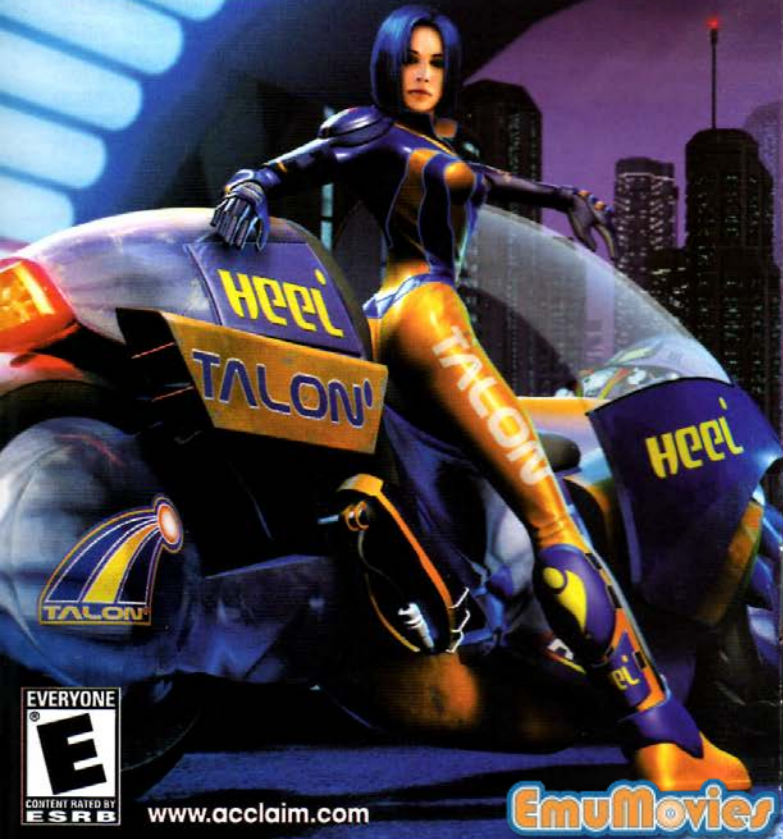


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EmuMovies

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DAVE MIRRA 2 freestyle bmx

FREESTYLE TRICK MANUEVER // GAME VERS 2.0
SUPERMBA / CAB-CAB / BACKFLIP / TAL TR / FLIP /
PEG GRAB / MANUAL / NOSE MANUAL //

HIGHT LEVEL LBU+11 LBU+22 LBU+33 LBU+44 LBU+55
C T * C T * C T * C T * C T *



INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS
ALTERNATING GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



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TEEN

MILD LYRICS

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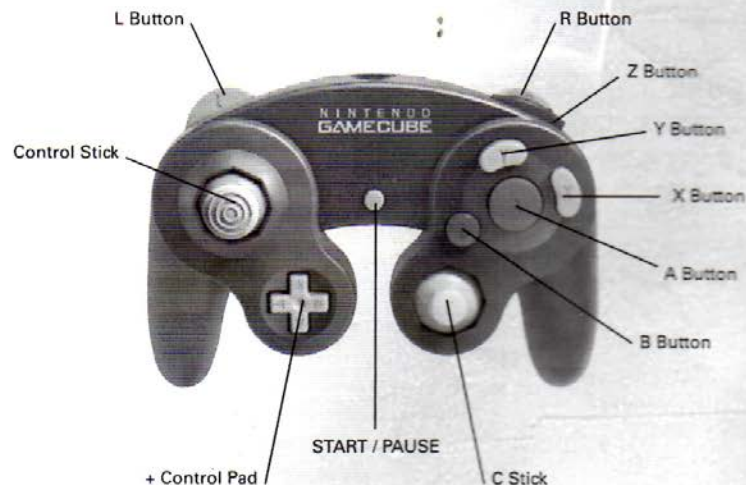
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LOADING

1. Make sure the **POWER Button** is **OFF** on your Nintendo GameCube™.
2. Insert your **DAVE MIRRA FREESTYLE BMX™ 2** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert Nintendo GameCube™ Controller into Controller Socket 1.

Note: DAVE MIRRA FREESTYLE BMX™ 2 is for 1 to 2 players. Each player should insert a controller into the proper controller socket at this time.

4. If you wish to save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
5. Press the **POWER Button ON** (important: make sure not to touch the Control Stick while doing so).



INTRODUCTION

Hey everybody! I'm back with a great new game that has miles more manic BMX action! For starters, there's Proquest mode, where you can try to challenge the best riders around. It's all about respect. Once you get a little, you'll earn better bikes, sponsorships, the whole works. We've got tons of new tricks and levels. You'll be stringing together outrageous combos and interacting with surroundings like never before. There's even a Park Editor that lets you create your own unique BMX environment! And of course, there's lots of multiplayer action to keep you and your friends busting for hours. So take a minute with this booklet to learn the basics, then let's see who's got the big BMX skills. See you in the game.



