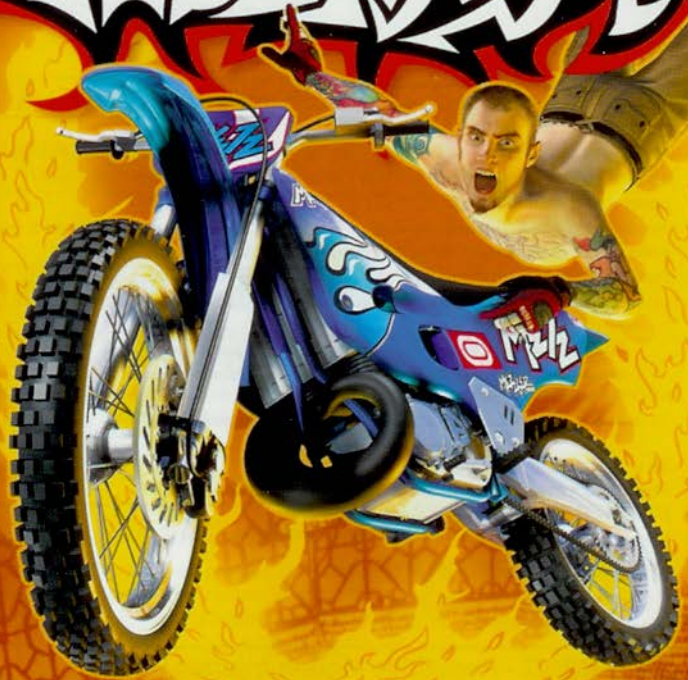




FREESTYLE



INSTRUCTION BOOKLET

EmuMovies



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK 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 Tendonitis, 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

This is a Class I 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.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.[®]



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



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



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING 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, OR VISIT WWW.ESRB.ORG.



LICENSED BY

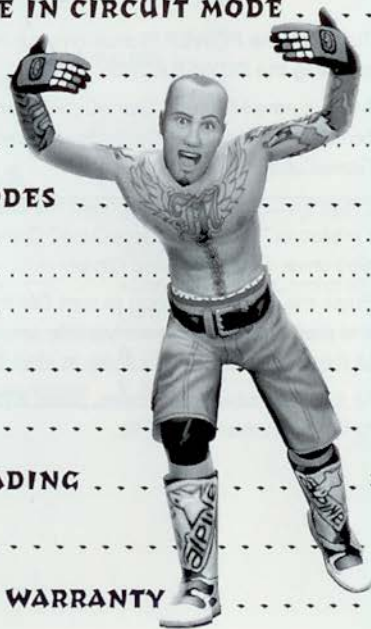


NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.



CONTENTS

GETTING STARTED	4
COMMAND REFERENCE	5
COMPLETE CONTROLS	6
INTRODUCTION	7
SETTING UP THE GAME	8
MAIN MENU	8
STARTING A RACE IN CIRCUIT MODE	9
ON THE TRACK	15
GAME SCREEN	15
PAUSE MENU	20
OTHER GAME MODES	21
SINGLE RACE	21
FREESTYLE	24
FREERIDE	26
RECORD BOOK	27
OPTIONS	28
SAVING AND LOADING	30
CREDITS	31
LIMITED 90-DAY WARRANTY	34





GETTING STARTED

NINTENDO® GAMECUBE™



1. Turn OFF the POWER Button on your Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into Nintendo GameCube™ Controller Socket 1 on the Nintendo GameCube™.
3. Press the OPEN Button to open the Disc Cover then insert the *Freekstyle*™ Nintendo GameCube™ Game Disc into the optical disc drive. Close the Disc Cover.
4. Press the POWER Button to turn ON the Nintendo GameCube™ and proceed to the *Freekstyle* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *Freekstyle* title screen, press **START/PAUSE** to advance to the Main menu (► p. 8).



COMMAND REFERENCE

NINTENDO GAMECUBE™
CONTROLLER CONFIGURATIONS



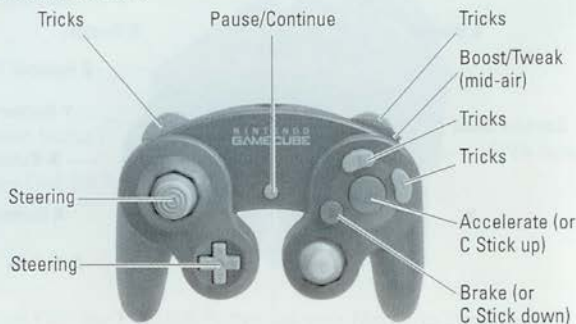
MENU CONTROLS

Highlight menu item	+Control Pad or Control Stick Up/Down
Change highlighted item	+Control Pad or Control Stick Left/Right
Select/Go to next screen	A Button
Cancel/Return to previous screen	Y Button



COMPLETE CONTROLS

Get a hold of yourself and get ready to Freek out. Master these controls and own the course. It's the only way you're going to cross the finish line in first.



EA TIP: Lean your rider back by pressing the Control Stick or +Control Pad Down in an attempt to get bigger air. Lean forward by pressing the Control Stick or +Control Pad Up to push the bike down toward the ground and speed your decent.



