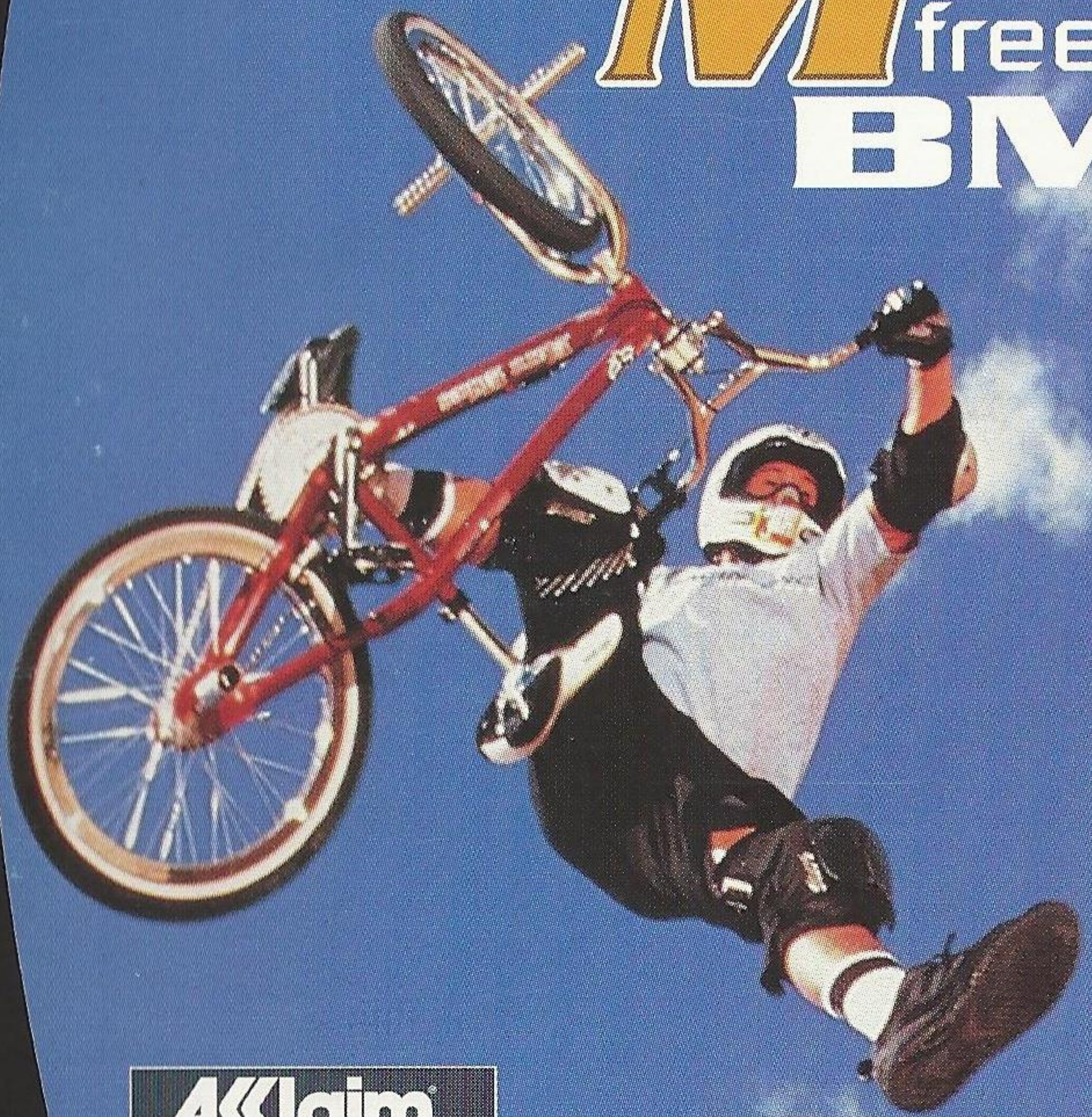
Dreamcast™

Dave Mirra freestyle BMX™



Acclaim
MAX SPORTS

EVERYONE
E
CONTENT RATED BY ESRB

T-8120N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

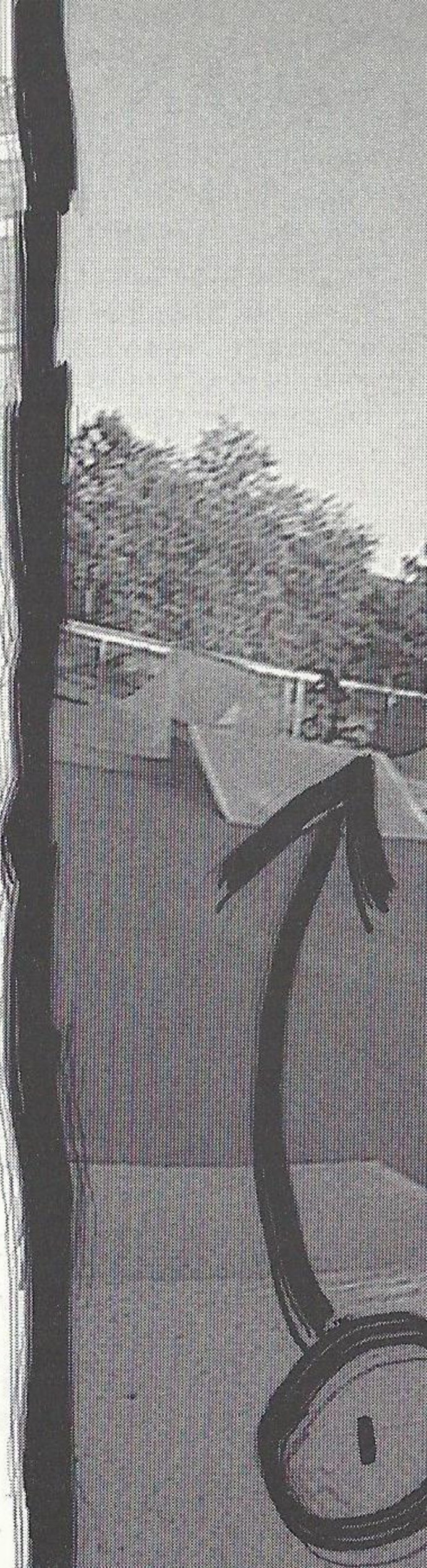
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CONTENTS

LOADING ---------- 2
INTRODUCTION ---------- 4
MAIN MENU ---------- 4
OPTIONS ---------- 5
DEFAULT CONTROLS ---------- 5
TRICK CHEAT SHEET ---------- 7
GETTING STARTED ---------- 10
- Rider Select ---------- 10
- Bike Select ---------- 11
- Style Select ---------- 12
- Level Select ---------- 12

GAME MODES ---------- 14
- Proquest ---------- 14
- Session ---------- 14
- Free Ride ---------- 14
- 2-Player ---------- 15

RIDER BIOS ---------- 17



LOADING

Important: Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast™ power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

1. Insert your Dave Mirra Freestyle BMX™ Sega Dreamcast Specific Disc into the Control Deck as described in the instruction manual.
2. Insert your Sega Dreamcast Controller into Controller Port A.

Note: Dave Mirra Freestyle BMX™ is a 1- 2 player game*. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

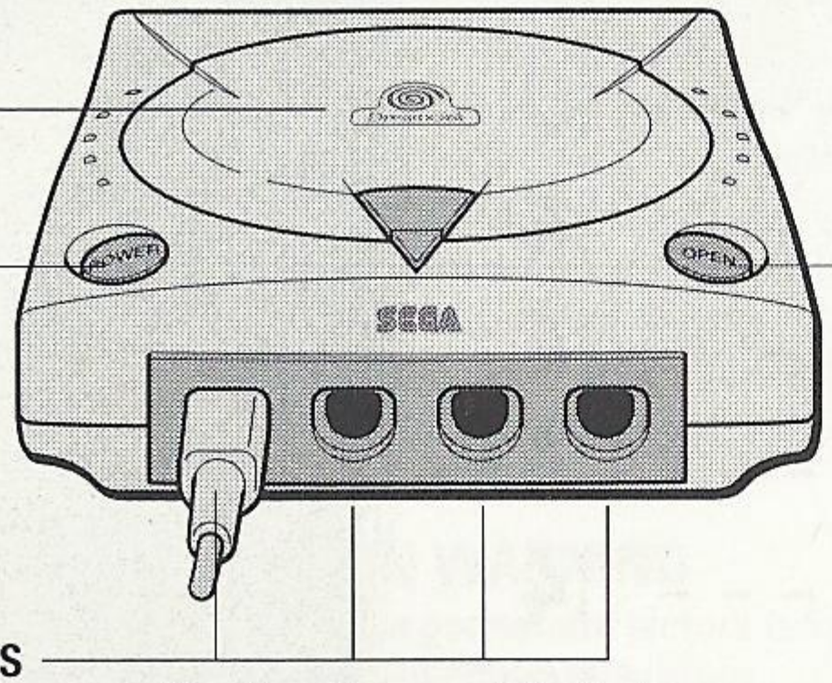
3. Switch on the power to your Sega Dreamcast Unit.
4. You will be prompted to select a VMU on which to save your progress in the game. Each saved game requires 18 blocks of memory. If you do not have a VMU or it does not have adequate blocks to save the game data, you will be alerted but may continue playing.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

* Purchase additional controller (sold separately) to play with 2 players.

