



NTSC U/C

PlayStation™

KIDS TO ADULTS



CONTENT RATED BY ESRB

SLUS-00123
6662

VMX

RACING™



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.

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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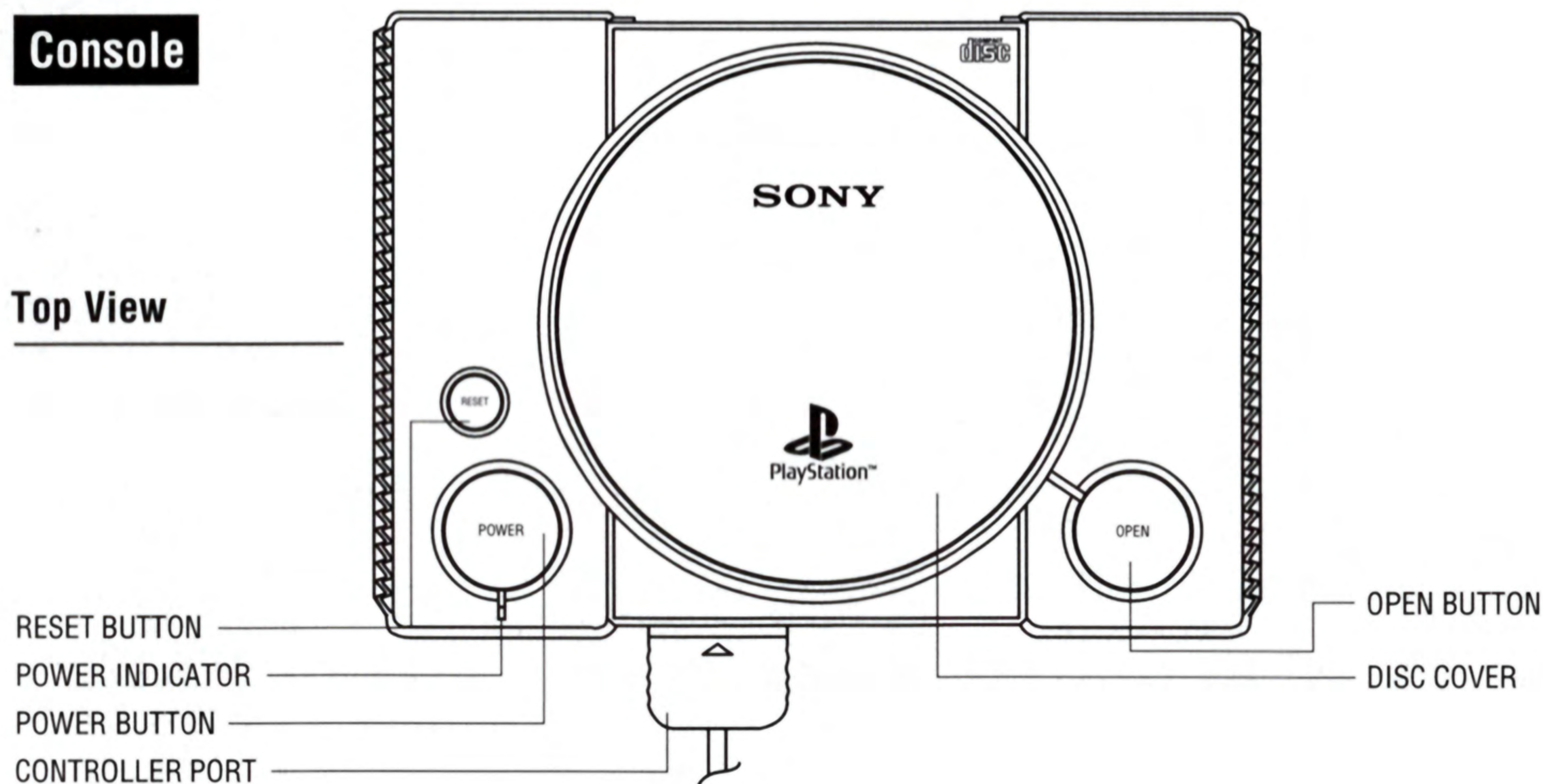
STARTING THE GAME

NOTE: This CD-ROM can only be used with the PlayStation™. Do not attempt to play this CD-ROM on any other CD player — doing so may damage the headphones or speakers.