NOTE: You can reset your bike from the Pause menu.

TRICKS: "Big-air it Frecky style" with some mind-blowin', adrenaline pumpin' tricks. Just press any combination of trick buttons (L Button, R Button, Y Button or X Button) while flyin' high over a jump and then level her out for a smooth landing. For more information, > Tricks on p. 16.



INTRODUCTION

It's time to put your fear in check—*Freestyle*, the go-for-broke motocross experience from the world of EA SPORTS BIG™ is here. Bust out of the gate, go full throttle and pull off the sickest stunts in the most insane, over-the-top worlds. The Freeks have been unleashed.

GAME FEATURES

- ❖ Say 'see-ya' to the barriers and constraints of real-life tracks and venues and say 'hello' to the EA SPORTS BIG worlds of *Freestyle*, inspired by the extreme lifestyle of motoX racing.
- ❖ Nine different venues challenge riders to take on some of the most outrageous freestyle terrain.
- ❖ Over 100 tricks including the McMetz, Cordova, Mulisha Air, Superfly, Executioner, and the 360—score big with them or better yet, combine 'em for bonus points.
- ❖ Choose from eight different riders with their own unique attitudes and styles including Mike Metzger—the "Godfather of Freestyle," Brian Deegan—the leader of the Metal Mulisha, Leeann Tweeden, Stefy Bau, Clifford "The Flyin' Hawaiian" Adoptante, Jessica Patterson, "Mad" Mike Jones and Greg "Albee" Albertyn.
- ❖ Fly high and take names in Circuit, Single Race, Freestyle, and Freeride game modes.
- ❖ An innovative scoring system challenges even the most fearless dirt demon to hold that Lazy Boy for just one more second.
- ❖ Topped off with a Freekstylin' soundtrack that brings out the daredevil in anyone who picks up the controller.

FOR MORE INFORMATION on *Freestyle* and other titles, visit EA SPORTS BIG on the web at www.easportsbig.com.



SETTING UP THE GAME

The first thing to remember when racing in *Freekstyle* is that *second* is not an option. But before you put yourself to the test you must set the stage from the Main menu.

- To access the Main menu, press the **START/PAUSE** Button at the title screen.

MAIN MENU

It all begins here. From the Main menu, select your game mode: Circuit, Single Race, Freestyle, and Freeride. You can also access the Options menu or check out the *Freekstyle* Record Book from here.

Join the *Freekstyle* Circuit and earn some respect

Show off your sick Tricks and get your name in the Record Book

View the *Freekstyle* Record Books—Is your name on the list?

Press the **B** Button to access the Help menu



Be bold and take on the field in a Single Race

Venture the course and ride on your own in Freeride mode

Set up your game options and more, ➤ p. 28



NOTE: Default options are listed in bold in this manual.



STARTING A RACE IN CIRCUIT MODE

Join the *Freekstyle* racing Circuit and race against the baddest riders for dirt superiority. Win big, and you get to unlock tracks, bikes, and more. Losing is not an option.

CIRCUIT MODE FACTS

- ❖ Racing in Circuit mode is the *only* way to unlock tracks. Are you good enough for the big time?
- ❖ There are three segments of Circuit mode—Racing, Freestyle, and Freestyle. Your first test begins on Monumental Motoplex.
- ❖ **Racing**—In order to progress through *Freekstyle*'s Circuit and unlock other tracks, you need to place in the top three spots in the first two Motos. In the Main Event, you must place first to progress to the next track. Once you've mastered all six tracks, the Crash Pad is unlocked and your first Freestyle competition awaits you.
- ❖ **Freestyle**—Here you ride in a three minute Freestyle competition and your goal is to accumulate the minimum point total set for the track by pulling off enough sick tricks. However, time plays a major factor. Once you accomplish the goal, you advance to Freestyle racing.
- ❖ **Freestyle**—In Freestyle racing, it's back to the racetrack for the final six Circuit events. In this stage, there's only one event per track, but you must finish in first place *plus* achieve the minimum amount of set trick points to move on. It won't be easy.



NOTE: If you can win Freestyle, you have proven yourself to be a true Freek. As your reward, you receive the ultimate freestyle level, The Burbs.

Unlock bikes by winning the Main Events on Monumental Motoplex, Burn It Up and Let It Ride during the Circuit races. Every new bike comes with new tricks and tweaks.

After you unlock new riders, bikes, gear, and tracks, they become available from the *Select Rider* (► p. 11), *Select Bike* (► p. 13), and *Select Venue* (► p. 14) screens when setting up a new game in any game mode.

To start a Circuit mode race:

1. From the Main menu, highlight CIRCUIT and press the **A** Button. The Choose User ID screen appears.
2. Highlight NEW to create a User ID for Player 1 and press the **A** Button. The name entry screen appears.
3. Begin creating a name (eight letters maximum) for your new User ID by using the **+Control Pad** or the **Control Stick** to highlight a letter. Press the **A** Button to accept. Once a name is created, select ENTER to finalize the name. The *Select Rider* screen appears (for more information, ► *Select Rider screen* on p. 11).