Dave Mirra

MENU NAVIGATION

A Button	Continue/Select
Y Button	Cancel/Go back
Control Pad/Control Stick	Move highlight
Control Pad/Control Stick	Toggle settings

MAIN MENU

After the intro, you'll advance to the Main Menu. You can select from these items, which are explained in detail further on:

- Proquest** Guide your rider through respect-earning challenges and medal-winning competitions to eventually be crowned King of Freestyle BMX.
- Session** A timed run on any available level, minus the challenges.
- Free Ride** Freedom to roam as you learn to ride.
- Park Editor** Create your own world to rip through in Session and Free Ride modes.
- Options** Set various game options to your liking.



Cool Stuff View level records, movies, game credits and load saved replays.

Multiplayer Get a pal and take turns besting each other in a variety of wild games.

OPTIONS

Before you select a game mode, set up your options.

controller options

Select Controller 1 or Controller 2 then make adjustments.

Controller Configuration Set up any active controller, choosing from three pre-set controller configurations: normal (default), beginner, and expert.

Rumble Turn the in game controller rumble feature **ON** or **OFF**.

Audio options

SFX Volume Adjust the sound effects volume with the slider (left is lower).

Music Volume Adjust the music volume with the slider (left is lower).

Load game

save game

COOL STUFF

Level Records View each level's leaderboard of all tracked records from scores to skids. Scroll up and down to see all 12 level records. Flashing items indicate the best record of all levels.

Movies View a collection of sick BMX action clips. Unlock more as you play the game.

Credits Check the crew behind Dave Mirra Freestyle BMX 2.

View Replays Relive the great moments in your BMX career so far.

MULTIPLAYER

Each player selects a rider, then each selects a bike, both agree on a level and custom modifiers and the battles begin.


BMX BASICS

CONTROLS AND TRICKS

BUTTON	RIDING	AIR JUMP	GRINDING	STALLING	MANUALING
Control Pad/ Control Stick	Steer, Pedal & Brake	Pick Trick / Slow Spin Left/Right	Pick Modifier/ Balance	Pick Modifier/ Balance	Pick Modifier/ Steer/ Balance
B Button	n/a	Trick	n/a	n/a	n/a
Y Button	n/a	Grind/Stall	n/a	n/a	n/a
X Button	n/a	Trick Modifier	Trick Modifier	Trick Modifier	Trick Modifier
A Button	Bunnyhop (when released)	Wallride, fastplant, walltap	Bunnyhop (when released)	Bunnyhop (when released)	Bunnyhop (when released)
L Button	Skid + Control Pad ↓	Fast Spin Left (counterclockwise)	n/a	n/a	n/a
R Button	Skid + Control Pad ↓	Fast Spin Right (clockwise)	n/a	n/a	n/a
L + R + Y Button	n/a	Eject	n/a	n/a	n/a

Note: Controls refer to default control configuration. You may select a different control scheme by selecting Control Configuration under Options.

TRICKS

toboggan	tabletop	superman	+ B button
turndown		can can	
candy bar	backflip	tailwhip	

NO DIRECTION = N/A

Tricks can be attempted at any time while in the air using the trick button. The trick is determined by the direction(s) input on the **Control Pad/Control Stick** immediately before the trick button is pressed. Tricks begin the moment the **B Button** is hit. Of course, each moment the trick button is held, more points are racked up (collected once the rider lands safely). Experiment with two **Control Pad/Control Stick** inputs to create more tricks – for example, **↑** (tabletop), **↓** (backflip) + **B Button** yields a tabletop backflip. And try double-tapping the same direction too.

Additionally, any trick can be combined with spins, adding a further degree of difficulty, increasing the trick score, and allowing for some of the most visually stunning tricks in the game, such as the 360° Tailwhip.



TRICK MODIFIERS

S.I.K. Trick System – The Dave Mirra Freestyle BMX 2 revolutionary trick system. It incorporates multiple functions, like allowing a player to modify Air Tricks, Grinds, Stalls, Manuals and Wallrides to create hundreds of new tricks. The trick system incorporates over 1,500 tricks, not including all the riders' Signature tricks. That's more than 1000+ tricks than any other extreme sports game.

Note: modifier controls apply to all your riding maneuvers: Air tricks, Grinds, Stalls, Manuals and Wallrides.


Trick Modifiers, loosely classified into a group of technical tricks, exist to add style, difficulty, and creativity to regular tricks. Before or after a trick has been selected, the rider can press the Trick Modifier button plus a direction on the **Control Pad/Control Stick** to perform a specific modifier. This open system lets you try a barspin modifier before the main trick, a no hander during the main trick, and a x-up after the main trick, greatly increasing the trick's degree of difficulty and upping the points awarded after a successful landing.

Trick modifiers can be used by themselves to perform a number of tricks such as a double barspin or a nothing (no hander and no footer).

Using the above control scheme, a double barspin would be simply down on the **Control Pad/Control Stick** plus holding the **X Button**, while to attempt a nothing, press ,  on the **Control Pad/Control Stick**, then press the **X Button**.

