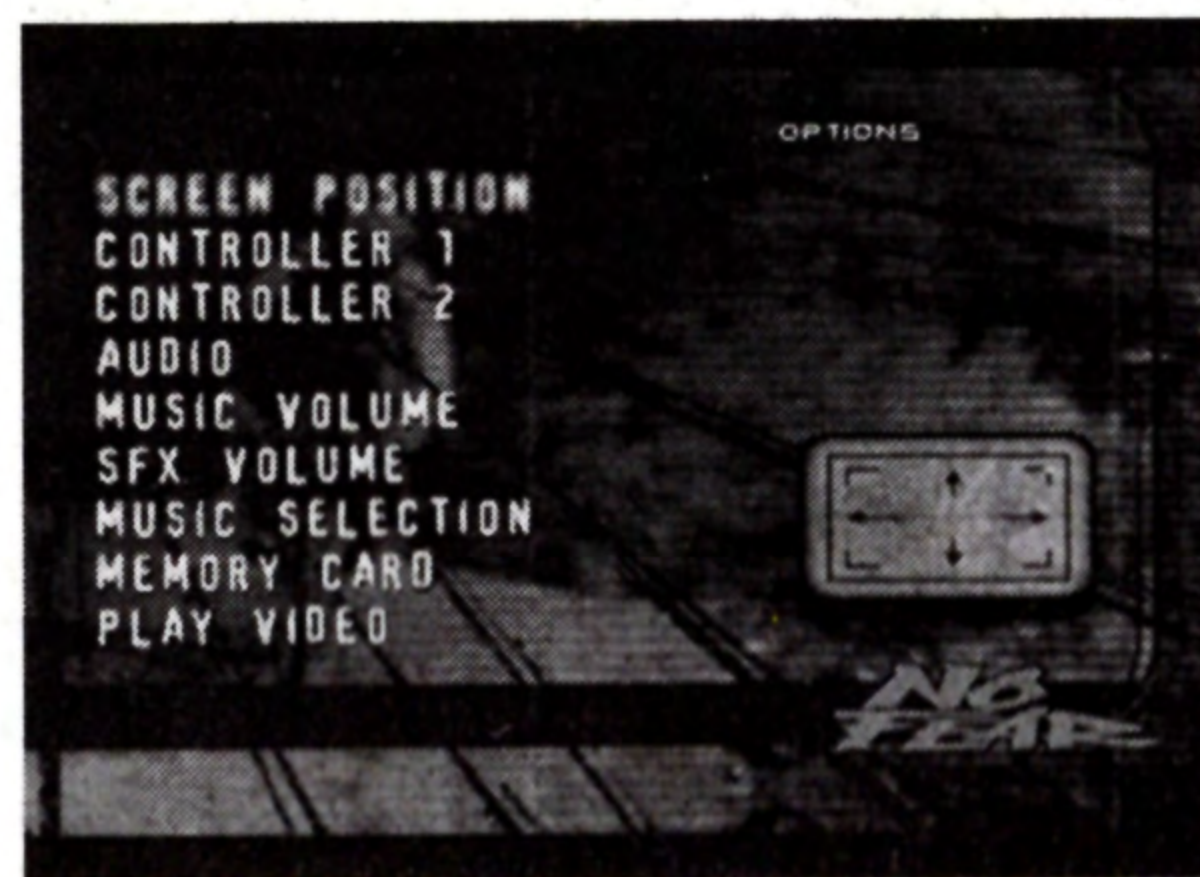
Reversing

The bike may be moved slowly backwards by pressing down on the Directional buttons or the Analog Stick. To perform this action the bike must be stationary.

Turning on the spot

The bike may be quickly turned on the spot by holding the Rear brake button down (□ button as default) and pressing the left or right Directional buttons or the Analog Stick. To perform this action the bike must be stationary.

OPTIONS



Position Screen

Alter the position of the game window.

Controllers

In this menu the default Controller configuration may be changed.

Music Volume

Change the volume of the CD music that is played during the game.

Effects Volume

Change the overall volume of any sound effects heard in the game.

Music Selection

Choose how CD music is played during the game: **Fixed** - a preset music track is played on each trail. **Random** - music tracks are chosen randomly.

Single named track - this music track will be permanently looped until another selection is made.