SELECT RIDER SCREEN

Race with style as one of the most dominating riders on two wheels. *Freestyle* offers eight different riders for you to choose from—they will all do anything it takes to win.



Current rider

Use the **+Control Pad** or the **Control Stick** to scroll through the riders

Press the **A** Button to select

Rider attributes

Change your rider's gear by selecting the outfit name and pressing the **A** Button

Press the **X** Button to access the Trick Book



NOTE: When you first play *Freestyle* only Metz, Deegan, Leeann, and Stefy are available—the rest of the Freeks are grayed out. If a locked rider confronts you before a Circuit race, show 'em up by taking the checkered flag. Win and they're now yours for the taking.



NOTE: Just like some of the riders in the game, their gear has to be unlocked as well. Complete all of the tricks in your Trick Book to earn one new set of gear. Complete 20 combos from the trick book to unlock another set.

- From the *Select Rider* screen, use the **+Control Pad** or the **Control Stick** to highlight the character you wish to choose. Press the **A** Button and the *Select Bike* screen appears (for more information, ► *Select Bike Screen* on p. 13).



RIDER ATTRIBUTES

Every rider has five attributes—Speed, Boost, Control, Jumping and Landing. Each rider has different default values. Each bike adds to these values. Plus, completing Circuit mode events can earn you additional points that you can allocate to these categories.

SPEED	The more speed your bike has, the faster it goes on the track.
BOOST	Boost gives you added acceleration.
CONTROL	If your bike has good control, you'll have better traction on the track.
JUMPING	Excellent jumping skills can increase the ability to get bigger air.
LANDING	The ability to land your jumps and save a rough landing depends on how much landing skills you have.

UPGRADING YOUR RIDER—As you make your way through each level of the Circuit, you earn points along the way. Use these points to upgrade your character in any of the Speed, Boost, Control, Jumping, or Landing categories.

- ❖ Don't think that becoming the "perfect" rider will be so easy. Points are added quickly at first but the closer you get to maxing out a category, the more points you'll need to increase it. So spread those remaining points to other categories or save them for later.
- ❖ Any additional points that you have left over will be saved for later. However, once you max out the 'available' bar, you won't be able to earn any more points.



SELECT BIKE SCREEN

Choose your *Freekstyle* beast.

Selected bike

Press the **A** Button to select



Bike attributes

Use the **+Control** Pad or **Control** Stick to scroll through the different bikes



NOTE: At first, only one bike is available for all available riders. Win races in Circuit mode to unlock the rest. Keep in mind that new bikes come with new tricks.

- Using the **+Control** Pad or **Control** Stick highlight your wheels and press the **A** Button to continue. The *Select Venue* screen appears (for more information, ➤ *Select Venue Screen* on p. 14).



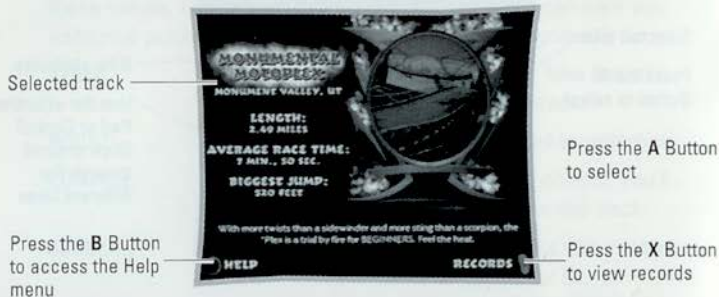
NOTE: On the attributes screen the blue chain represents rider attributes—the red chain represents the bike.





SELECT VENUE SCREEN

There's a wide variety of challenging terrain on a number of different courses. It's up to you to conquer each and every one of them.



NOTE: If you haven't unlocked any new tracks, only Monumental Motoplex and Crust Belt are available in Single Race and Freeride. Feel The Pane is available in Freestyle mode. You can only race on the other "locked" tracks by unlocking them in Circuit mode.

➤ Press the **A** Button to begin the race.

🔗 For more race information, ➤ *On the Track* on p. 15.



ON THE TRACK

Be a daredevil.

GAME SCREEN

The game begins with all of the riders lined up at the starting gate. When the starting lights go green, the game starts and the mayhem begins.



SCORING

In *Freestyle*, the goal is to get as many points as possible. Add to your overall trick point total by pulling off wicked stunts during the race. For more information on tricks, ➤ *Tricks* on p. 16.

Scoring Facts:

- 🔗 The amount of points that you are rewarded depends on each trick. The more difficult the trick, the more points you receive. Hold a trick as long as you can for maximum points.
- 🔗 Pulling combos gets you awesome multipliers. Two combined tricks in a single jump doubles your point total for a jump while three tricks in one jump triples the score.
- 🔗 Pulling a variety of 3 different tricks or more scores you a Medley Bonus so go for broke.
- 🔗 Holding a trick mid-air until the last second gets you a Landing Bonus, but you must land smoothly.