To perform more difficult tricks, once the trick motion begins the rider can attempt to input a trick modifier - i.e. superman + seat grab = superman seat grab.

CUSTOM MODIFIERS


custom	x-up	custom	+ X Button
one footer		one hander	
no footer	barspin	no hander	

NO DIRECTION = N/A

After selecting a rider and bike, assign your custom modifiers on the Select Trick screen by toggling left and right between the eight available choices: rocket air, peg grab, frame grab, seat grab, tire grab, crankflip, framestand, or crotch grab. You can appoint Custom Modifiers to the  and  **Control Pad/Control Stick**.

Once selected, custom modifiers function just like the other modified tricks such as grinds, stalls, manuals, and wallrides on their own or combined with other modifiers.

GRINDING

lipslide	toothpick	luc-e	+ Y Button
smith		feeble	
crooked	icepick	sprocket	

NO DIRECTION = DOUBLE PEG


Grinds let you land on a rail, ledge or pool coping, usually with only the metal grind pegs that come out from both sides of each wheel's center. Sometimes you can perform a grind with a combination of a peg and another part of the bike such as a pedal, tire, or sprocket. Safely riding a grind edge requires the rider to bunnyhop into the air with an acceptable rate of speed and a jump height that allows for the bike pegs to come down on the edge in the correct position. The angle the bike is traveling in relation to the grind edge affects the degree of balance required to safely hold the grind. The greater the angle, the more difficult it is to balance from the beginning of the grind.

To start a grind, press the **Y Button** when in the air near a grind edge. The direction of the **Control Pad/Control Stick** determines the type of grind to perform. Once grinding, you must use the **Control Pad/Control Stick** to keep your balance on the grind edge. If no suitable grind edge is nearby, no grind is performed and the rider lands safely or crashes based on the terrain below.

You can also modify your grinds and stalls using the trick modifier button. Modifying grinds and stalls is extremely difficult at first, since you must constantly use the directional button to maintain your balance. However, as you gain new bikes for your rider, your balance rating improves drastically and it will be much easier to maintain balance with less frenetic use of the directional button, leaving the possibility to use it with the modifier button. And be aware that not all modifiers are possible on all grinds – you can't pull a barspin modifier when you are grinding on your front peg in a toothpick grind.

Remember, you can exit any grind two ways – by jumping into the air or falling out of balance.

STALLING

nosepick	toothpick	nosepick	+ Y Button
disaster		disaster	
tailtap	icepick	tailtap	


NO DIRECTION = DOUBLE PEG

Very similar to grinds, stalls have the rider landing on a rail, ledge, or pool coping with the bike's metal grind pegs, the wheels, some combination of the two, or simply the area between

the frame and the cranks (a disaster stall). Executing a stall requires the rider to bunnyhop into the air with an acceptable rate of speed (not too fast) and jump height that allows for the chosen part of the bike to come down on the surface in the correct position. The angle and speed that the selected grind edge is approached from determines if the trick executed is a grind or a stall. Approaching an edge from straight on, at or around a 90 degree angle to the edge, will result in the trick being a stall and not a grind.

To begin a stall, press the **Y Button** in the air. The last direction pressed on the **Control Pad/Control Stick** before pressing the **Y Button** determines the type of stall that will be performed. Once stalling, use the **Control Pad/Control Stick** to maintain balance.

FASTPLANTS, WALLTAPS AND WALLRIDES

n/a	Wallride (Jump & press Up + A)	n/a	+ A Button
n/a	nose wheelie (double tap, no A)	n/a	
Fastplant		Walltap	
n/a	manual (double tap, no A)	n/a	

One of the greatest joys of BMX action is pulling off tricks like the wallride, fastplant and walltap. If you have the know-how, some impressive stunts (and scores!) can be earned by getting intimate with inanimate objects like wall surfaces. To execute one of these moves, get some air near an upright surface and press the **A Button** (default) and the proper direction on the **Control Pad/Control Stick**. Fastplants and walltaps are great to use in tight areas, turning a dead end into a point-scoring opportunity. Wallrides are a stylish way to get around the level, turning vertical faces into trick possibilities. You may even be able to use wallrides to get to otherwise inaccessible areas – look around.

MANUAL / NOSE WHEELIE

While in the air, pressing **↓** on the **Control Pad/Control Stick** twice and holding the second press will put a rider into a manual. This pops the front wheel off the ground and sends the rider into a coast balanced on the back wheel. While coasting, tapping up and down on the **Control Pad/Control Stick** balances the rider on his back wheel. Double tapping up on the **Control Pad/Control Stick** results in a nose wheelie, where the rider coasts balanced on the front wheel, following all the same guidelines as the manual.

Our new Manual/Nose Wheelie system lets you easily ride manuals and nose wheelies up or down any slope up to nearly 90 degrees! This means you can land in manuals and nose wheelies and jump out of manuals and nose wheelies, allowing you to string together HUGE combo chains.