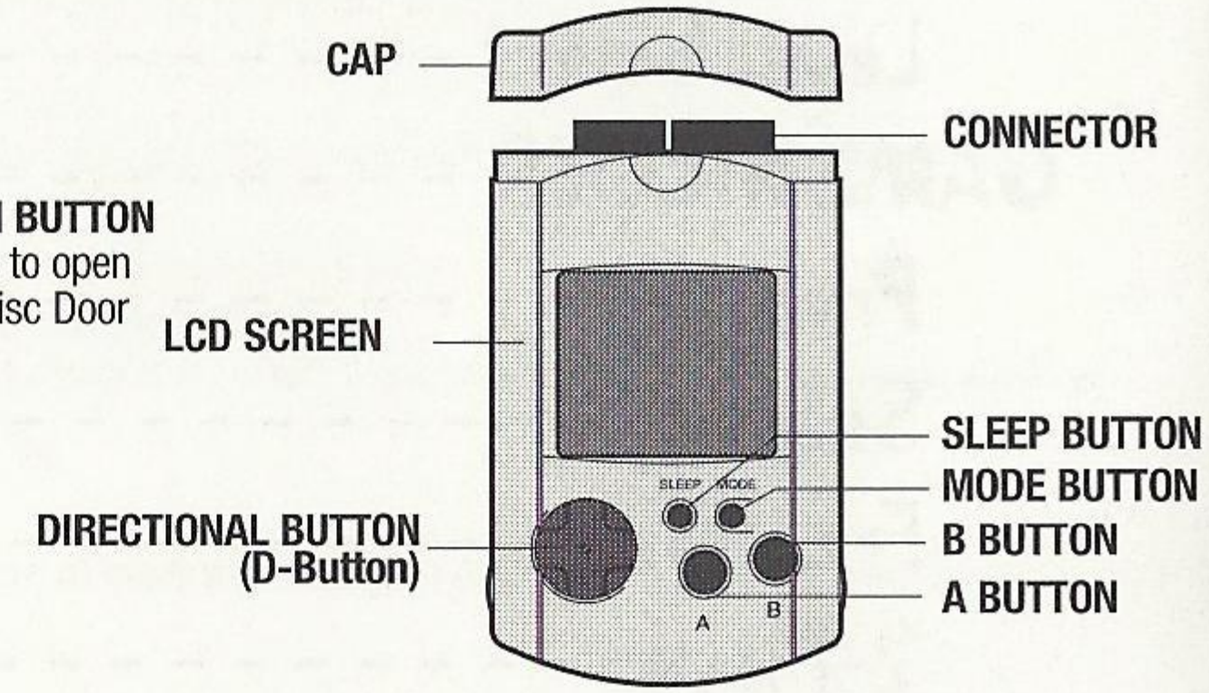
To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START BUTTONS. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

SEGA DREAMCAST HARDWARE UNIT



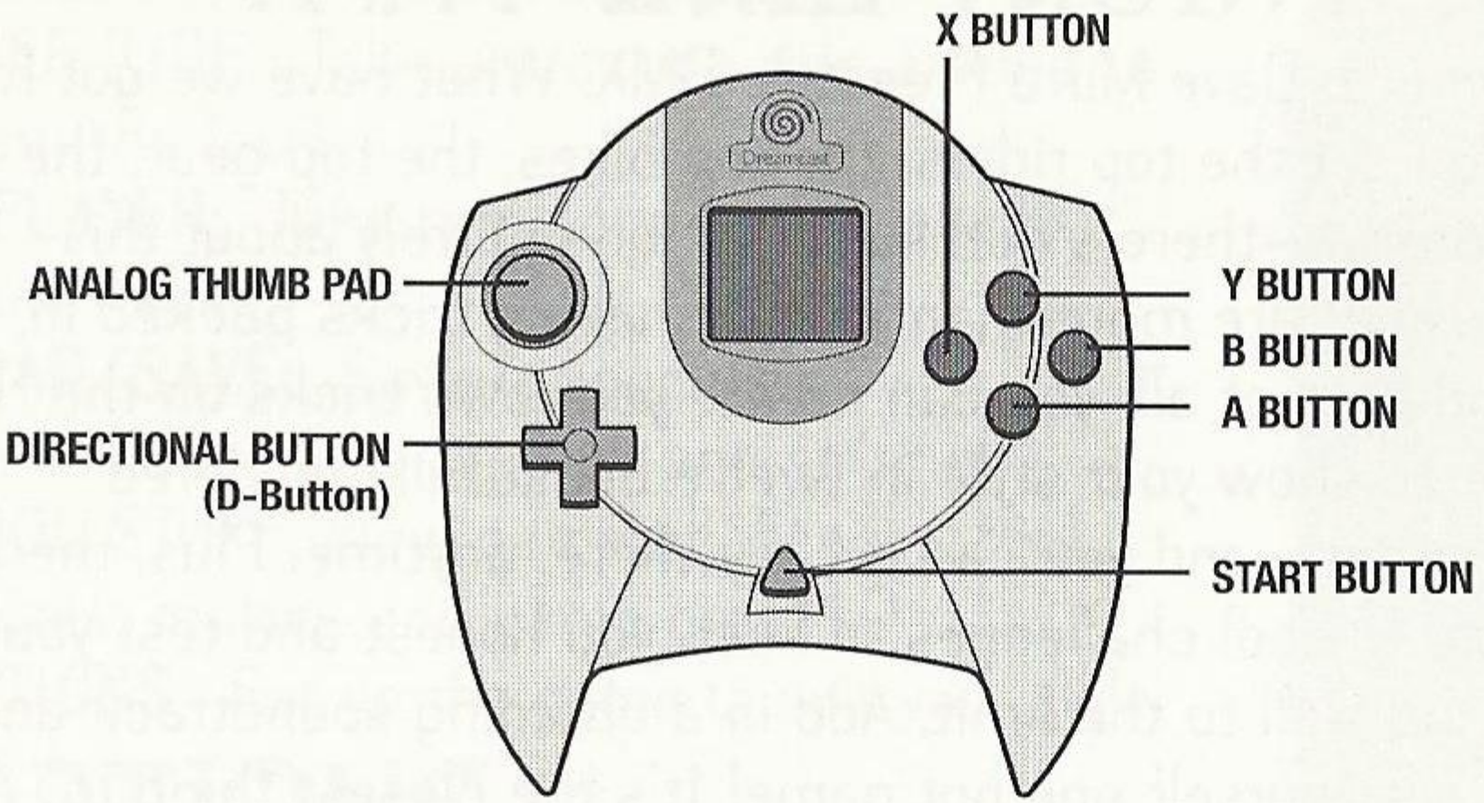
From left to right are **CONTROL PORT A, CONTROL PORT B, CONTROL PORT C, and CONTROL PORT D**. Use each port to connect controllers for players 1 to 4 respectively.

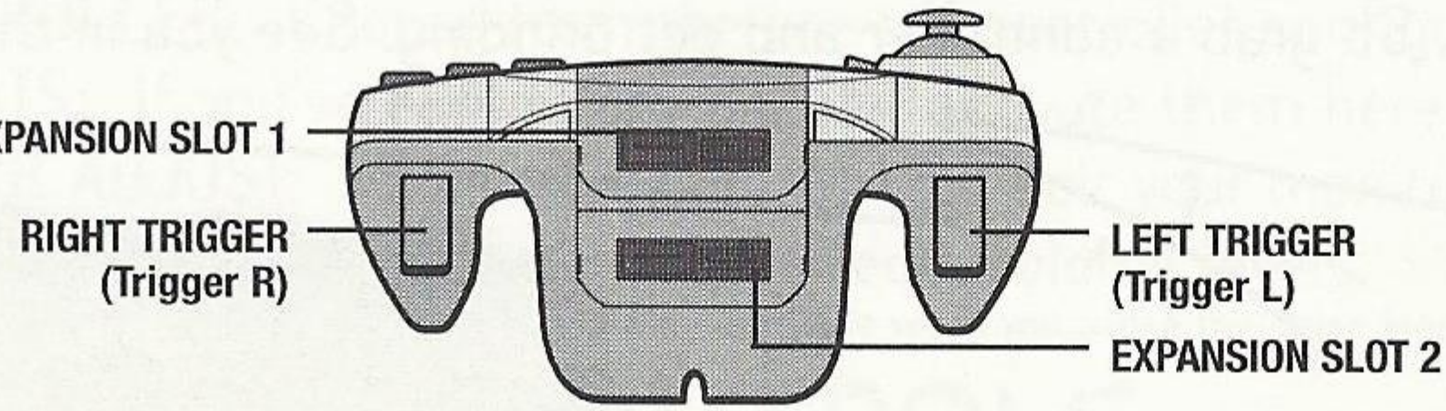
SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



Never disconnect the VMUs while performing a battle or exchanging data with another VMU. Also note that leaving two VMUs connected for a long period of time will considerably shorten the life of the batteries.

SEGA DREAMCAST CONTROLLER





Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast™ power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

MODEM

This game is not equipped with the functions necessary for setting up a communications environment. In order to utilize a browser, it is first necessary to use the browser, included with the Sega Dreamcast™ or sampler discs, to register online or check user registration status.

IT'S TRICKY LIKE THAT

Welcome to Dave Mirra Freestyle BMX. What have we got for you? You get the top riders, the top bikes, the top gear, the top sponsors—there's nothing weak or squirrely about this game! There are more than 1,300 amazing tricks packed in, too, and best of all, you can create your own tricks on the fly. You get to show your style in twelve beautifully rendered environments, and you can go anywhere, anytime. Plus, there are tons of cool challenges to keep you honest and test your nerve and skill to the limit. Add in a churning soundtrack and you've got yourself one hot game! It's the closest thing to getting out there and shredding on your bike that I've ever seen. So grab a controller and get grinding. See you in the air!

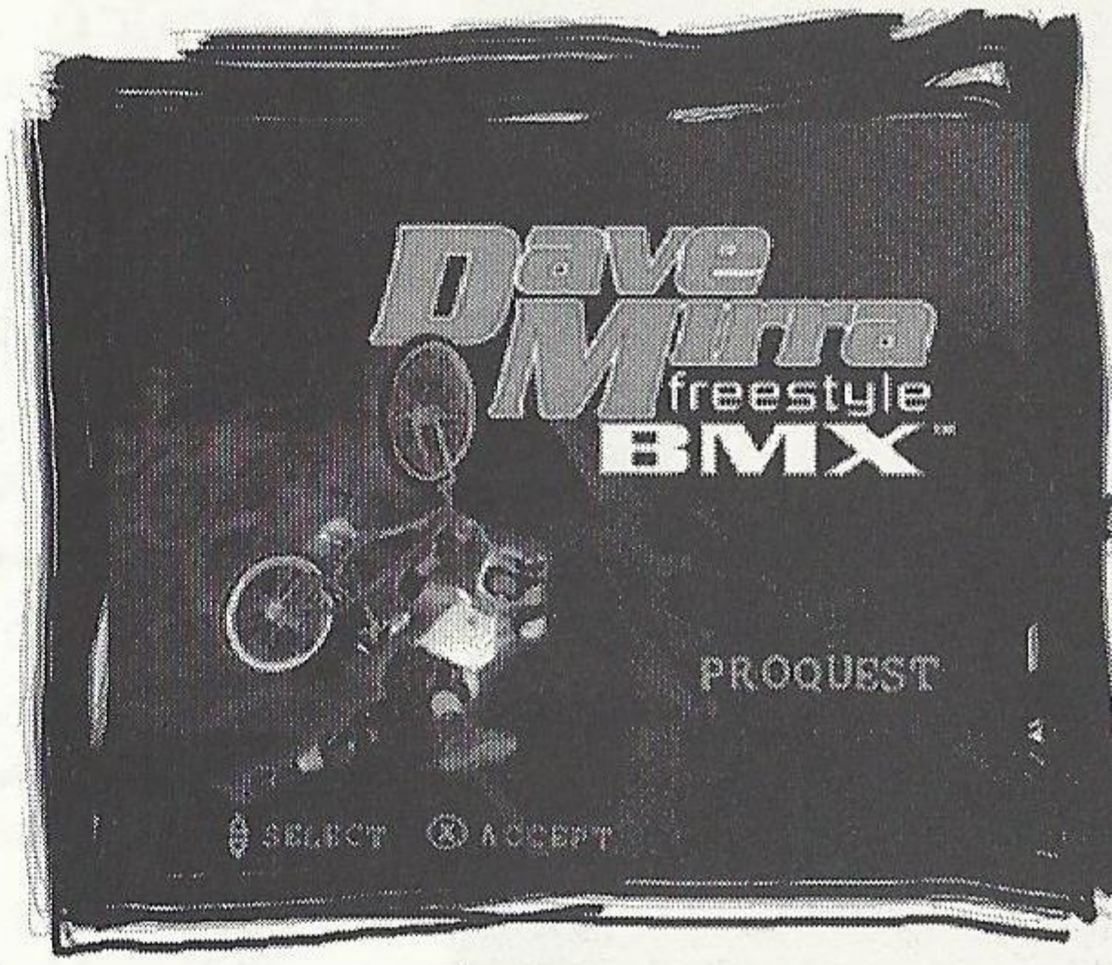
MAIN MENU

At the Main Menu, highlight the option you wish to select by pressing the **DIRECTIONAL BUTTON UP** or **DOWN**, then press the **A BUTTON** to select that option. You have these choices:

PROQUEST: Try a pro BMX career. Start as a rookie and wheel to the top.