- Additional points can also be earned for hitting and breaking objects scattered throughout the track including glass and crates. Knocking over gnomes earns points as well.
- Speed kills. Setting a fast lap during a race gives a nice, fat Lap Bonus so be sure to keep up the pace.



EA TIP: Certain combos are worth extra. Check out the Trick Book to see how you can earn some extra points.

TRICKS

Bust out with some awe-inspiring tricks during the race. Use these high-flyin' aerial assaults to send your score soaring.

Points earned for latest trick



Name of the trick you just pulled off

To perform a trick:

- Hit a jump and get some serious air underneath you.
- While flyin' high, press any combination of trick buttons to perform a mid-air stunt.
- As your bike drops closer to the ground, release all buttons and level out for a smooth landing—if you can.
- If you're good enough to pull it off, *Freekstyle* allows you to perform two or more tricks on the same jump. Earn multipliers by doing combos.

BASIC TRICK COMMANDS

No Hander	X Button
Bar Hop	L Button
No Footer	Y Button
Double Can	R Button
Cordova	X Button + L Button
Nac Nac	X Button + Y Button
Heart Attack	R Button + X Button
Superman	Y Button + L Button
Cliffhanger	L Button + R Button
Seat Grab	Y Button + R Button

- Tricks can be tweaked mid-air by pressing the Z Button with any trick command (except the L Button + R Button + Y Button + X Button Super Sick Trick combination). The longer you hold a trick, the more it's worth.
- Every combo earns you a multiplier, but certain combos will give you bonus points. Try all of the combos to find the high scorers.
- The four button super sick trick can only be pulled when your Freekout meter is full.
- Want new tricks? Then earn new bikes and new riders.
- To check out how many tricks and bonus combos you can do, press the X Button on the Select Rider screen to view your Trick Book.



NOTE: Tricks vary amongst riders and bikes. Unlock all of the riders and bikes to check out the 100+ crazy tricks in *Freekstyle*.



TRICK BOOK

View the Trick Book and see what stunts—mad tricks and sweet combos—that your rider can pull off.

- ✦ Every time you successfully perform a trick or combo, it is marked in your Trick Book. Filling up your trick and combo books will unlock new gear and codes.
- Press the **X** Button from the *Select Rider* screen to access the Trick Book. Use the **+Control Pad** or **Control Stick** to view the Tricks and Combo screens.

BOOST

Kick it into high gear with a Boost—a quick burst of acceleration.

BOOST FACTS:

- ✦ Your Boost meter rises with every acrobatic trick you pull off. The more your Boost meter is filled, the more Boost you have stored.
- ✦ The bigger the trick points, the quicker Boost rises to the top of the Boost meter. Degree of difficulty and pulling combos are the keys.
- Press the **Z** Button to activate Boost at any point during the race. You can use the Boost at any time during the race—even if the meter is not completely full.
- Use Boost to help get distance over big jumps—be sure to boost before you takeoff.



FREEKOUT!

Pull off enough tricks and your Freekout meter builds. Once the meter fills, hold on for the Freekout ride of your life.

FREEKOUT FACTS:

- ✦ While every trick that you pull off adds to the Freekout meter, crashing reduces it.
- ✦ Once the Freekout meter is maxed out, you have a limited amount of time to pull the four button super sick trick and Freekout.
- ✦ If you're skilled enough to land safely, hit Boost for a super burst of Freeky speed. Your Freekout time is based on how good your original trick was (you can pull combos, along with the super sick trick)
- ✦ While you are Freeking out, you can extend your Freekout time by continuing to pull sick tricks. See if you can Freekout big enough to get into the Record Book.

END OF RACE

- ✦ At the end of the race, you can watch the replay in its entirety, view your race stats and records, restart a race, quit and return to the Main menu, or continue on to the next round if you qualified (Circuit mode).
- Press the **X** Button during a replay to view the action in slow motion. Press **START/PAUSE** to bring up the Pause menu.





PAUSE MENU

If the action gets too intense, take a break and pause the game.

○ To pause the action during gameplay, press **START/PAUSE**.

The game freezes and the Pause menu appears.

CONTINUE

Continue racing in the current event.

AUDIO OPTIONS

Adjust the volume of the game's audio components—effect volume, engine volume, music volume, voice volume and announcer commentary—or change your sound mode from **STEREO** to **DOLBY PRO LOGIC II** or **MONO**.

CAMERA

Set your camera angle to **NORMAL**, **FOLLOW**, or **FAR**.

RUMBLE

Set the rumble mode on the controller to **NORMAL**, **LOW**, or **OFF**.

HUD

Set the HUD (Heads Up Display) for all your gauges to **FULL**, **PARTIAL**, **MINIMAL**, **SPEED ONLY**, or **OFF**.

RESET BIKE

Reset your bike on the track during a race.

RESTART RACE

Start the race over and reset at the starting gate.

EXIT

Leave the track and call it a day.



OTHER GAME MODES

Raise the bar by challenging yourself in another game mode.

SINGLE RACE

One or two players can compete in a Single Race on any unlocked course. Here's your chance to write your name in the Record Book.



NOTE: You can't unlock any tracks or bikes in Single Race mode. However, items that were previously unlocked in Circuit mode are available for you to use.