1. Set up your PlayStation™ as described in the PlayStation™ instruction manual and insert a controller into controller port 1.
2. Insert the VMX Racing CD, label side up, and close the disc cover. Be careful not to touch the surface.
3. Press the POWER button to load the game. The game will start after the Sony Computer Entertainment and the PlayStation Logos have been shown. If nothing happens turn the system OFF and make sure that it is set up correctly.
4. Once the game has loaded and the introduction screens have played, you will be at the Main Menu Screen ready to play VMX Racing.

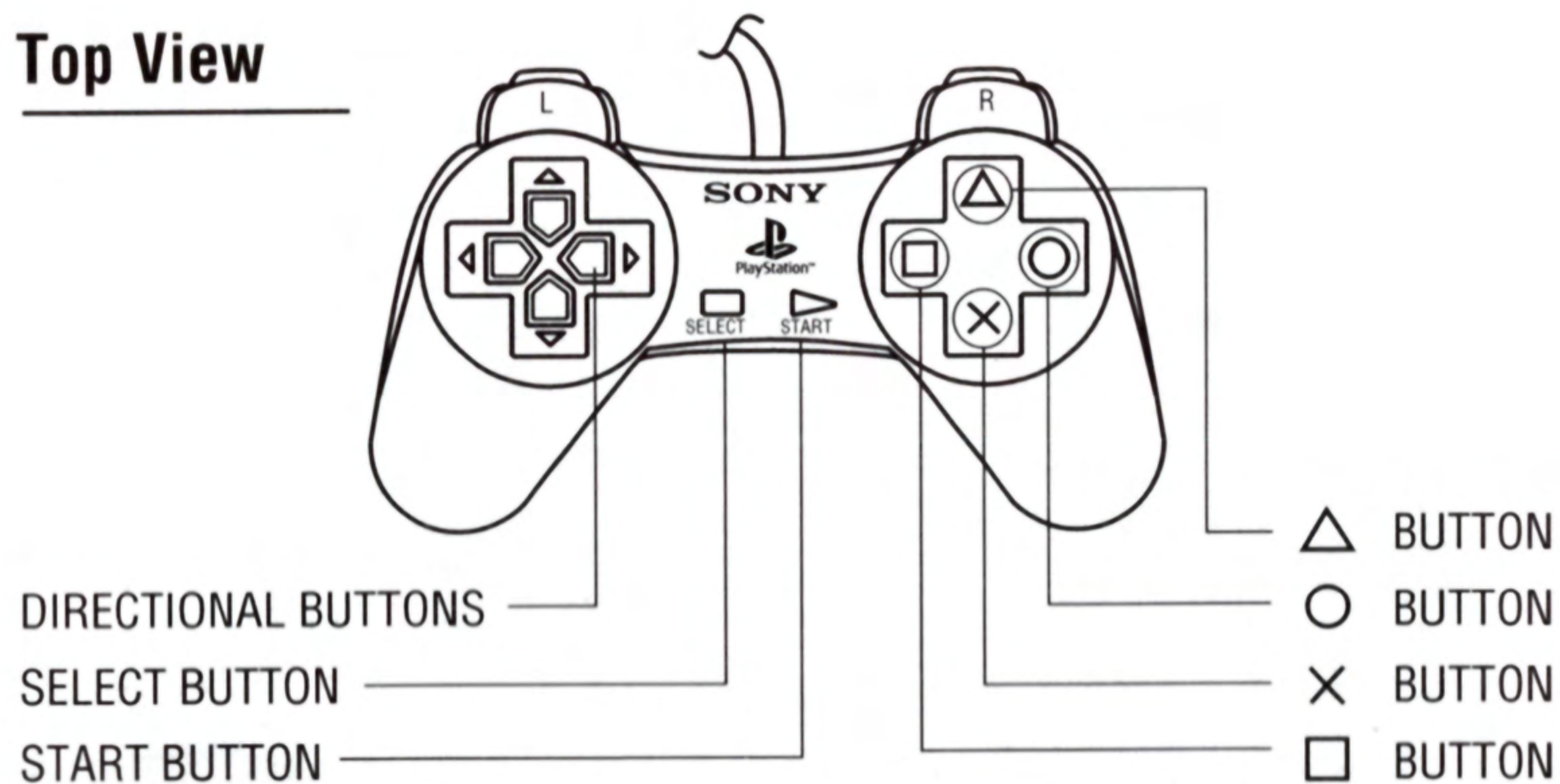
Console

Top View



CONTROLLER FUNCTIONS

Top View



Directional Buttons

Right or Left
Up and Down

△ or × Button

○ Button

□ Button

L1

L2

R1 & R2

START Button

Steers the bike right or left
Controls the pitch of the bike in midair Pitch is where rider shifts weight forward or back.