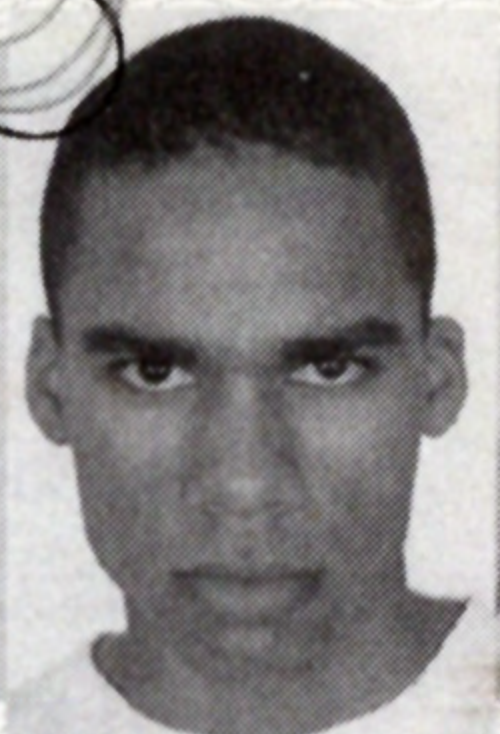
Memory card

Use the Memory card to load and save game settings, high scores and any features which have been unlocked. *Note:* This game only supports Memory card Slot 1.

Play Videos

View adverts, promos and animation sequences.

CHARACTERS



Marlon Franklin

Born: 12/25/73
Hobby: Kickboxing
Blood type: AB-
Likes: Kung Fu movies
Dislikes: Ghettos & Soccer



Jennifer Hernandez

Born: 1/2/79
Hobby: Shopping
Blood type: O+
Likes: Credit cards & cats
Dislikes: Clowns & dishonesty

identification



Daniel Santiago

Born: 6/13/68
Hobby: Movies
Blood type: B+
Likes: Monet & Sunrises
Dislikes: White Wine



Donna Martin

Born: 7/7/77
Hobby: Scuba Diving
Blood type: O-
Likes: Fast cars & Autumn
Dislikes: Traffic Jams & bad manners

identification



Scott Davis

Born: 11/6/76
Hobby: Surfing
Blood type: A+
Likes: Hawaii & game shows
Dislikes: English Weather



Mary Mitchell

Born: 2/14/81
Hobby: Snowboarding
Blood type: A-
Likes: Morning & fireworks
Dislikes: Soap operas

identification



Niels-Peter Jensen

Nationality: German
Born: 6/10/74
Hobby: Surfing
Blood type: A
Likes: Red Wine
Dislikes: Politicians, drugs & Cheese



Rob Warner

Nationality: British
Born: 9/16/70
Hobby: Snow boarding
Blood type: AB-
Likes: Video games, drum'n'bass
Dislikes: Bedtime, mashed potato

identification

COMPETITION ACCESS CODES

In Time Trial mode you're given the chance to enter a special code called a Competition Access Code™ (or CAC™ for short). This code unlocks competitions which are lying dormant within the game!

Competition Access Codes™ are not given by the game itself, but are released separately on the Codemasters Mountain Biking website:

www.mountainbiking.co.uk

www.codemasters.com

North American customers should refer to these websites for information on Competition Access Codes™.

All Competition Access Codes™ have the prefix CAC™ followed by 10 digits. At the Time Trial menu screen you will be asked whether or not you wish to enter a CAC™. Choose YES and Enter the code. Then all that remains is for you to race like you've never raced before!



To heighten the competitive edge, the special thing about entering a Competition Access Code™ is that it allows you to race a Trail under a specific set of conditions, and in the same competition time period as everyone else who decides to enter the same CAC™ as you.

At the end of your race a Competition Result Code™ (CRC™) is generated. You need to write this down! If your Time Trial time was a real corker you should submit the CRC™ to the particular publication (website / press) that first issued it - immediately. There may even be the chance to win prizes.

Note: Each CRC™ is unique to the competition it was issued under.

CAC AND CRC CODE LIST

CAC™

CRC™

CAC™

CRC™

Keep a record of your CAC's™ and CRC's™ here.

HALL OF FAME

Alternatively, if you don't enter a CAC™ at the Time Trial screen, at the end of your Time Trial race you will be issued with a Hall of Fame code - assuming that it was a cool Time Trial race. Write it down! With HOF codes you can compete with other players from around the world on the website.

Because HOF codes are generated every time you beat your own personal best time for a specific trail, you can select which trail you want to race, and then set-out to become a winner on the Hall of Fame for that particular trail.

When you have a Time Trial time that's worthy enough to compete with the best players

from around the world on the website, go to:

www.mountainbiking.co.uk

At the Hall of Fame section, submit your name, town, and the HOF code that was given to you at the end of your Time Trial attempt. All Hall of Fame codes have the prefix HOF followed by 23 digits. Only if your time is good enough (currently within the top 10 for example) will it be displayed with the other best times. Then, you can view your name with honor and pride in the illustrious online Hall of Fame.