DEGREE OF DIFFICULTY: Highlight **AMATEUR** for the easiest level, **Rookie** if you're ready for a moderate level, **PRO** if your game is advanced or **FREEK** if you want to hang with the big dogs.

ONE PLAYER

Take on the field in a race, or challenge them all in Freestyle mode.

RACE

With a Single Player race, you don't have the pressure of Circuit mode—it's just a quick race for fun.

To start a Single Player race:

1. From the Main menu, highlight **SINGLE RACE** and press the **A** Button. The One Player/Two Player screen appears (when two controllers are plugged in).
2. Highlight One Player and press the **A** Button. The select race type screen appears.
3. Highlight Race and press the **A** Button. The Difficulty menu appears.
4. Highlight the difficulty level and press the **A** Button to continue.
5. After selecting a User ID, follow all the steps in *Starting a Race In Circuit Mode* (► p. 9) beginning with Select Rider screen and then get ready for the race.



FREEKSTYLE

If you want to win here, you have to finish in first place and hit your goal of total points before the final lap.

To start a Single Player Freestyle race:

- Start a Single Player Freestyle race as you would a Single Player Race, except highlight FREEKSTYLE instead of RACE from the mode select screen.

TWO PLAYERS

Two players race Head To Head or battle it out in Countdown mode.

HEAD TO HEAD

Two riders ride it with one goal in mind—make it to the finish line first.

To start a Two Player Head To Head race:

1. From the Main menu, highlight SINGLE RACE and press the A Button. The One Player, Two Player screen appears (when two controllers are plugged in).
2. Highlight TWO Players and press the A Button. The select race type screen appears.
3. Highlight HEAD TO HEAD and press the A Button. The User ID screen appears.
4. Select a User ID for Player 1 and press the A Button. Select a User ID for Player 2 and press the A Button again.
5. Follow all the steps in *Starting a Race In Circuit Mode* race (> p. 9) beginning with Select Rider screen and then get ready for the race.



NOTE: Tricks performed in a Two Player race will not be added to your Trick Book.



COUNTDOWN

The rules are simple in Countdown mode. When the gate drops, your points start down a fast path to zero. But in order to keep your points from bottoming out, bust out with some tricks and get good lap bonuses. The first rider to hit zero, loses.

- ⚡ Every time you pull a combo (two or more tricks in a single jump), not only do you get additional points, but your opponent loses the same amount of points as well.
- Start a Countdown race as you would a Head To Head Race, except highlight COUNTDOWN instead of HEAD TO HEAD from the select race type screen.



NOTE: In a Multi-Player race, the game screen is split in two halves. Player 1 is on the left side of the split screen, Player 2 on the right.





FREESTYLE

Show off your mad riding skills by pulling sick tricks in Freestyle mode. Try to rack up as many points as you can in the allotted time and shatter the Record Book.



NOTE: Just like Single Race mode, you can't unlock any venues or bikes in Freestyle mode. However, items that were previously unlocked in Circuit mode are available.

ONE PLAYER

In Freestyle mode, it's simply a three minute round to score all the points you can. Here's where you can master the art of Freestyle without the distraction of racing. You can also practice your tricks while discovering new bonus combos.

To start a One Player Freestyle:

1. From the Main menu, highlight FREESTYLE and press the **A** Button. The Choose User ID screen appears.
2. After selecting a User ID, follow all the steps in *Starting a Race In Circuit Mode* (► p. 9) beginning with the Select Rider screen and then get ready to Freestyle.

TWO PLAYER

In Two Player Freestyle mode you can race Head To Head, play Tag, or ride in the King of Pane mode.



HEAD TO HEAD

Race Head To Head in a three minute round—the one with the highest score wins.

To start a Two Player Head To Head race:

1. From the Main menu, highlight Freestyle and press the **A** Button. The Player Select screen appears (this screen only appears when two controllers are plugged in).
2. Highlight TWO PLAYERS and press the **A** Button. The select race type screen appears. Highlight HEAD TO HEAD and press the **A** Button. The User ID screen appears.
3. Select a User ID for both Player 1 and Player 2 and then follow all the steps in *Starting a Race In Circuit Mode* (► p. 9) beginning with the Select Rider screen.

TAG

The track is littered with blocks and it's up to you to nail them. Each time you hit a block, it turns a color—red for Player 1, blue for Player 2. However, smack a block that your opponent has already tagged and you steal it away. Whoever owns the most blocks when time runs out is the winner.

- Start a Tag race as you would a Head To Head Race, except highlight TAG instead of HEAD TO HEAD from the Select Race Type screen.



KING OF PANE

Can you Feel the Pane? Well you should because every time you jump through a pane of glass, you tag it with your color. Jump through a pane already marked by your opponent and you steal it away. Whoever has the most panes of glass tagged with their color at the end, wins.

- Start a King Of Pane race as you would a Head To Head Race, except highlight KING OF PANE instead of HEAD TO HEAD from the select race type screen.

FREERIDE

Get up to speed with a few practice runs. There are no other competitors—the course is yours to own.