SESSION: A timed run on any

available level, without challenges.
FREE RIDE: Take a practice ride around to learn the level.
2 PLAYER: Take turns competing against your friends.
LOAD/SAVE: Save or load your current progress, records and settings.
COOL STUFF: View game challenges, high scores, movies and game credits.
OPTIONS: Set up the game to suit your style.



OPTIONS

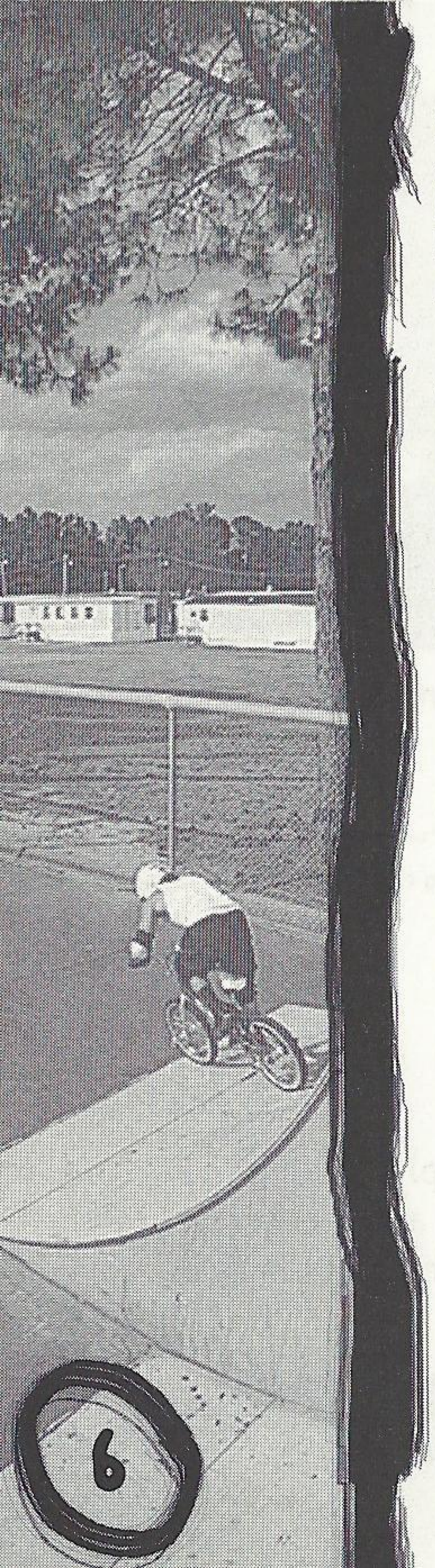
CONTROLLER: Choose from the pre-set controller configurations.
CHEATS: If you've earned any cheats, activate them here.
COLOR ADJUST: Adjust the color to best suit your monitor.
AUDIO: Adjust music and sound effects volume levels.
Note that there are different in-game options available when you pause the game (see Pausing the Game on page 16 for details).

DEFAULT CONTROLS

ACTION BUTTONS

GROUND MOVES

A BUTTON: Bunnyhop (press, hold and release at edge of jump)
Y BUTTON: Grind + Direction on **DIRECTIONAL BUTTON** at any angle other than 90°
Y BUTTON: Stalls + Direction on **DIRECTIONAL BUTTON** at 90° angle "straight into ledge"
NOTE: Just the Y BUTTON (without DIRECTIONAL BUTTON) is a Double Peg Grind.



AIR MOVES

X BUTTON: Big Air Trick + Direction on **DIRECTIONAL BUTTON**

B BUTTON: Modifier Trick + **DIRECTION**

NOTE: Use in conjunction with other tricks to make new tricks or use by themselves.

A BUTTON: When in the air press **A BUTTON** + **DIRECTION** to Footplant or Walltap.

SHOULDER BUTTONS

L TRIGGER: Spin Left

R TRIGGER: Spin Right

DIRECTIONAL BUTTON CONTROLS

UP: Speed up when coasting (tap or hold for extra speed). When backwards (Fakie), tap up to spin around.

DOWN: Brake

LEFT: Turn Left

RIGHT: Turn Right

MANUALS AND NOSE WHEELIES

A Manual/Nose Wheelie may be executed anytime while in the air. They can be performed following a trick, grind, stall or just jumping into a manual.

MANUAL: After jumping, press ↓↓, holding the second ↓ action until the Manual balance meter appears on the left side of the screen. You will then need to balance the manual with the **DIRECTIONAL BUTTON** UP and **DOWN**.

NOSE WHEELIE: After jumping, press ↑↑, holding the second ↑ action until the Nose Wheelie balance meter appears on the left side of the screen. You will then need to balance the Nose Wheelie with the **DIRECTIONAL BUTTON** UP and **DOWN**.

MODIFIER TRICK CHEAT SHEET

In Dave Mirra Freestyle BMX you can actually create new tricks on the fly by mixing tricks together with other tricks. You can mix Big Air tricks with Modifier tricks, Big Air with Big Air and Modifier with Modifier. You can literally mix and match almost anything and make up completely new tricks. There are more than 1,300 different tricks, not including combos. The Modifier is so powerful, you can create almost anything, including tricks even the pros haven't dreamed of!

EXAMPLE 1: BIG AIR + MODIFIER

SUPERMAN via ◓ + **X BUTTON** followed up immediately with a **NO HANDER** ◔ + **B BUTTON** creates a **NO HANDER SUPERMAN**. Continue to hold the **B BUTTON** and you will hold the trick in the air.

Tip: You can even do a **NOTHING BACKFLIP**, if you're quick enough. See **NOTHING** below.

EXAMPLE 2: MODIFIER + MODIFIER

A **NOTHING** (◔ ◩ + **B BUTTON**) is the combination of a **NO HANDER** (◔ + **B BUTTON**) and **NO FOOTER** (◩ + **B BUTTON**).

EXAMPLE 3: BIG AIR + BIG AIR

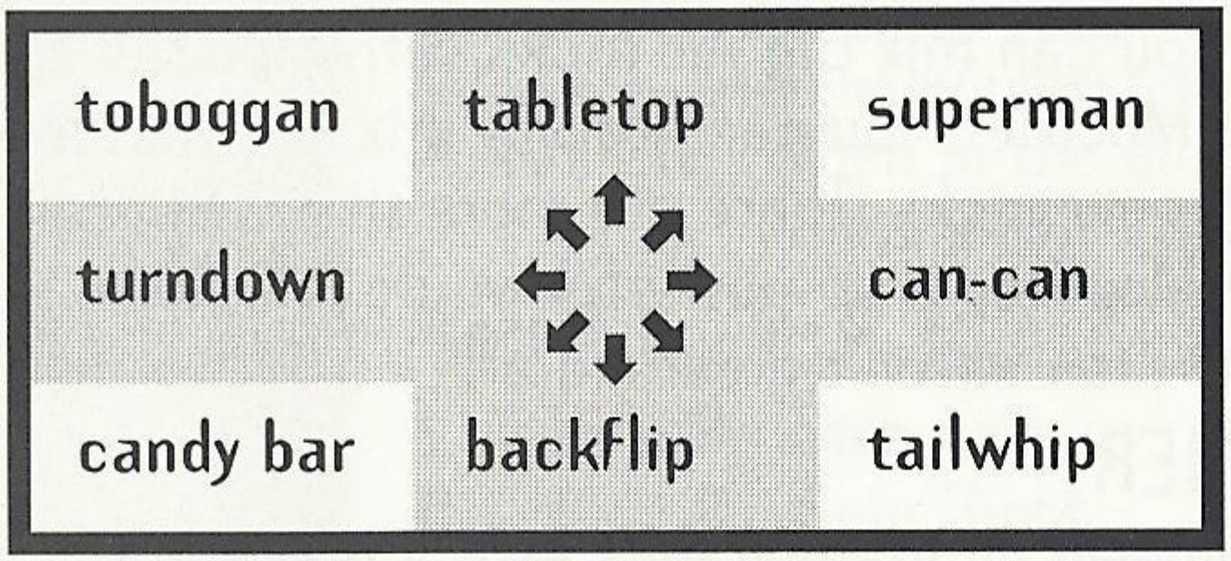
A **CANDYBAR BACKFLIP** (◩, ◒ + **X BUTTON**) is the combination of a **CANDYBAR** (◩ + **X BUTTON**) and **BACKFLIP** (◒ + **X BUTTON**).

Experimentation is the key. The more you improvise, the higher the score. Even more tricks (Double Backflips, Frontflips, Double Tailwhips, etc.) can be done by double pressing ◐◐ or ◑◑ or ◓◓ or ◒◒ or ◔◔ or ◕◕ or ◩◩ or ◔◔ or left - right or right - left, using either **X BUTTON** or **B BUTTON** + a direction.

PLEASE NOTE: You can actually pull off a trick next to a wall by doing a Footplant or Walltap. Example: press the A BUTTON + ◐ to do a Fast Plant, kick off the wall into another trick, then land in a Manual.

BIG AIR TRICKS - X BUTTON

NOTE: Hold the button to hold the trick for bigger points, but be sure to let go before you land.