Throttle

Brake

Oversteer/Blast (burst of speed)

Changes camera angles

Changes screen overlays

Perform tricks

Pause

GETTING STARTED



After the various logos have been displayed, the Main Menu screen appears. Use the Directional Buttons Up and Down to change the highlighted menu item and press the X Button to select. If you press the X Button (before going into any of the sub-menus), while the cursor is on Race, the game begins with all of the default settings in place.

Your selections in the Main Menu are:

**RACE, BIKE, TRACK,
OPTIONS AND CONTROL.**

MAIN MENU SCREEN SELECTIONS

BIKE



This is where you chose which team you're riding for and which bike you'll ride. Each team/bike offers different abilities and performance ratings. Practice with each bike to determine which one best meets your style of play.

The bar graphs in the middle of the screen show the maximum output for each bike in the areas of: Max. Speed, Acceleration, Oversteer/Blast and Brake.

Max Speed is the speed rating for the bike. The longer the bar, the faster the bike will go. Oversteer/Blast is a special feature that adds an additional burst of high-speed to the bike for an extra boost. This comes in handy when coming out of a hair-pin turn or for extra launching power as you go into a jump.

Use Right and Left directional buttons to go from screen to screen. Press the X Button to make your choice.

TRACK



Select the course or circuit you wish to compete on in this sub-menu. You can either select to race one track at a time or you can select a combination of tracks that make up the separate circuits.

Each track has its own unique variety of challenges and obstacles. It's a good idea to practice on each of the tracks before trying to challenge the circuits.

The Circuit Selections include the following choices:

Enduro Series - This Circuit includes: New England and Pacific Northwest.

National Series - This Circuit includes: Orlando and San Jose.

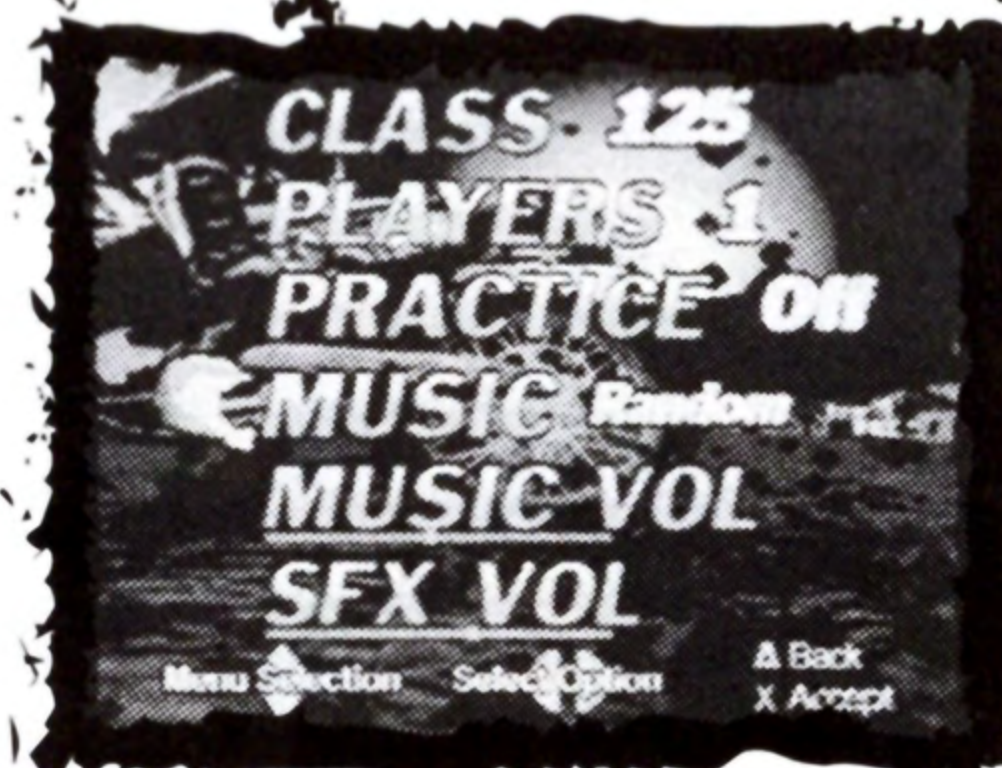
Supercross Series - This Circuit features: Anaheim and New Orleans.