You can steer the bike **←** and **→** with the **Control Pad/Control Stick** throughout the execution of a manual or nose manual. It is possible to bunnyhop while performing a manual or nose manual, allowing for some insane trick combos entering and exiting manuals. If you ride the only touching tire off an edge and into the air, most tricks will be available to be performed with a higher degree of difficulty for scoring.

LANDING

To be awarded points for a trick, the rider must land without crashing. There are no buttons to hit in order to land successfully, but two conditions must be satisfied: all tricks must be finished and the bike must be oriented correctly.

Orienting the bike for landing means looking at the landing area and adjusting the bike's left and right positioning by pressing the **L Button** or **R Button** or **←** or **→** on the **Control Pad/Control Stick**. The closer to perfection on the landing angle, the more speed is maintained from the jump and quickly transferred into the next trick, particularly helpful in the tight confines of a vert ramp. Some of the biggest tricks can only be performed after a simple jump with a perfect landing that generates the essential speed needed for the trick. You earn more points for landing a trick perfectly straight. If you land a trick on an angle, it is considered a Sketchy trick and is awarded less points for the overall trick.

When landing a trick fakie (i.e. backwards), the landing angle is forgiving but the bike slows down much faster than if the bike was landed forwards. You can continue to ride backwards and even jump and pull tricks. If you spin and pull a trick you earn a "cab" trick bonus, further boosting your trick scores. Tapping **↑** on the **Control Pad/Control Stick** orients the rider in the normal straight direction again.

CRASHING / EJECTING

There are many ways to wipe out in **DAVE MIRRA FREESTYLE BMX 2**. The most common is being poorly oriented when landing. Another is crashing into something with a part of the body or bike besides your feet, the wheels or the grind pegs during a trick. If you're riding along out of balance and hit an obstacle too fast or at a harsh angle, you'll wipe out.

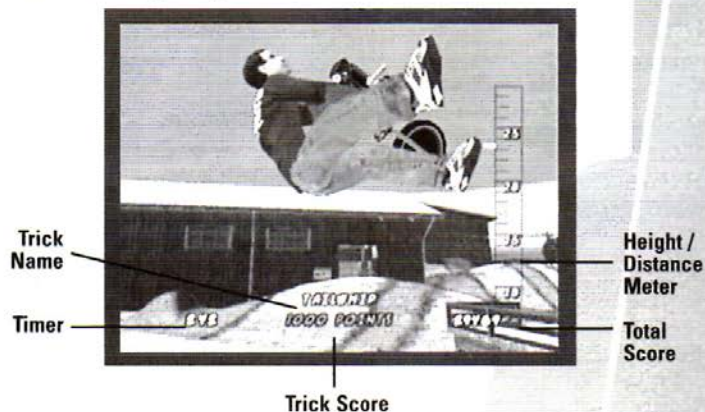
To eject, press the **L Button**, **R Button** and **Y Button** together at any time while in the air. This is handy in situations where a trick goes awry and a nasty landing can be averted by ejecting and preparing for impact. While crashing or ejecting, you can press the **Y Button** to grab for an edge.

CRASHED OUT

After the rider has wiped out, the rider is put back on the bike after a brief amount of time, ready to begin again. You can use the **← Control Pad/Control Stick** to rotate your rider and line him up for the next trick.

TURNING SKIDS – Pressing **↓** on the **Control Pad/Control Stick** + **L Button** or **R Button** allows you to turn and skid at the same time. This is especially helpful when you want to do a tight turn.

game display



pausing the game

Press **START** during play to view the pause menu.

Continue Resume your ride.

View Challenges Lists the description and status of all current challenges.

Options Access the game options.



Some in game options are only available from this screen (not at the main options menu).

Music Track Select which song you wish to have playing as you ride.

Trick List View a list of tricks and their controls.

View Records Take a look at the BMX leaders in more categories than I can count.

End Run Quit the current run. You will be asked to confirm your choice.

after a run

Name Entry If you break a record in Proquest or Session mode, you will be asked to enter your name for record keeping. Good for you! Then you'll see the record screen.

Results Screen After a Proquest or Session run, you'll see a results screen which shows your respect points, gaps, combos and other data for that run. If you earned them, you'll also get rewards and tips.

At the end of a run, you will see a sub-menu with several choices.

Another Run Try again on the same level with the same settings.

Level Select Take your rider off to shred another level.

Save Game Save your current progress to your your **Nintendo GameCube™ Memory Card**.

Save Replay Save your last run to show off later.

View Replay Watch yourself in action in the run just ended.

Trick List See above.

View Records See above.

Exit to Main Menu Quit the current game and go to the Main Menu.

Leaderboard After a competition run, check the scores of the top ten riders in the competition.



GAME MODES

PROQUEST

In Proquest mode, you take on the reigning superstars of BMX meeting challenges, earning respect and beating the superstars in competition on a rich variety of dirt, street, vert and park levels.