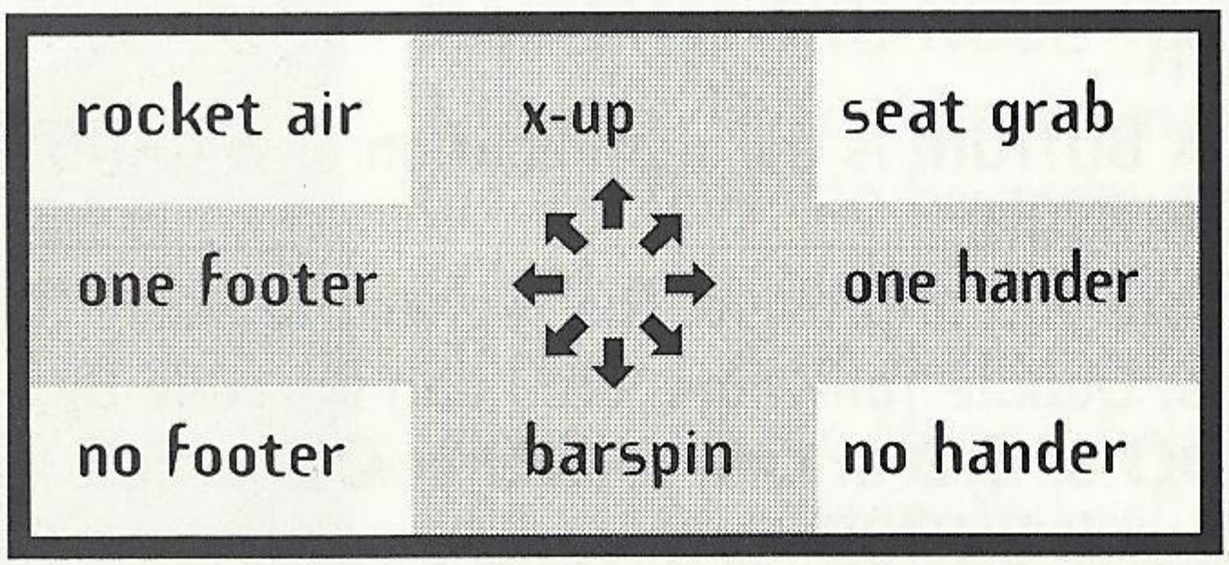


+ X BUTTON

No Direction = N/A

IN AIR TRICK MODIFIERS - B BUTTON

NOTE: These can be used on their own, combined with each other, or combined with big air tricks.
Hold the button to hold the trick for bigger points, but be sure to let go before you land.



+ B BUTTON

No Direction = N/A

GRINDING - Y BUTTON

NOTE: Any angle other than 90 degrees will make you grind.

lipslide	toothpick	luc-e
smith		feeble
crooked	icepick	sprocket

+ Y BUTTON

No Direction = Double Peg Grind

STALLS - Y BUTTON

NOTE: You must be going 90 degrees "straight towards an edge" to Stall, otherwise you will grind.

nosepick	toothpick	nosepick
disaster		disaster
tailtap	icepick	tailtap

+ Y BUTTON

No Direction = Double Peg Grind

TRICKS - A BUTTON

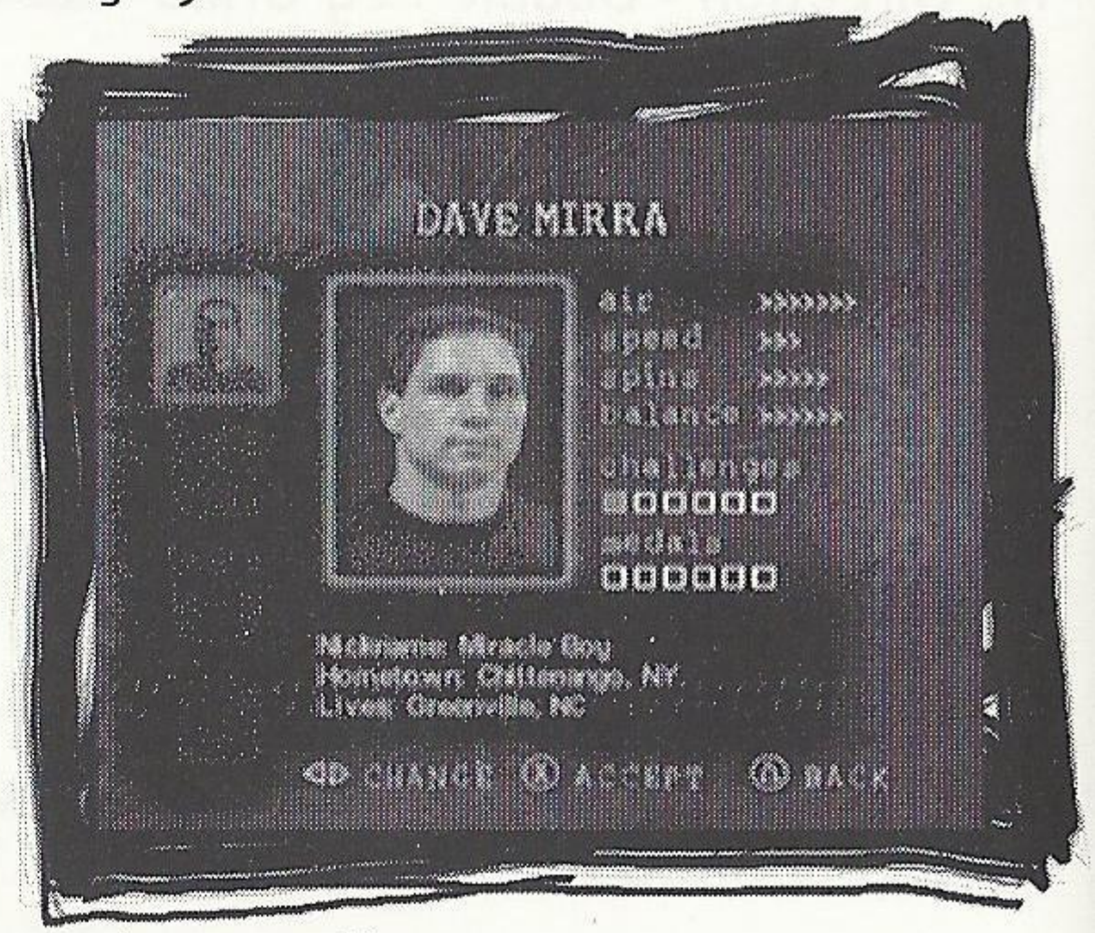
N/A	N/A	N/A
fast plant		walltap
N/A	N/A	N/A

+ A BUTTON

GETTING STARTED

Once you choose a game mode, it's time to make your selections for that mode. In Session, Free Ride and 2-Player modes, you select from the available riders, bikes, styles and levels. More are unlocked as you progress through the Proquest portion of the game. In Proquest, you ride on the levels in the order presented, and you have to earn the better bikes and styles. Press **DIRECTIONAL BUTTON LEFT** or **RIGHT** to cycle through available selections. Press the **A BUTTON** to select. Once you make a selection, the highlight automatically goes to the next category. Press the **B BUTTON** to cancel a selection and backup to a previous category.

RIDER SELECT



Select any of the great BMX riders to control. To the right of each rider portrait is his ranking in four vital BMX skill categories. The more arrows, the better.

AIR: Determines jumping power and gravity-defying ability.

SPEED: Determines maximum top speed and acceleration (speed added per pedal).

SPINS: Determines base rotation speed, allowing for faster, more controllable spins and flips.

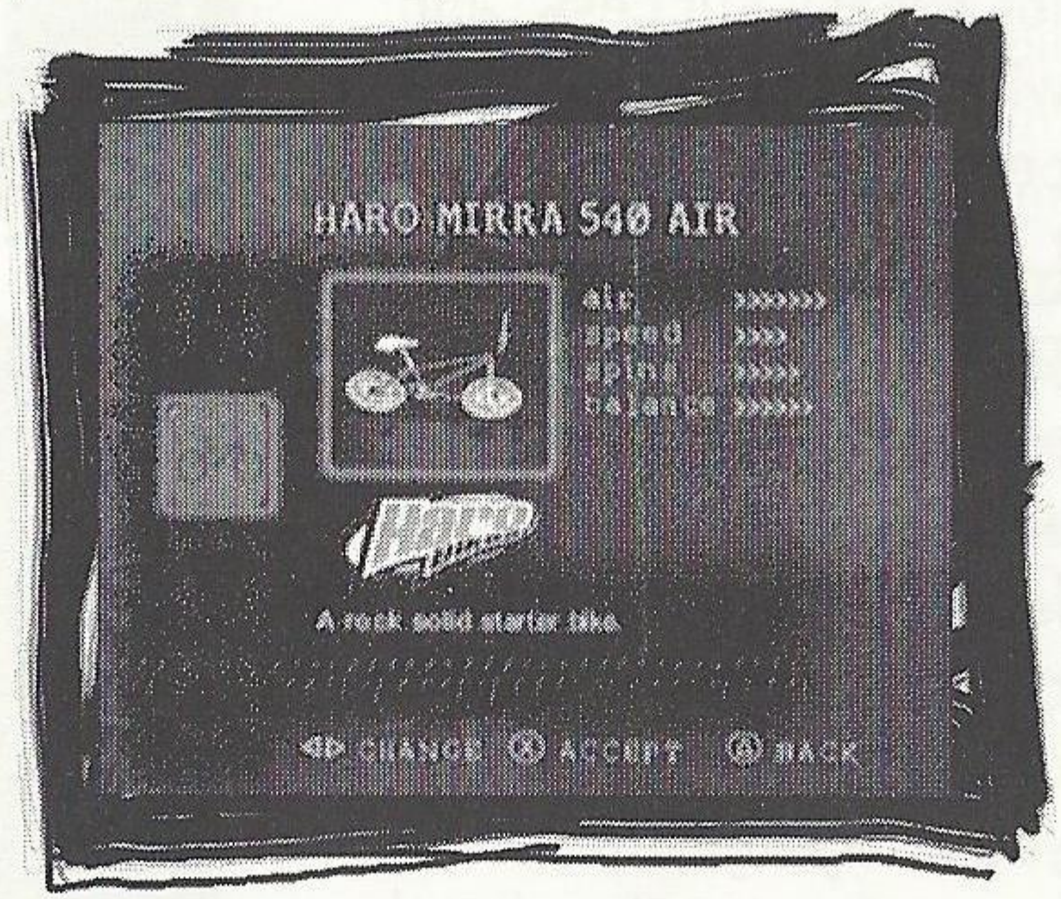
BALANCE: Determines ease of balance to hold grinds or stalls.