Full Circuit - This includes all of the track selections.

OPTIONS

Select the following options for your race:

CLASS - Choose the class of bike to race, either 250cc. or 125cc. engines. The 125cc. bikes are more agile on the tracks, but they lack the power of the 250cc. class. The 250cc. bikes jump higher, but are harder to maneuver in mid-air for the really cool tricks.



PLAYERS - 1 or 2-Player game. Two-Player games offer side-by-side action on a split screen. Choose either a horizontal or vertical split screen for your game. Compete against a friend in 2-Player mode to see who wins the title of King of the Circuit!

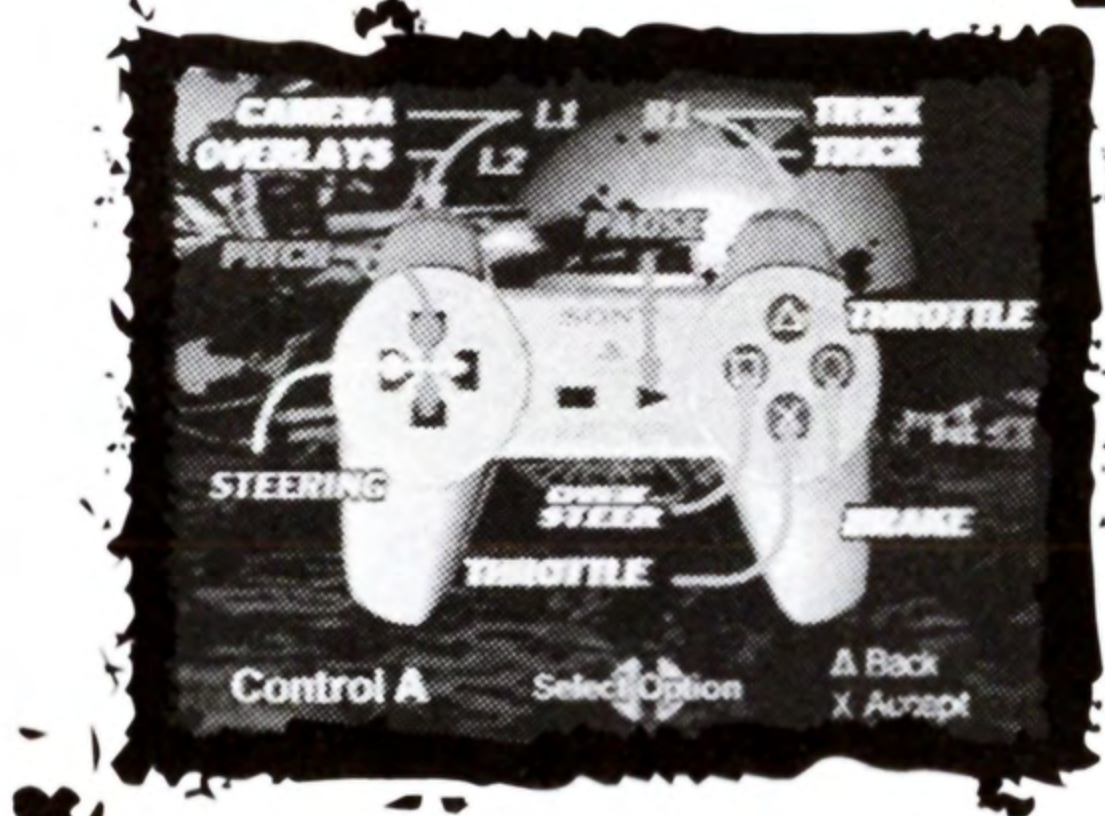


PRACTICE - ON or OFF. This mode allows you to explore the tracks without being in a competition. Learn the dynamics and stress areas of each track without worrying about other riders being on the track. This is the best time to practice your tricks and speed maneuvers before committing to running on the circuits.

If you select OFF for practice and only one track in the Track Select screen, then you will be in the Exhibition Mode. This is a one-time race against seven other riders on the course of your selection. This is the next best way to see how you fare on the track before trying the Circuits.