Benefits of a Freeride:

- ✦ Instead of trading ugly insults with the other riders on the track, you have the course all to yourself.
- ✦ Since time is not a factor you can explore the track to find shortcuts and take your time mastering sweet jumps.
- ✦ Practice your tricks and turns—or whatever you need work on. Here's where you learn the fundamentals, as you're getting ready for the real thing.
- ✦ Write your name in the Record Book by setting fast laps.

To start a Freeride:

1. From the Main menu, highlight FREERIDE and press the **A** Button. The Choose User ID screen appears.
2. Follow all the steps in *Starting a Race In Circuit Mode* (➤ p. 9) beginning with the Select Rider screen (➤ p. 11) and then hit the track for a Freeride.



RECORD BOOK

Put your name in the Record Book by setting the bar in Circuit, Single Race, Freestyle, and Freeride game modes.

RECORDS

View the list of all game records for all courses in a number of different categories.

- To view the different courses, or to scroll through the different categories, use the **+Control Pad** or **Control Stick**.

USER ID'S

View individual records and other personal bests for User ID's.

RESET RECORDS

Reset all game records.





OPTIONS

Modify your game settings to fit your racing style.

MENU MUSIC

Navigate through the pre-race menus to the wicked musical stylings of the *Freestyle* soundtrack with this option set to **ON**.

RUMBLE

Do you like to feel the grind of the dirt and asphalt beneath your tires? Then set Rumble to **NORMAL**. If you like your ride a little smoother try **LOW Rumble**, and if all this vibration makes you a little queasy than just turn it to **OFF**.

LOAD AND SAVE

For more information, ➤ *Saving and Loading* on p. 30.

ENTER CODES

If you're good or, better yet, if you're great, Codes will mean something to you.

Once you earn a code from your time spent on the track, put it to play. From the Codes screen, enter in your code. The code's effect is implemented into the game.

REMOVE USER ID

Delete a created User ID from your Nintendo GameCube™ Memory Card.

MERGE USER ID'S

Freestyle can use up to 20 User ID's. This process allows you to merge multiple User ID's into one save.

To Merge User ID's:

1. Load any saved User ID from a Memory Card into the game (➤ *Saving and Loading* on p. 30 for more information).
2. Remove the current Memory Card from Memory Card Slot A and insert a *second* Memory Card into Memory Card Slot A.
3. Go to the Options menu (from the main menu) and press the A Button.



4. Highlight Merge USER ID's and press the A Button.
5. All *Freestyle* User ID's currently loaded and all User ID's currently saved to the Memory Card in Memory Card Slot A will merge as one save file.



NOTE: *Freestyle* does not support Memory Card Slot B. Merging is the only way to use User ID's from two separate Memory Cards.

NOTE: The next time you save after a merger, you will be saving all of the newly merged User ID's to the Memory Card currently in Memory Card Slot A.

NOTE: *Freestyle* can only support 20 User ID's. Any files over that amount will not be merged.

NOTE: If your second Memory Card has a User ID with the same name as a User ID already loaded into memory, the new one will not be merged.



CONTROLLER SET UP

Five different controller options give you the choices you need to get your grip on your perfect style. Press the +Control Pad Left/Right to scroll through the configurations and pick the one that waxes your skills.

CREDITS

See who put the "Freek" in *Freestyle*.



SAVING AND LOADING

LOAD GAME/OPTIONS

Load a game and options settings from a Memory Card.

To load a game and option settings:

1. From the Main menu, highlight **OPTIONS** and press the **A** Button. The Options screen appears.
2. Highlight **LOAD AND SAVE** and press the **A** Button. The **LOAD AND SAVE** screen appears.
3. Highlight **Load** and press the **A** Button. The previously saved option settings are loaded and the game picks up where you left off.



NOTE: *Freestyle* autoloads saved data when you turn on your Nintendo GameCube™.

SAVE GAME/OPTIONS

Save a game and your option settings to a Memory Card.

To save a game and options:

1. From the Main menu, highlight **OPTIONS** and press the **A** Button. The Options screen appears.
2. Highlight **LOAD AND SAVE** and press the **A** Button. The **LOAD AND SAVE** screen appears.
3. Highlight **SAVE** and press the **A** Button. The current game progress and option settings are saved to your Memory Card.



NOTE: Loading and saving applies to game information and game options as well.



CREDITS

NINTENDO GAMECUBE DEVELOPMENT

Lead Engineer: Laurent Benes

Software Engineering: Hypnos Entertainment (Scott DeFreitas, Fred Ehnou, Larry St. Lezin), Dan Burnash