You begin a green, unproven rider on an entry level bike, desperately seeking respect from your fellow riders. The respect is out there for the taking via challenges, competitions, and general shredding of the level. As you complete challenges given by the local riders on a level, you'll earn better bikes that boost your riding attributes. You'll also attract sponsors and earn more and more things that bring BMX glory to your rider.

Choosing a Rider

Before you get into the action, the first thing you need to do is pick the rider you will conquer the BMX world with. You can pick from the 14 Pro BMXers. Each is rated in these skill areas:

Air	Technique
Speed	Manuels
Spins	Landing
Balance	Wallrides

Press **←** or **→** on the **Control Pad/Control Stick** to toggle through the riders, then press the **A Button** to select (press the **Y Button** to cancel).



Choosing A Bike

Once you've selected one of the Pro BMXers, by default they each begin with their first real bike, a low end model that is adequate for beginners.

Each bike is rated in each of the same skill categories as the rider and when you select one it simply adds on to your rider's base skill ratings. As you complete challenges in the game, you earn better bikes from your bike manufacturer, bolstering your rider's skills further and further with each one.

To select a bike: Press **←** or **→** on the **Control Pad/Control Stick** to scroll through the available bike selections with the bike attributes displayed in red.

Press the **A Button** to confirm your choice (**Y Button** to cancel).



Challenges and Respect = Competition

There are two main modes of play to conquer in Proquest, Challenges and Competitions. Challenges are level objectives that must be cleared to complete a particular level. Once you clear a certain level of challenges on a particular level, usually just through the Pro Challenges, you can then go on to the next Challenge level. Remember, you don't need to complete ANY Hardcore or Insane Challenges to finish the game. But if you are on a quest to get all possible Respect points you'll have to complete all Challenges. You will gain an invitation to your first Acclaim Games

Competition when you reach 10,000 Respect points.

Respect

Think of respect as the coin of the BMX realm. It's what you earn as a reward as you progress, and what you spend in order to upgrade your ride. Respect points are cumulative and serve to measure your progress through the entire game. Any Respect points that you earn completing Challenges, placing well in a Competition, or finding all Gaps are added at the end of each run to your running total of Respect. Rewards like new bikes and other goodies are earned at each 5,000 Respect point interval.

Scoring

There are two kinds of scoring in Dave Mirra Freestyle BMX 2: Trick Scores and Respect Points. Trick score measures your BMX skills every run, updating with every sick trick as you ride, and is reset after each run.

Gap Challenges

Another new feature this time around is gap challenges. There are between ten and thirty gaps to be found in each level and if you find all of them over the course of your many runs you collect a huge amount of respect – 1,000 points! In a gap challenge, your goal is to keep riding and pull off some tricks over "gaps" in the terrain. Gap challenges are not obvious nor mandatory, but are designed to reward riders that aren't afraid to "go big" and use ramps and terrain creatively. For example, continuing a grind from one rail to another where there is a big gap between them may well earn you some gap points.

Competition

The Acclaim Games Competition is a traditional event where each rider gets two runs and is judged on each run by five judges on his creativity and use of the level. The two run scores get averaged and the rider with the highest average wins. To impress the judges make sure you use the whole level and pull a huge variety of air tricks, modified tricks, grinds, stalls—pretty much everything you know—and rack up a decent score!

LEVELS

Challenges and competitions take place in any of four area types: Vert, Street, Dirt, and Park. There are five different challenge sets for each level: Rookie, Amateur, Pro, Hardcore, and the super-difficult Insane. Complete the rookie challenge to earn basic respect points from the three riders in the level. The amateur, pro, and hardcore challenges are each a series of four challenges. The first three are issued at the beginning of your run, while the last one requires you to find the amateur, pro, or hardcore rider, who will issue his challenge to you personally. The riders are scattered about the level, usually hanging out near the area that contains the challenge they give you – they might even be trying to do the exact thing they want to see you do. Earn their respect by pulling off their challenge. To move on to the next level

you only need accomplish all challenges through the pro level – the hardcore and insane challenges can remain untouched and you can still finish the game. But could you really live with yourself knowing there is more to do?

You earn your first competition invitation once you've accumulated at least 10,000 respect points. From then on, get 3rd or better and you are invited to each successive competition. Like the hardcore and insane challenges, you don't need to get first place in each competition to finish the game, but eight gold medals sound a lot better to your friends than eight bronze medals. 50,000 respect points is perfection – good luck!

Level selection

You can select to ride any available level, choosing from riding Challenges or (eventually) riding in the level's Competition. Locked levels can be unlocked by completing Challenges in Proquest mode.

Woodward Camp	Galloon Water Park
Trainyards	HWY 47
Swampy Trails	Devil's Peak
Commercial District	Airport Parking
Greenville	Venice

SESSION

In a Session there is no pressure to complete challenges, compete against other riders into competitions, or beg for respect. You won't earn any new rewards in a Session (that's what the Proquest is for), but you will be able to set new records. Just bust out your best two minute run on any available level.