RIDER PROGRESSION

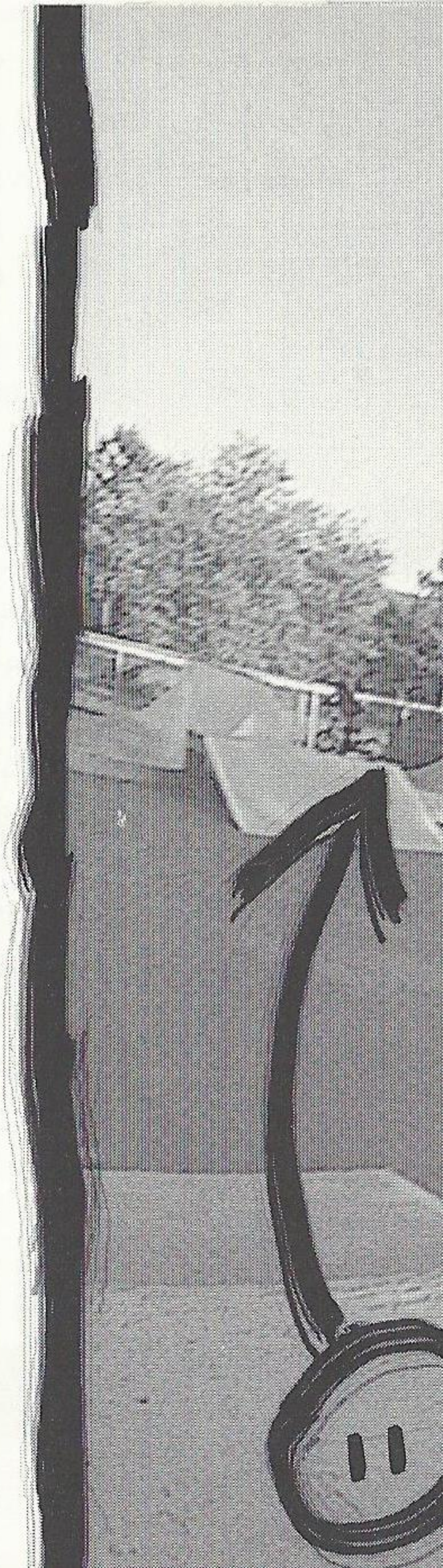
Each rider's progress through Proquest is displayed in two rows of six boxes. The top row indicates progress through the six challenge levels, while the row beneath shows

progress in the six competition levels.
In the challenge levels, bronze indicates completion of the amateur challenges, silver indicates completion of the pro challenges, and gold indicates completion of the hardcore challenges. No filled color (black) means that no challenges have been completed yet.
In the competition levels, bronze indicates a 3rd place finish has been achieved, silver indicates a 2nd place finish, and gold indicates that the rider has taken 1st in the competition. No filled color (black) means that the rider hasn't finished in the top 3 of the competition.

BIKE SELECT



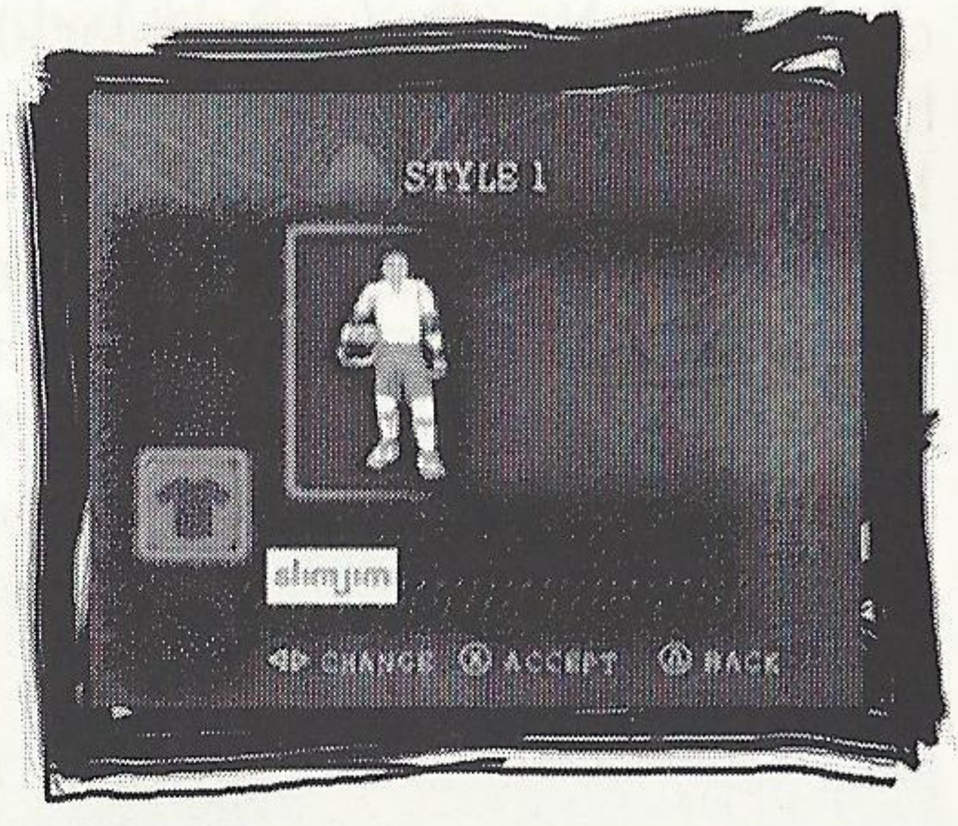
Bikes are rated in four performance categories. The bikes add on to a rider's attributes (as seen by the different color), boosting his performance in each category.
AIR: Determines jumping power and gravity-defying ability.
SPEED: Determines maximum top speed and acceleration (speed added per pedal).
SPINS: Determines base rotation speed, allowing for faster, more controllable spins.
BALANCE: Determines how long a rider can hold grinds or stalls without balancing.



You begin with a selection of default bikes. They're enough to get you started, but you'll want to earn the bike each rider prefers by completing the required level challenges. You earn a bike upgrade for completing various tasks throughout the game.

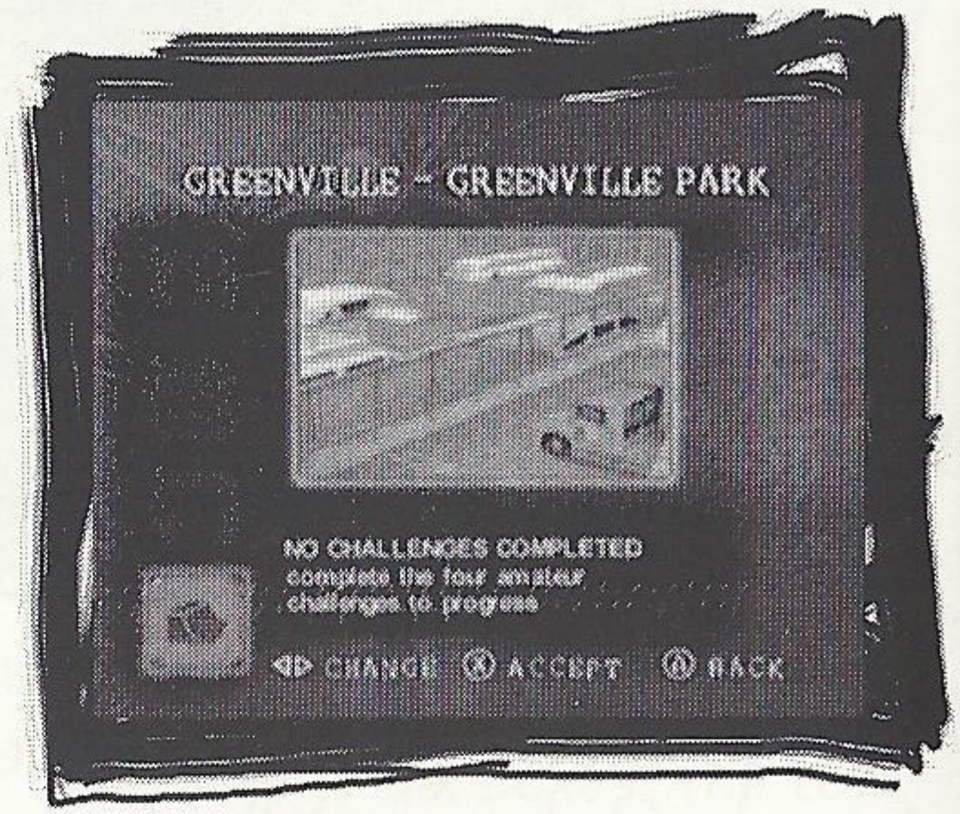
STYLE SELECT

Choose from five pre-set style configurations. Again, you start off pretty plain, but once you attract sponsors, you'll be dressing for excess success, and wind up clad in a stylish competition jersey.



LEVEL SELECT

There are 12 levels, including dirt, street and vert locales. The first six levels offer different challenges and trick objectives. At these levels, you're trying to prove you have what it takes for the Pro Tour. Unlock bike upgrades and other goodies by meeting all the Pro and Hardcore challenges for each level. Once you earn a better bike, revisit previous levels to reach areas and earn scores you couldn't manage with your default bike. The last 6 levels are competition-based levels. Compete against the best of the best.



CHALLENGE-BASED LEVELS

GREENVILLE: Begin by learning the basics down in Greenville, NC.
WOODWARD: Come to the famed Pennsylvania camp to hone your skills and earn a sponsor.

COMPETITION-BASED LEVELS

PROTOUR: The first leg on the way to the tournament.
ACCLAIM MAX GAMES: Tournament style areas that are plenty tough.

LEVEL OBJECTIVES

The first six levels, based on Greenville and Woodward, are challenge-based training levels. You'll see on-screen prompts that tell you what you need to accomplish before the timer runs out. Don't worry if you don't meet all the challenges in one run. Once you get certain challenges under your belt, the game will remember them, and all you have to do is finish the rest of the challenges in your next run(s).
You begin each level as an Amateur. Once you've met the Amateur challenges on any particular level, you can go on to the Pro challenges on the same level (another run), or try to meet the Amateur challenges on a different track (level select). You must meet all the Amateur challenges to face all the Pro challenges, and must master all the Pro challenges to go on from Greenville to Woodward. Complete Pro and Hardcore challenges to earn new bikes, gear and sponsors (you can complete the game without finishing all the Hardcore challenges).