ELECTRONIC ARTS

Executive Producer: David E. Davis

Producer: Todd Arnold

Art Director: John Bell

Technical Director: Laurent Benes

Development Director: Simon Ffinch

Associate Producer: Rich Rogers

Assistant Producer: Jill Goodall

Audio Director: Marc Farly

Software Engineers: David Bunch, Chris Conway, Chris Killpack, Jim Petrick

Lead Audio Engineer: Laurent Betbeder

Animators: Marco Marengi, Dave Rader, Stephen Weston

Additional Animation: Tim Keon

3D Modelers: Keith Parker, John Sicut, Stephen Tang

Special Effects: Matt Head, Melissa Tseng

Graphic Designer: Yukiko Arikawa

Sound Effects: Marc Farly, Charles Stockley, Ken Felton

Camera Animators: Irene Nolan, Melissa Tseng

Lighters: Stephanie Katritos-Sautai, Barbara Meyers

Additional Sound Effects: BZ Lewis (Studio 132), Paul Mogg

Additional Engineering: Todd Growney

Art Manager and 3D Modeler: Daniel Wood

Senior Project Manager: John Byrd

Art Coordinator: Chuck Beaver

Animation Processing: Sue Gleadhill

Dialogue Editing: Berkeley Sound Artists

Design Consultants: Scott Bandy, Chris Crowell

Additional Modeling: Darren Pattenden

Character Rigging: Justin Prazen (MeshWerks)

Build Engineer: Roy Gatchalian

Voice Talent: Jak Churton, Brian Deegan, Saffron Henderson, Pilar Kuhn, Mike Metzger, Joe Paulino, Jeff Seeberg, Big Rick Stuart and Leeann Tweeden

Talent Manager: Mitch Miles

Script Writer: Jill Goodall

Opening Cinematic: Little Beast

Additional Video Editing: Alison Wong-Huchard

Testing Manager: Kurt Hsu

Testing Supervisor: Tim Attuquayefio

Lead Tester: James Impey

Assistant Lead Tester: Romulo Rodriguez

Testers: Thomas Burkett, Bryan Dickerson, Shereif Fattouh, Darren Krommenhock, Johnson Lee, Sean McCloskey, Gary Rondez, Charleen Shavies

Customer Quality Control:

Anthony Barbagallo, Tony Alexander, Dave Knudson, Andrew Young, Darryl Jenkins, Simon Steel, Russell Medeiros

Mastering Lab: Michael Yasko, Kima Hayuk, Michael Deir, Chris Espiritu, Roger Metcalf

International Production Director:

Atsuko Matsumoto

International Production Specialist:

John Pemberton

International Project Lead:

Jonathan Silverman

Business Affairs: Robert Gonzales

Music Supervisor: Steve Schnur

Music Licensing: Beverly Koeckeritz

Legal: Jennifer Damewood, Kimberly Kostas, Lettecia Rayson



Studio Operations: Paulette Doudell,
Steve Sammonds, Rosalie Vivanco

Studio Contracts Coordinator: Milly Ng

Director of Marketing: Jillian Goldberg

Product Manager: Lincoln Hershberger

Assistant Product Manager:

Nicolas Abstoss

Public Relations: Scott Gamel

Documentation: Gabe Leon, Rich Ridlen

Documentation Layout: Chris Held

Package Project Management:

Adrienne Rogers, Amy Winter

Package Art Direction: Creative Services

Package Design: Kevin Marburg,

Creative Services

Package Illustration: Jon Watson,

David Wong

Motocross Business Consultant:

Russell Stratton from M2S (Motorsports
Marketing Strategies)

Special Thanks: John Batter, Nick Earl,
Bing Gordon, Nancy Philippine and the Golf
team, Erik Holden, Brent Iverson,
Margaret Foley-Mauvais, Jerry Newton,
Eric Kornblum, Aimee McCrary,
Gina Osterloh, Nancy Smith, Frank Gibeau,
Chip Lange, Tom Boyd, Jeff Aprahamian,
Gentle Giant Cyberscanning, Garth Milan,
Danny Bilson, Kathy Tarnutzer,
Tanya Podlesnik, Terry Smith, Adam Pollina,
Dimitri Bourdos, Russell Cahalan,
Lionel Viollat, Holly Ruark, Bob Nicoll,
Craig Stigel

Thanks to our riders: Clifford Adoptante,
Greg Albertyn, Stefy Bau, Brian Deegan,
Mike Jones, Mike Metzger,
Jessica Patterson, and Leeann Tweeden

Thanks to Clear Channel Motor Sports:
Louis Gurwitch, Tim Murray, Dave Muye and
everyone at Clear Channel Motor Sports

PAGE 44 STUDIOS, LLC

Lead Software Engineer: Michael Romero

Software Engineers: Marco Carra,
Brad Harrison, Willy Lee, Mary Ricci,
Milt Tinkoff, Roger Tinkoff, Bryan Galdrikian

Lead Technical Modeler: Chris Klamm

3D Modelers: Mia Fox, Tom Hamilton,
Charles Kim, Michael McAnaney,
Daniel Miller, Bill Pauley, Steven Russell,
Cris St. Aubyn, Lisette Titre, Ben Wronsky

Digital Painters: Tommy Adams, Bill Pauley,
Brian Ransom, Nathan Walrath

In-game Animation and Character

Rigging: Tim Oberlander

Lighter: Bill Green

Concept Artwork: Elliot Fan

Director of Development: Denis Fung

Executive Producer: Scott Rohde

General Manager: Steven Apour

Special Thanks: Neo McMullen (E3 Demo
Art Director), Tiffanie Ragasa (E3 Demo Art
Director), Steven Pellow, Scott Shell,
Jon Apour