FREE RIDE

A Free Ride is just what it sounds like: a chance to explore the various trails and areas and try some tricks without worrying about time limits, scoring or meeting challenges. You pick your rider, bike, style, and level and hit the ground pedaling. If you have saved a park in the Park Editor you can load it up here and ride wild.

MULTIPLAYER

Multiplayer features competitive turn-based multiplayer action based on contests set within all available levels. All multiplayer games pit one user-controlled rider versus another user-controlled rider. Multiplayer games can take place on any level, determined by the players before entry into the game world.

Scores and records attained during multiplayer contests are valid for level records, so if a record is broken during one of the games, you'll get the message about your new record - further bragging rights earned to hang over the head of your opponent!

Between each attempt, details of what happened on the last attempt – score total, trick name, skid distance, etc. – are displayed, giving the next rider something to shoot for. During his next run the score or mark to beat will be displayed in blue in the upper right of the screen.

There are a total of 13 Multiplayer contests to go head-to-head in. In each, both riders get three turns of 30 seconds each to bust their best effort (with the exception of Best Run, which is three minutes). Try 'em all!

THE PARK EDITOR

The Park Editor is an exciting feature that allows you to build and ride on your own custom levels. Once you've selected Park Editor, you will come to this menu:

- New Park** Select this to create a new park.
- Load Park** Select this to load a previously saved park.

When in Park Editor mode, pressing **START** will bring up the **Park Pause** menu with these items:

- Continue** Return to the Park Editor.
- Save Park** Once you like the way your park is set up, save it to your **Nintendo GameCube™ Memory Card**.
- Test Run** Test your creation.
- Light Options** Select this to set up your lighting. A sub-menu will appear with these options:
 - Light Park** Select this to set up your lighting on night levels.
 - Brightness** Adjust the park lighting from light to dark.
- Clear All** Clears all pieces from the grid and resets terrain heights.
- Exit** Exit the Park Editor and return to the Main Menu.

NOTE: Only Player 1 can use the Park Editor



USING THE PARK EDITOR

CREATING A NEW PARK

Themes

After selecting New Park, you will come to the Theme Select screen, where you can choose from the available themes. Some themes will be locked until you complete the required Proquest level to unlock them. To choose a theme, press **←** or **→** on the **Control Pad/Control Stick**. When the desired theme is shown, press the **A Button** to advance to the Construction Interface.

construction interface

The Main Toolbar

At the heart of the Park Editor is the toolbar. This is where you can select any editor pieces from categories like Ramps, Quarter Pipes, Lights, and Roll-Ins. You can also access the Terrain Tool, Gap Tool, and Rail Tool, along with the piece categories on the toolbar. The Terrain Tool is automatically selected when you enter the construction phase, and you will see a yellow square surrounded by a white grid pattern.

Along with the Terrain Tool, here are the 20 categories you can select from:

terrain tool	quarter pipes	spines
roll ins	ramp	kickers
stairs	sub boxes	fun boxes
hips	boxes	dirt jumps
bridges	secret pieces	specialty rails
props	lights	rail tool
start point	gap tool	

To select a tool or category, press **←** or **→** on the **Control Pad** to scroll through the toolbar. Press **↑** or **↓** on the **Control Pad** to toggle through the pieces within the selected category (represented by the illuminated icon in the center of the toolbar).

Basic Construction

Place - (A Button) Confirms placement of any editor piece selected. It will appear partially transparent in your cursor-box. A white grid pattern always surrounds your cursor to make piece-placement effortless.

Rotate - (X Button) Rotate function allows you to turn the selected piece in four different directions. Copied selections can also be rotated the same way.

NOTE: When using the Rail tool, the Rotate function may unveil some rails you may not have expected.

Delete - (B Button) Delete any piece placed on the grid, by moving the cursor over the unwanted piece and pressing the **B Button**. The Delete function works in any category. When the user has selected a large region of terrain or copied a group of pieces, pressing the **Delete Button** will clear everything beneath the cursor.

Copy - (Y Button) Using the Copy tool is simple, and expedites the process of finding the pieces you want if you've already built one on the grid. You can also use it to move big sections of your custom park.

While any category is selected, move the cursor over the piece you want to copy and press the **Y Button**. The piece will automatically appear in your cursor, and can then be moved and placed with the **A Button** like any other piece.

You can copy a group of constructed pieces by pressing and holding the **Y Button**, then using the **Control Stick** to "stretch" the cursor highlight over the area. Once you release the **Y Button**, you are free to move the selection around on the grid, placing it with the **A Button** as you would with a single piece. To remove the selected pieces from your cursor, press the **X Button** to "drop" the selection, or press **←** or **→** on the **Control Pad** to change your category or piece.

Terrain Tool Quick Select - (Z Button) Selects the Terrain Tool as an alternative to toggling through the toolbar.

Cursor Behavior

In cases where you move a selected piece (or copied selection) over an incompatible piece (like trying to place a pipe over a rail), the selected piece(s) will turn red, denoting that the action is illegal and the selection can't be placed.