GAME MODES

PROQUEST

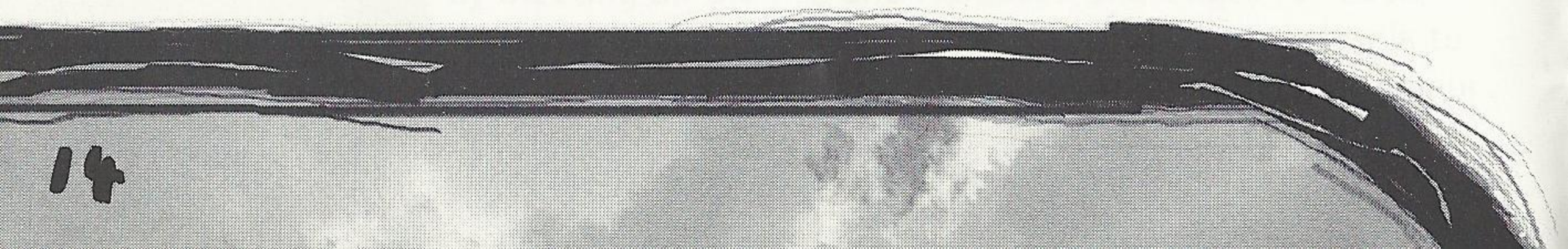
Proquest is a career mode, for those who want to go for the whole enchilada. At the start of Proquest play you're a beginner, just starting out with a default bike, a helmet and more attitude than skill. You've got a lot to learn. Take your time mastering the basics in Greenville, then move up to some serious scrutiny at Woodward Camp. If you have what it takes, you'll attract sponsors and go on to the Pro Tour. Competition is fierce at this level, so expect to be challenged. If you manage to complete all three levels of the Pro Tour, you'll really be sweating when you enter the Acclaim Max Games. You can keep track of each rider's individual progression through Proquest at the rider selection screen. Each level is represented by boxes which will fill either Bronze, Silver, or Gold for the completion of the Amateur, Pro, or Hardcore challenges, respectively.
SCORING: In the last 6 levels, you earn points based on the difficulty and imagination of the tricks performed. The following levels are judged pro competitions where discerning judges rate your performance based on established BMX criteria. The judges are tough, so only your very best will be good enough!

SESSION

In a Session, the timer is ticking and you're free to ride hard on any available level, with no challenges to be met. Total score and measurements are displayed, so any level records can be broken. You won't earn new bikes, sponsors, outfits, cheat codes or levels in Session; this one's just for the joy of the ride!

FREE RIDE

Free Ride gives you a chance to learn a level without worrying about the clock, the score



REGISTER ONLINE AT www.acclaim.com

Dave Mirra Freestyle BMX™ FOR SEGA DREAMCAST™ GAME SYSTEM

#83211

FIRST CLASS POSTAGE HERE

GA

PRO

Proque
start c
and m
basics
you ha
is fier
levels
You ca
selecti
or Gol
SCORI
imagir
where
The ju

SES

In a S
no cha
record
levels

FRE

Free R

From: _____

_____

_____

Check here if this is a new address. ☐

WARRANTY REGISTRATION
ACCLAIM ENTERTAINMENT INC
ONE ACCLAIM PLAZA
GLEN COVE NY 11542

14

or anything else. No measurements are taken, and no level records can be broken. There's no pressure, but no rewards to earn. Have fun finding your way around and discovering your favorite trick spots.

2-PLAYER

In a 2-Player game, each player takes turns competing in a host of challenges. Player 1 goes first; player 2 then tries to top that performance. Try your hand at a round of HORSE (the second player has to match the first rider's moves), see who can nail the Highest Walltap, and many more. Highlight a 2-Player game mode and press the **A BUTTON** to view the game objective. Then get ready to show your bud that you just can't be beat!

THE GAME SCREEN

CONTROL HINT: On screen text gives you control tips.

CHALLENGES: On screen text tells you what you need to do to ace the course.

TIMER: Each level is timed. You must complete your challenges or beat your competition in the time allotted for that level.

TRICK SCORE: Each time you perform a trick, you get instant on-screen feedback.

RESULTS SCREEN

At the end of each run, a display comes up showing your score, the overall best score to date and these options:

ANOTHER RUN: Resume play on the same course.

SAVE: Save your progress.

VIEW REPLAY: View the previous game from a variety of angles. You can even take temporary snapshots/freeze frames.

REPLAY CONTROLS:

A BUTTON	Changes Camera View.
X BUTTON	Freezes Camera and action to view tricks in all their glory.
Y BUTTON	Resets the replay.
B BUTTON	Circles camera around the rider.

PAUSING THE GAME

Press the **START BUTTON** at any time to pause the game and bring up the Pause Menu. You'll have these choices:

CONTINUE: Return to your run where you paused the game.

VIEW CHALLENGES: See what you've done and what still needs doing.

OPTIONS: Adjust option settings.

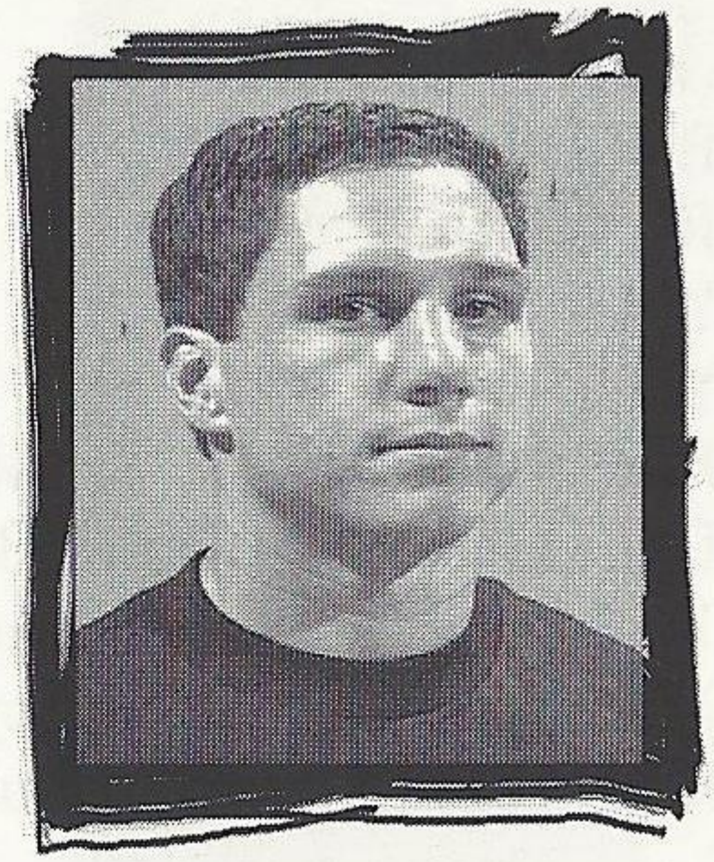
- **CAMERA TYPE:** Choose which camera you wish to view the game from.
- **TUTORIAL HINTS:** Turn handy on-screen tip text ON or OFF.
- **AUDIO:** Adjust Music and Sound Effects volume.

TRICK LIST: View a list of tricks and their controls

VIEW RECORDS: See who rules the rankings.

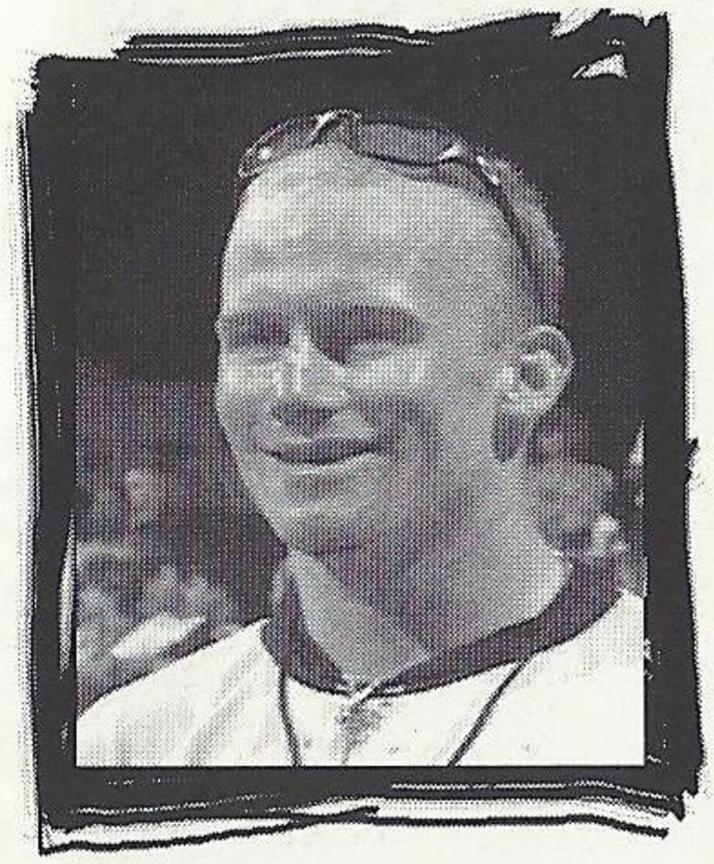
END RUN: Exit the current run.

RIDER BIOS



DAVE MIRRA

BIRTHDAY: 4/4/74
RESIDENCE: Greenville, NC
YEARS RIDING: 20
YEARS PRO: 8
FAVORITE TRICKS: No Handed 540, Flair
CAREER HIGHLIGHTS: 10-Time World Champion; landing double backflip in competition; more X Games medals than any other competitor.
HOBBIES: Golfing

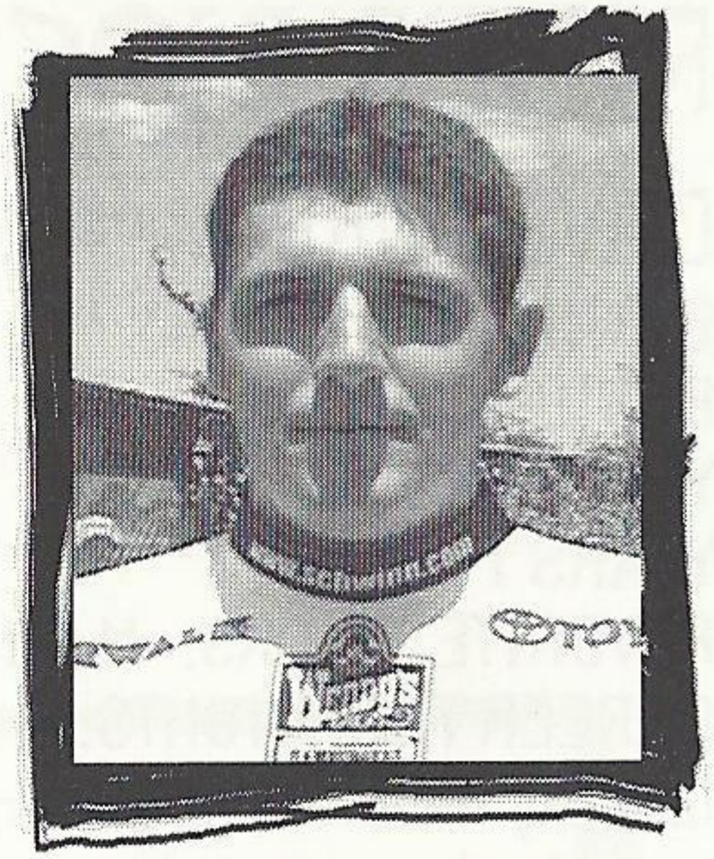


RYAN NYQUIST

BIRTHDAY: 3/6/79
RESIDENCE: Greenville, NC
YEARS RIDING: 15
YEARS PRO: 4
CAREER HIGHLIGHTS: Bronze medal Dirt Jumping 1999 X Games; 1999 Overall Street Champion ESPN/BS; 1999 DK Dirt Circuit Champion; 1999 ABA King of Dirt; Gold medal Dirt Jumping 1999 Gravity Games; Silver medal Street 1999 Gravity Games; 1999 ESPN's B3 Games Oceanside First Place Street.
HOBBIES: Sewing