MUSIC - Select the sound track you want to listen to as you race. Volume for Music and EFX can be controlled with the sliding scale.

NOTE: If 30 seconds goes by without any input from the controller, the game automatically displays a demo mode.



CONTROL

This is where you designate the button functions. Try different combinations in several Practice games to find out which setting suits your game playing style best.

RACE

Once you have selected your Bike, Track, Options and Control settings, move the cursor on the Main Menu screen to Race and press the X Button. This begins your race or circuit challenge.



REPLAY MODE - After each race you have the option to view your riding in the Replay Mode. This happens automatically after you complete each track. You can skip this mode by pressing the X button. Press the Δ Button to remove the racer points and watch your replay full screen.

ON-SCREEN INFORMATION

LEADER TIME

LAP TIME
(for this track).



CURRENT SPEED.

**YOUR
STANDING
IN THE
GAME**
(Lap counter
1/5, etc.).

LAP TIME - Shows the Lap Time of the race you have in progress.

CURRENT SPEED - Use this gauge to judge the speed needed to make the jumps and moves that will earn you the big points.

STANDING - In the Exhibition and Circuit modes this shows you your standing related to the other seven riders on the course.

SUPERCROSS AND ENDURO RACING

When our team of rocket jockeys got together to build this game, we decided to put everything into this simulation that you'd expect to see or hear at a world-class off-road motorcycle event. (Minus the harsh language.)

Our efforts have produced this title, perhaps the greatest motorcycle simulator on the market, at least good enough to convince you a bike can fly! We've incorporated enough options, sound effects and kick-butt music to keep you scrambling for the checkered flag on courses set across the globe.

There are three distinct types of courses in VMX Racing — the SuperCross, National and the Enduro. You'll need to master them all to win the ultimate Circuit. Win this one and you'll believe you can truly take on the world!

SUPERCROSS AND NATIONAL RACING - These courses are either in open arenas or domed stadiums. The turns are tighter, the tracks are thinner and the jumps are nastier. You will have better luck cornering in the SuperCross arenas, but the long flying leaps will be few and far between.



ENDURO RACING - These events pit riders against a variety of natural obstacles designed to separate the men from the boys and the punks from their bikes. Encounter hazards like: woods, hills, mud bogs, slippery turns, rocks, rivers and the occasional missing bridge. These tracks have a little more room to maneuver on, but you never know when an obstacle will pop up in your path.

TRACKS OF THE WORLD

Welcome to the Circuit, rookie, now it's time to see what you're made of! Bounce off the walls a couple of times to shake loose the dirt and set your sights on making sports history with leaps that would make Mr. Kneivel proud. Each of the tracks waiting for you and your bike are loaded with special pitfalls, obstacles and, of course, the most ruthless competitors the off-road circuit has to offer. Strap on your helmet and get ready to make them eat your dust (or get ready for a helpin' of your own to chew).



NEW ORLEANS SUPERCROSS - This arena event takes place indoors, under a world-class dome. The lighting is artificial (look out for the nasty glare) and the horizon shows either huge billboards or rabid fans. You might catch a glimpse of yourself on the giant-screen TV, but don't stare too long or you'll pile up on a bale of hay.



PACIFIC NORTHWEST ENDURO - The wild back country of the Cascade Mts. is the home of this outdoor event. Go from dry creek beds through wilderness trails to the snow-capped summit on an off-road excursion that has ruined more bikes than speed bumps at the DMV. Look out for the local wildlife.



ANAHEIM SUPERCROSS - Much like the New Orleans event, the Anaheim Stadium hosts a bigger track with opportunities for the highest jumps possible on any level! The course is longer, the speed factor is higher and even the crowd is larger. Don't gawk at the crowd too long, they may just snap a few hundred pictures of you while you're trying to pull off the toughest move yet!



NEW ENGLAND ENDURO - Feel the exhilaration of racing through the autumn of New England. Take shelter as eight of the coolest riders race through bridges and jump lakes in this track. Spot the hot air balloon as you "Big Air" over one of the many steep hills you will face when challenging New England.



SAN JOSE NATIONAL - Located in the heart of Silicon Valley is the smoothest track of the series. Between rugged pine trees and sloping hills you'll encounter long straight-aways in this outdoor motocross course. Use the treeline to orient yourself on this long track and utilize the natural slope of the hills with your Boost for maximum effect!