- By pressing the **Delete Button**, the constructed piece(s) will be deleted from the grid, thus allowing the user to place the selected piece.
- Pressing the **Copy Button** will copy the constructed piece into the cursor, deselecting the previous piece.

NOTE: When the Terrain tool is selected, it may turn red if you move it onto a region outside the center of the grid. This means that the highlighted grid space cannot be adjusted with the terrain tool.

Terrain Tool

A cornerstone of creating a park, the user is able to select single or multiple grid spaces and alter the elevation in 1 Meter increments.

The user moves the Terrain Cursor in the same fashion as the standard construction cursor, using the **Control Stick** to

select the start point for terrain editing. Pressing and holding the **A Button** "locks" the start point for a selection set. At this point the **Control Stick** is used to stretch out the glowing polygon across the desired area in which to change the elevation. Releasing the **A Button** finalizes the selection, at which point a tape measure appears to signify the current height (in meters) of the selection. **↑** or **↓** on the **Control Stick** to alter the height of the selection. The user finalizes a selection by pressing the **X Button** to 'drop' the selected area, and the new elevation is set.

The Terrain Tool can edit terrain that has geometry constructed on it while retaining the constructed pieces. Additionally, multiple spaces at different elevations can be selected in the same selection set (maximum height determined by the elevation of the highest piece in the selection set).

NOTE: Negative elevation changes are possible from the grid's starting elevation.

Gap Tool

Selecting the Gap Tool from the Toolbar allows the user to "tag" a start and end point for a point bonus gap. A unique Gap Tool cursor appears upon selection. Creating a gap begins when the **A Button** is pressed while the cursor highlights a valid face of an object.

Once the starting point for the gap is set, a duplicate cursor appears that is adjusted to mark the end-point of the gap. A bold line connects the start and end-cursors, and adjusts dynamically as the user moves the end-cursor around the grid. A second press of the **A Button** will set the end-point.

Now that a gap is marked, the **GAP NAME** overlay expands from beneath the toolbar. This sub-screen includes A-Z, 0-9, and standard punctuation characters for the user to select using a highlight cursor. A default chronological based gap name appears in the header (**GAP1**, **GAP2**, **GAP3**, etc). On the next screen, the gap value can be set. You can choose from several different levels of point bonuses, ranging from simple to insane.

NOTE: Gaps cannot be created on the outer apron, only on the main grid.

Rail Tool

The Rail Tool is where a park is fine-tuned. Hundreds of unique rails can be constructed on flat grid space or on top of other pieces. The user need only select the Rail Tool and move the cursor onto any piece or a flat grid space. The Rail in the user's cursor will 'snap' to a position on the piece. Rotating the rail with the select button while it is over a piece will toggle to another position on the piece. Low Rails are the default rail objects, but pressing **←** or **→** on the **Control Pad** will select between Low and High Rails, as well as Low and High walls.

HELP TEXT OVERLAY

In addition to the toolbar, an informational overlay bar appears at the bottom of the screen showing button icons and their matching functions. Above the button-callouts, a text window appears that contains context-sensitive help text, displaying information and tips on whatever piece or category is selected at the time.

Limit Bar

The Limit Bar appears between the button callouts and the help text bar on the bottom of the screen. It starts out white and gradually fills up when the "Too many Objects" message appears, no more pieces can be placed. By deleting some pieces, new pieces can be placed.

Editor Pause Menu

The pause menu provides access to the Test Run and Save features, as well as an option to exit to the Main Menu.

Test Run

There is no time limit, and trick scores are not displayed.

Save Park

You can save up to 25 parks. Selecting to save the park displays the file management screen. You can select 'Empty' to save a new file, or select an existing park to overwrite. Press the **Control Pad/Control Stick** to move the cursor highlight, and the **A Button** to select a file.

After file selection, the Park Name entry screen is shown. Enter the Park Name first, using the alphabet table shown beneath the name display. Selecting **END** on the tablet advances to the Created By entry, shown beneath the Park Name. The name is entered using the same alphabet table.

By selecting an existing file on the file selection screen, the information previously entered for a file remains intact. You can clear the existing name if you wish. An 'Overwrite?' prompt will be displayed in cases where the information is left intact, and a new file will be saved if the information is unique.

CAMERA SYSTEM

Press the **Control Stick** to control the camera, creating your own custom view of a park during construction. Moving the **C Stick** will adjust the vertical and horizontal angle of the camera. Moving the **L Button** or **R Button** will smoothly zoom the camera in or out.

RIDING A PARK

Any park, created or preset, can be loaded through the Session and Freeride Level Select menu. By selecting the last 'PARK EDITOR' thumbnail on the level select menu, the file management system is displayed, listing all preset or user-created parks.

Records can be saved at the end of the game as well.

REPLAYS

Okay, that really was a fantastic set of tricks, capped off by a really ugly crash landing. If you'd like to relive those moments again and again, it's replay to the rescue. You can view your replay from a number of angles.