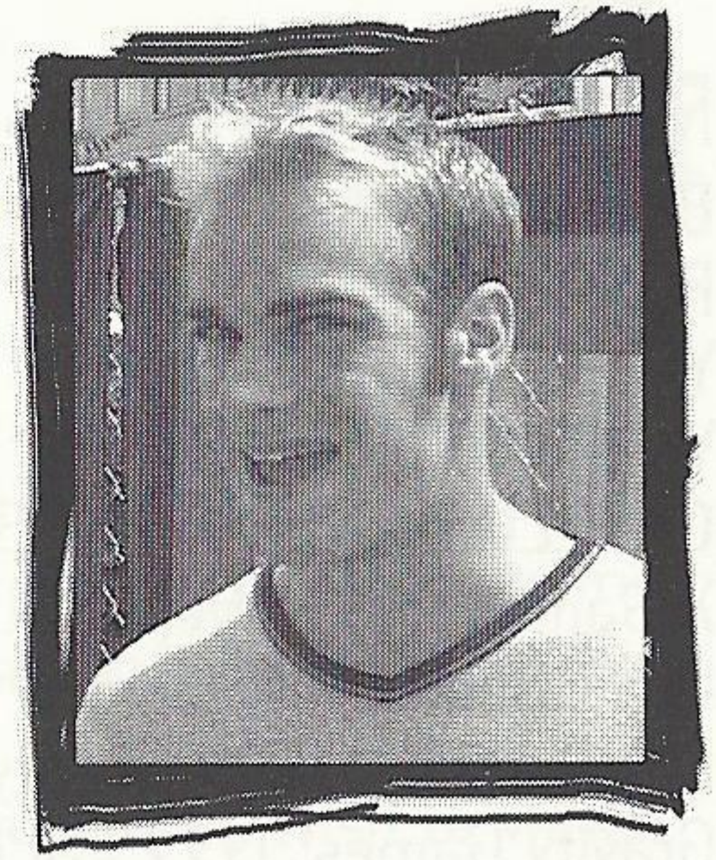
JOEY GARCIA

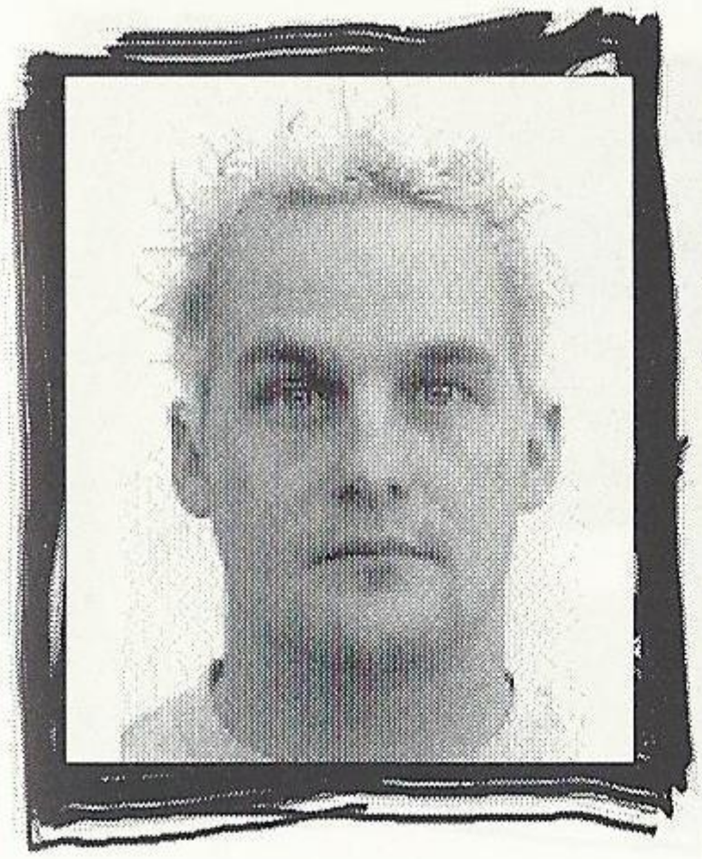
BIRTHDAY: 4/16/78
RESIDENCE: Gilroy, CA
YEARS RIDING: 17
YEARS PRO: 5
FAVORITE TRICKS: Tailwhip, Fufanu
CAREER HIGHLIGHTS: Bronze medal Bicycle Stunt Dirt 1998 X Games; Bronze medal Bicycle Stunt Dirt 1995 X Games; Gold medal Bicycle Stunt Dirt 1996 X Games.
HOBBIES: Motocross, surfing



KENAN HARKIN

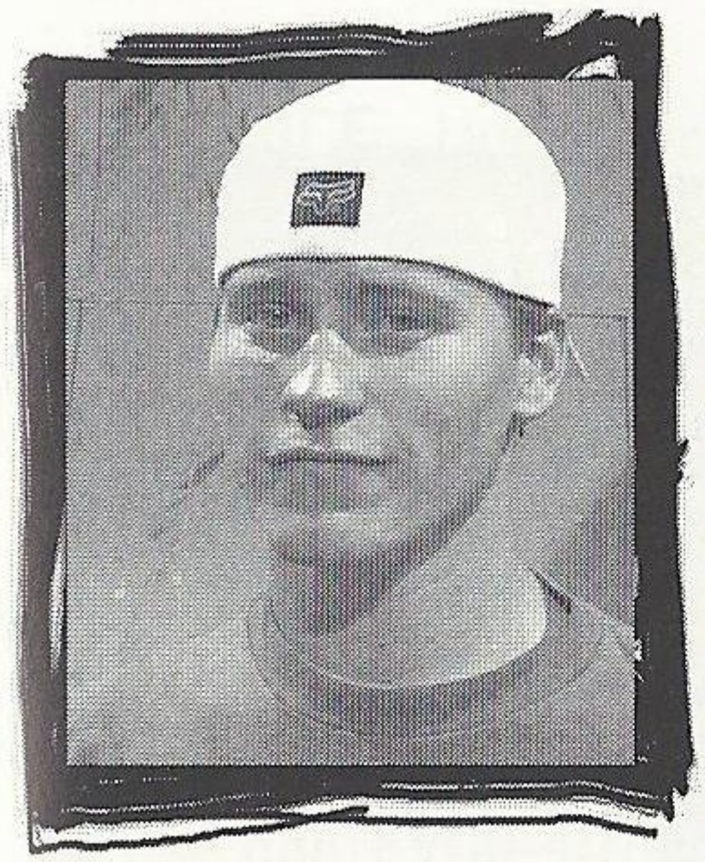
BIRTHDAY: 6/13/74
RESIDENCE: Woodward, PA
YEARS RIDING: 17
YEARS PRO: 4
FAVORITE TRICKS: 720s, 360 Backflip
CAREER HIGHLIGHTS: Co-host of NBC Gravity Games; turning pro; buying my car; working with kids as an instructor at Woodward Camp; traveling the planet; competing in the X Games.
HOBBIES: DJing, reptiles





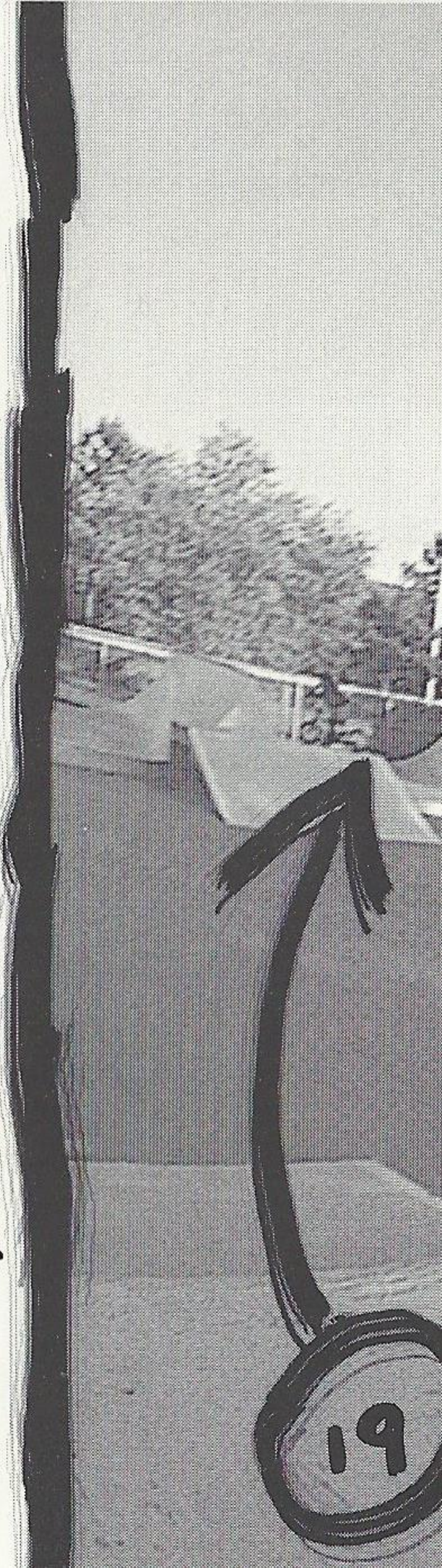
LEIGH RAMSDELL

BIRTHDAY: 8/1/70
RESIDENCE: Chapel Hill, NC
YEARS RIDING: 22
YEARS PRO: 3
FAVORITE TRICKS: 540 variations, rail tricks
CAREER HIGHLIGHTS: Competed in MTV Sports and Music festival; currently performing on Warped Tour.
HOBBIES: Writing *Ride BMX* music reviews