ORLANDO NATIONAL - This course takes place among the outdoor swamps of Orlando. Race by misty lakes and past Great Egrets while showing off your tricks among the many hills. Look out for mobile homes as you learn the twists and turns of this relaxed course.

RIDERS, THEIR TEAMS, AND THEIR MACHINES

Now that you know where it's all going to be played, you get to learn who will represent you on the turf. Choose from 4 of the top contenders in the world as well as their sponsor teams. Like the Track Selection, each of the riders (and their bikes) have individual strengths and weaknesses that separate them from the others. Choose the rider that best fits your style of racing!



REX EMMITT - Riding for Team Ogatsu, Rex has the highest top speed of all the riders. Rex comes from the mid-west and holds a number of trophies for his races in the desert. His special moves include the Somersault and the Bumper Kiss.

Rex pilots the Team Ogatsu bike.



ROLAND BECKER - Roland is from England and sports a clean shaven head. A three-time International Enduro Champion, Roland races under the Team Fijisaka banner. He is famous for his Barrel Roll (and jumping off the screen).

Roland rides the Tam Fijisaka bike.



CODY COOPER - This Huntington Beach, California native has won back to back SuperCross championships. His style is all showboat (which really turns on the crowds) but his skills are more down to earth. Cody is the leading racer for Team Camtek and his special moves include the Helicopter and the No Hands/No Feet jump.

Cody rides the Team Camtek bike.



JAMIE DUNCAN - The only female on the Circuit is the all-time winningest driver of the lot. Jamie has a flair for winning and this Team Tsunami rider is the greatest Motocross Champion ever to roost mud in the USA. Her most daring stunts include the Standing Tarzan Yell and the Jet Blast Fire Jump.

Jamie jockeys the Team Tsunami bike.

SCORING

Racer Points	
1	50
2	44
3	38
4	32
5	26

REPLAY
PRESS X TO
CONTINUE

In VMX Racing you earn points in two different ways. The first is by the actual position you finish the race. First place scores more points than second place, and so on, down to last place. Even if you don't win every race on the Circuit, you still can claim the overall trophy (and the adulation of the trophy girls) by winning the most points overall.

The second way to score points in the game is by pulling off some of the spectacular stunts built into the game.

Plan your moves carefully — you'll have no time while you're mid-air to misjudge a difficult move! Practice the special moves on the courses before you try the Circuits to make sure you have mastered the moves so you can perform them when it really counts!

Racing points are displayed at the end of the fifth lap during the Replay Mode. Press the Δ button to remove this display and enjoy your replay.

SPECIAL MOVES

This section of the manual discusses the variety of moves available to all the riders. There are a few hidden moves that are special for each rider that you'll have to discover on your own. Good luck!



CROSS-UP

Use this technique to adjust your position in the air while blocking the other drivers behind you from moving into your lane. Begin this move at the lip of a jump. Just before launching into a jump, quickly turn to the right or left while holding down the throttle blast button. This causes an off-center path of flight through the air. Quickly counter steer in the direction of the rear wheel so the rear wheel appears to kick out to the side. When you release the throttle blast button, the bike shifts to prepare for landing.



TABLE-TOP

A classic show-off move from way back. Execute this move by leaning to the left or right before launching into a jump. As you head up a ramp for a jump, press the throttle blast button. When you take to the air, you'll be flying in a crooked manner, with the throttle blast button making the rear of the bike come parallel with the ground (while the button is being held down). Release the button to correct the flight path in time to land safely.



ONE-LEGGER

This maneuver is done by tapping and holding the Up directional button just prior to the bike going into the air. As long as you hold down the Up button, the rider will move to the side and have his leg kicking out behind him. Let go of the Up button to return to a landing position.



NO-HANDS JUMP

"Look, Ma, No Hands!" was often the battle cry prior to an emergency room visit in childhood. The same strategy applies as you launch into the air in the same manner as a One-Legger, but this time extend your arms in a "V" position. Tap and hold the throttle blast button to activate this showboater's maneuver.

SPECIAL NOTE: Perform enough tricks and you may earn your way into a Bonus Round!

RESET OPTION

Press the start button during game play. Choose "Reset" from the menu and select "yes" to reset. You will be taken back to the main menu.

NOTES

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To all our wives and girlfriends for putting up with the late nights and to all the people who supported us during the development of this product. Thank you!

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