MUSIC

"Slip Away"

Performed by Dry Cell

Written by Daniel Hartwell, Brandon
Krueger-Brown, Jeffrey Gutt, Judd Baron
Gruenbaum, Jeff Blue

© 2002 WB Music Corp. (ASCAP), G13 music
(ASCAP), Mr. Box Music (ASCAP), Warner-
Tamerlane Publishing Corp. (BMI), Mud
Chunk Music (BMI),

House of Judd Music (BMI) & Dr. Mojo
Music (BMI) all rights on behalf of G13
Music (ASCAP) & Mr. Box Music (ASCAP)
administered by WB Music Corp. (ASCAP) all
rights on behalf of Mud Chunk Music (BMI),
House of Judd Music (BMI) & Dr. Mojo
Music (B) administered by Warner-Tamerlane
Publishing Corp. (BMI)
Mixed by Alan Moulder
Engineered by Critter and Produced by Jeff
Blue

Co-produced by Dry Cell
Published by Warner Chappell Music
Recording courtesy of Warner Brothers
Records and Beyond Control Records

"Crater", "Crossfire", "50:1", "DJ Superfly",
"Particle Beam", "Tilt" and "Trixster"

All Performed by The Humble Brothers
All Written by The Humble Brothers
© 2002 Published by The Humble Brothers
(P) 2001 Recording courtesy of The Humble
Brothers

"Ya Smell Me"

Guitar: Stef Burns

Bass: Myron Dove

Drums: David Lauser

Vocals: Ramon Jones, Isaac Ramirez
Composed and produced by Don Veca
(c) & (P) 2002 Electronic Arts Inc.

"A Really Scary Song"

Guitar: Stef Burns

Bass: Myron Dove

Drums: David Lauser

Samples courtesy of Spectronics "Distorted
Reality 2"

Composed and Produced by Don Veca
(c) & (P) 2002 Electronic Arts Inc.

"The Chili Biscuit Tango"

Guitar: Stef Burns

Bass: Myron Dove

Drums: David Lauser

Composed and Produced by Don Veca
(c) & (P) 2002 Electronic Arts Inc.

"Freekstyle"

Guitar: Bob Logan

Bass: Don Veca

Vocals: The Front-End Players

Synthesizer Programming by Marc Farly
Composed and Produced by Don Veca
(c) & (P) 2002 Electronic Arts Inc.



LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.



EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

EA WARRANTY CONTACT INFO

Email and Website: <http://techsupport.ea.com>
Phone: (650) 628-1900

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

NEED A HINT? Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week! In the US, dial 900-288-HINT (4468). 95c per minute. In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT

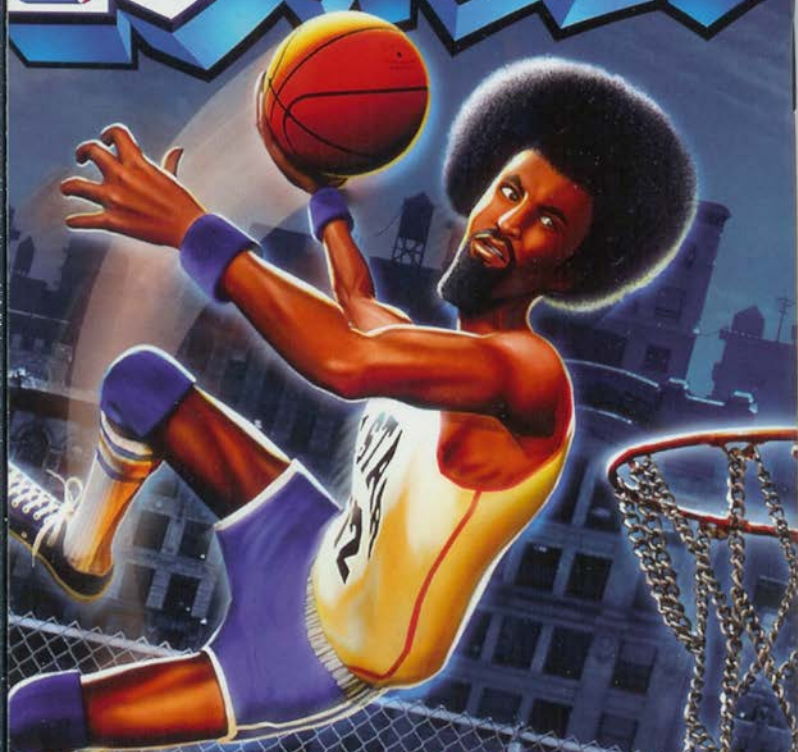
If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call the EA Hints & Information Hotline for hints, tips, or codes.**

HOW TO REACH US ONLINE

Email and Website: <http://techsupport.ea.com>
FTP Site: <ftp.ea.com>



Streetball



Be a streetball legend.

"...quite possibly the best arcade sports game that's ever been made."

9.3/10 ign.com



Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

PRINTED IN USA

© 2002 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2002 NBA Properties, Inc. All rights reserved. All other trademarks are the property of their respective owners. EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands. 1458505