RIDER GALLERY

DAVE MIRRA

Nickname: Miracle Boy
Hometown: Chittenango, NY
Lives in: Greenville, NC
Birthdate: March 4, 1974
Height: 5' 9"
Weight: 160 lbs.
Years Riding: 21
Years Pro: 9
Hobbies: Cars, golf, family
Quote: "Stay strong!"



RYAN NYQUIST

Nickname: Triple Threat
Hometown: Los Gatos, CA
Lives in: Greenville, NC
Birthdate: March 6, 1979
Height: 5' 6"
Weight: 150 lbs.
Years Riding: 15
Years Pro: 5
Hobbies: Movies, soccer, computers
Quote: "Keep on keepin' on."



TROY MCMURRAY

Nickname: McMurr-yay
Hometown: Denver, CO
Lives in: Huntington Beach, CA
Birthdate: February 2, 1973
Height: 5' 10"
Weight: 190 lbs.
Years Riding: 18
Years Pro: 6
Hobbies: Riding
Quote: "Live."



MIKE LAIRD

Nickname: None
Hometown: Virginia Beach, VA
Lives in: Greenville, NC
Birthdate: July 1, 1974
Height: 5' 10"
Weight: 150 lbs.
Years Riding: 17
Years Pro: 4
Hobbies: Video games, car stereos
Quote: "Ride your damn bike!"



RICK MOLITERNO

Nickname: None
Hometown: Davenport, IA
Lives in: Davenport, IA
Birthdate: January 2, 1965
Height: 6' 2"
Weight: 205 lbs.
Years Riding: 29
Years Pro: 20
Hobbies: BMX racing
Quote: "You are the only person who can determine whether you are a success or not. No one else."



TIM MIRRA

Nickname: Turbo
Hometown: Chittenango, NY
Lives in: Raleigh, NC
Birthdate: April 28, 1972
Height: 6' 1"
Weight: 170 lbs.
Years Riding: 18
Years Pro: 3
Hobbies: Racing cars, mountain bikes
Quote: "Forget about it."



KENAN HARKIN

Nickname: Hark Dog
Hometown: Center Moriches, NY
Lives in: Woodward, PA
Birthdate: June 13, 1974
Height: 5' 11"
Weight: 165 lbs.
Years Riding: 18
Years Pro: 5
Hobbies: Being a Television host, reptiles
Quote: "It's easy to criticize when you're not having fun"



LEIGH RAMSDELL

Nickname: None
Hometown: Havelock, NC
Lives in: Chapel Hill, NC
Birthdate: August 1, 1970
Height: 5' 6"
Weight: 135 lbs.
Years Riding: 17
Years Pro: 7
Hobbies: Music
Quote: "Find something you love and do it for the rest of your life."



JOEY GARCIA

Nickname: None
Hometown: Gilroy, CA
Lives in: Gilroy, CA
Birthdate: April 16, 1978
Height: 5' 11"
Weight: 180 lbs.
Years Riding: 13
Years Pro: 7
Hobbies: Motocross
Quote: "Don't let a win get to your head or a loss to your heart."



TODD LYONS

Nickname: The Wildman
Hometown: Columbus, OH
Lives in: Huntington Beach, CA
Birthdate: November 21, 1971
Height: 5' 7"
Weight: 180 lbs.
Years Riding: 20
Years Pro: 11
Hobbies: Updating www.toddylyons.com, chillin' at the beach, lifting weights, clubbin', writing in my journal.
Quote: "Big doubles, no troubles!"



COLIN MACKAY

Nickname: None
Hometown: Brisbane, Australia
Lives in: Greenville, NC
Birthdate: August 18, 1978
Height: 6'
Weight: 175 lbs.
Years Riding: 10
Years Pro: 3
Hobbies: Camping at the beach, fishing, road trips, snowboarding
Quote: "Live your dream."



JOHN "LUC-E" ENGLEBERT

Nickname: Luc-E
Hometown: Bethlehem, PA
Lives in: Bethlehem, PA
Birthdate: December 8, 1972
Height: 6'
Weight: 180 lbs.
Years Riding: 11
Years Pro: What's pro?
Hobbies: Art design
Quote: "If you play as me, it's a must to bust!"



ZACH SHAW

Nickname: Prozak
Hometown: Harlow, UK
Lives in: Harlow, UK
Birthdate: June 10, 1971
Height: 5'10"
Weight: 10.5 Stone
Years Riding: 21
Years Pro: 12
Hobbies: video editing
Quote: "Sometimes my bike beats the crap out of me.... And I always go back for more."



SCOTT WIRCH

Nickname: Salty
Hometown: Mt. Henry, IL
Lives in: Greenville, NC
Birthdate: December 19, 1978
Height: 5' 11"
Weight: 175 lbs.
Years Riding: 10
Years Pro: 4
Hobbies: Motocross, golfing, MTB, video games
Quote: "Word."



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NOTES

The background of page 34 is a faded, light-colored image of a person wearing a helmet, possibly a cyclist or motorcyclist, looking down. The image is mostly obscured by the horizontal lines of the notebook paper.

NOTES

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