Hall of Fame codes are not given when a Time Trial has been started with a Competition Access Code™.

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Tel (559) 683-4468, Fax (559) 683-3633.**

TECHNICAL SUPPORT

Lines are open between 0800-1700 Monday through Friday, Pacific Time

Codemasters USA
P.O. Box 2150
Oakhurst, CA 93644
Tel (559) 683-4468
Fax (559) 683-3633

URL: <http://www.codemastersusa.com>

E-mail support@codemastersusa.com

HINT LINE

Hints are available within the US:

Incredible game cheats; how to increase the number of trails, unlock extra characters, cheat to become an elite rider and many more awesome features are revealed on the Ho Fear Downhill Mountain Bike Racing hotline.

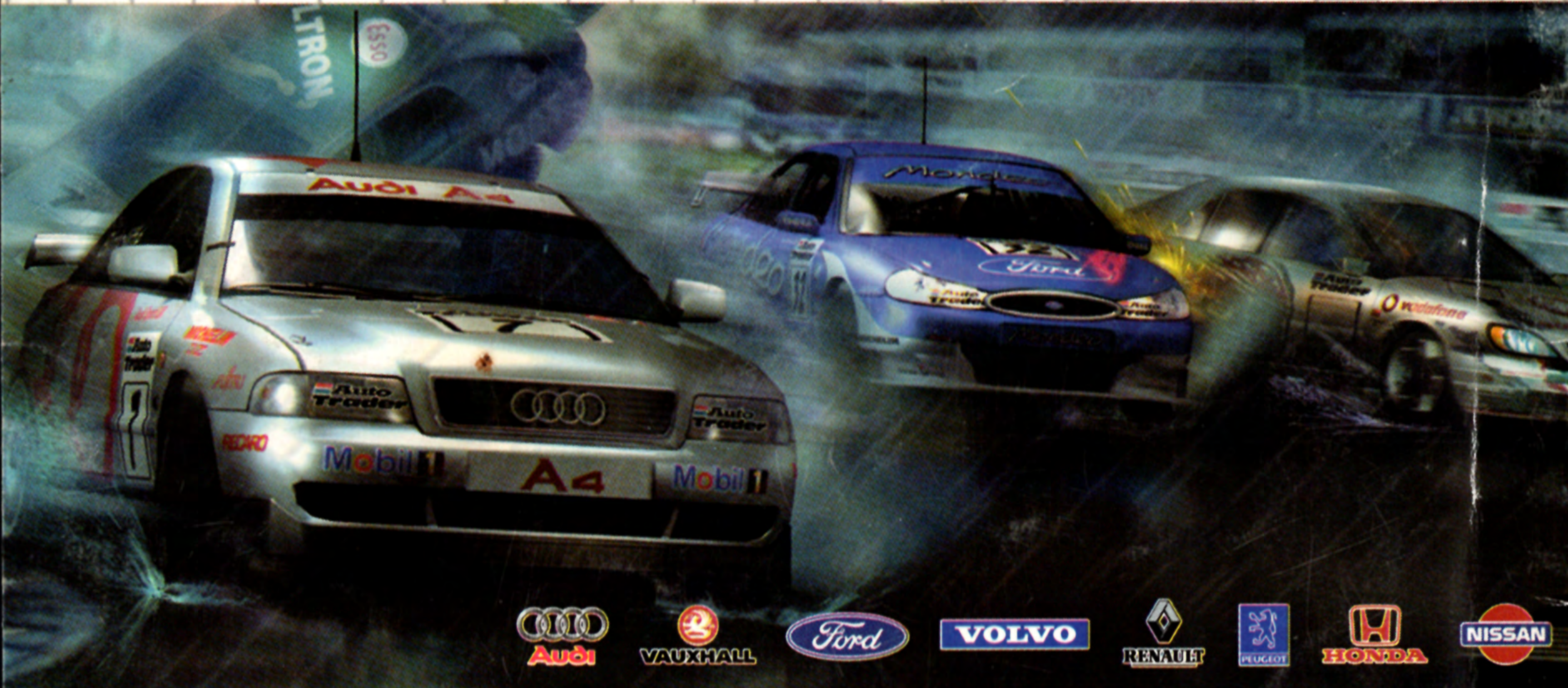
1-900-328-8145

Calls cost 95 cents per minute at all times. You must be 18 or over or have the a parents permission. touch tone only. Prices subject to change without notice.

This service is provided by TPI, 126 Brookline Avenue, Boston, 02215 MA.

TOURING CAR CHALLENGE™

The **Ultimate Head-to-Head Racing Sim.**



Serious British Racing Invades the U.S.

Codemasters USA, P.O. Box 2150, Oakhurst, CA 93644

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