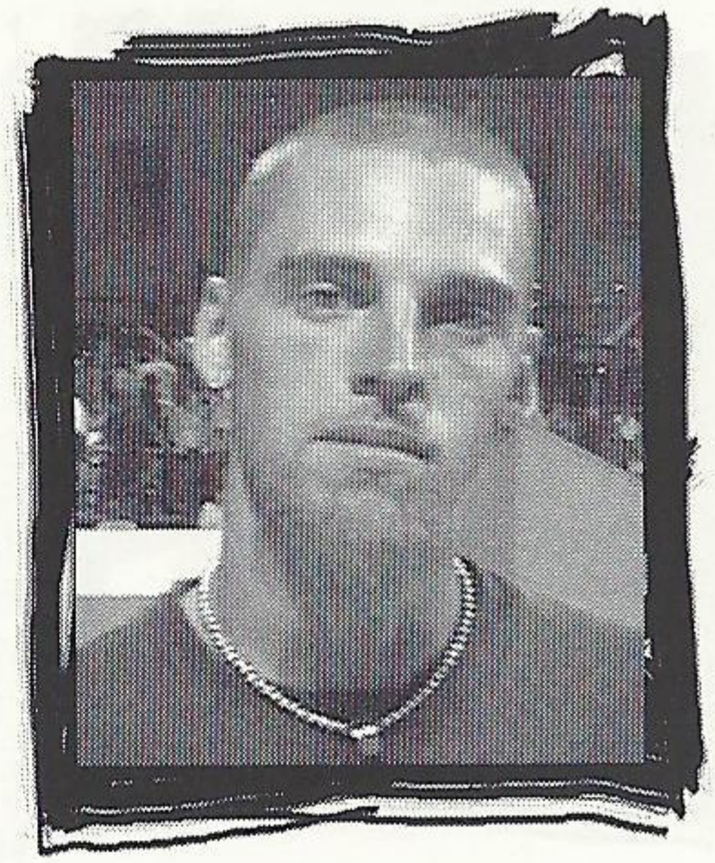


CHAD KAGY

BIRTHDAY: 11/21/78
RESIDENCE: Gilroy, CA
YEARS RIDING: 14
YEARS PRO: 4
FAVORITE TRICKS: Double Seatgrab
CAREER HIGHLIGHTS: Entering my first pro competition because I missed the amateur competition and getting 6th; qualifying for 1998 X Games Dirt just 4 months after ACL reconstruction; 1999 X Games Bronze medal Street; traveling the world doing something I love to do. Getting fan mail–that means kids look up to me and respect what I've done.
HOBBIES: Motocross and snowboarding

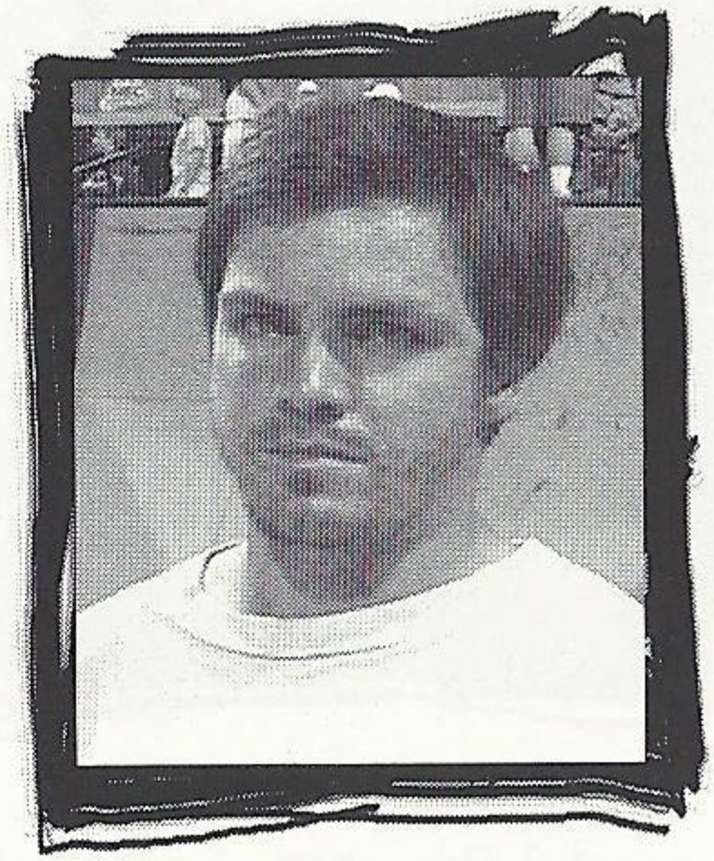


MIKE LAIRD



BIRTHDAY: 7/1/74
RESIDENCE: Greenville, NC
YEARS RIDING: 16
YEARS PRO: 4
FAVORITE TRICKS: No Handed 360, 360 Tailwhip
CAREER HIGHLIGHTS: 1997 ESPN BS series Amateur title №1 Street and Vert; competed in 1999 Gravity Games and 1998 and 1999 X Games.
HOBBIES: Writing music reviews for *Ride BMX*

TROY MCMURRAY

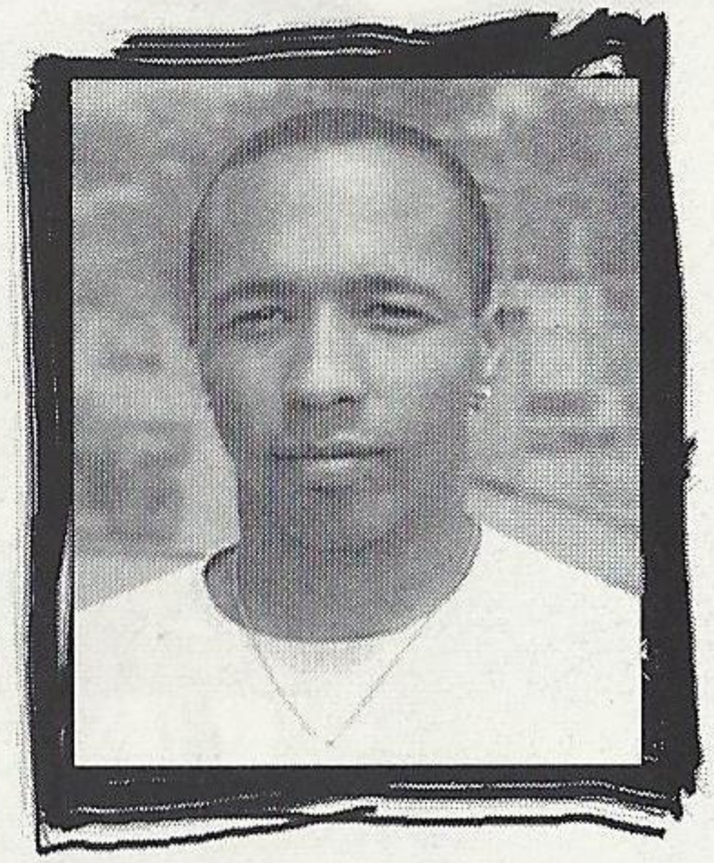


BIRTHDAY: 2/2/73
RESIDENCE: Huntington Beach, CA
YEARS RIDING: 17
YEARS PRO: 5
CAREER HIGHLIGHTS: 1st place MTV Street 1997
HOBBIES: Lacrosse, building

TIM MIRRA

BIRTHDAY: 4/28/72
RESIDENCE: Raleigh, NC
YEARS RIDING: 18
YEARS PRO: 2
FAVORITE TRICKS: Tabletop 360, No Handed 360
CAREER HIGHLIGHTS: 1996 Useless Contest Series 1st place Street; 1998 1st place Broadway on the Beach Street.
HOBBIES: Weight lifting

SHAUN BUTLER



BIRTHDAY: 6/29/76
RESIDENCE: Huntington Beach, CA
YEARS RIDING: 12
YEARS PRO: 7
FAVORITE TRICK: Tabletop 360
CAREER HIGHLIGHTS: MTV Sports and Music Festival
HOBBIES: Chillin', taking beach rides

For the hottest hints and codes on **ACCLAIM** titles:
Please call **1-900-407-Tips (8477)**.
The cost of the call is $.95 per minute. You must be 18 or have parental permission and a touch-tone phone.

slim jim®
BRAND

MIRRA

www.slimjim.com

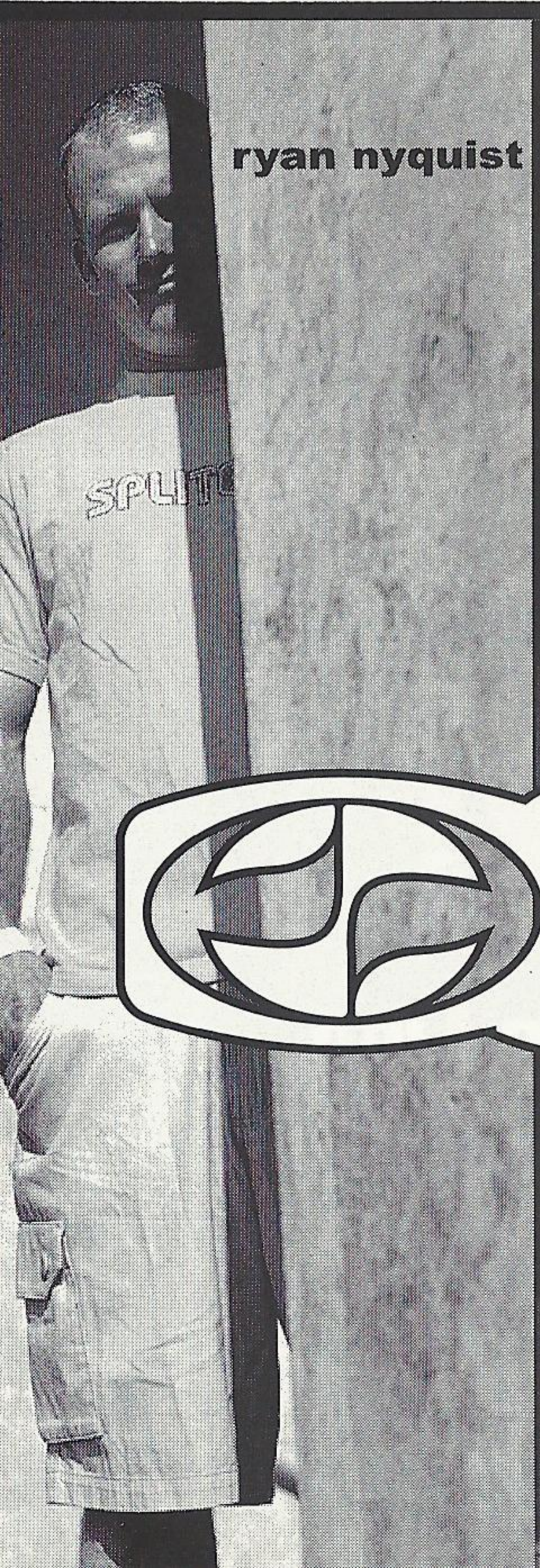
Slim Jim is a registered trademark of GFI Holdings, Inc. ©2000

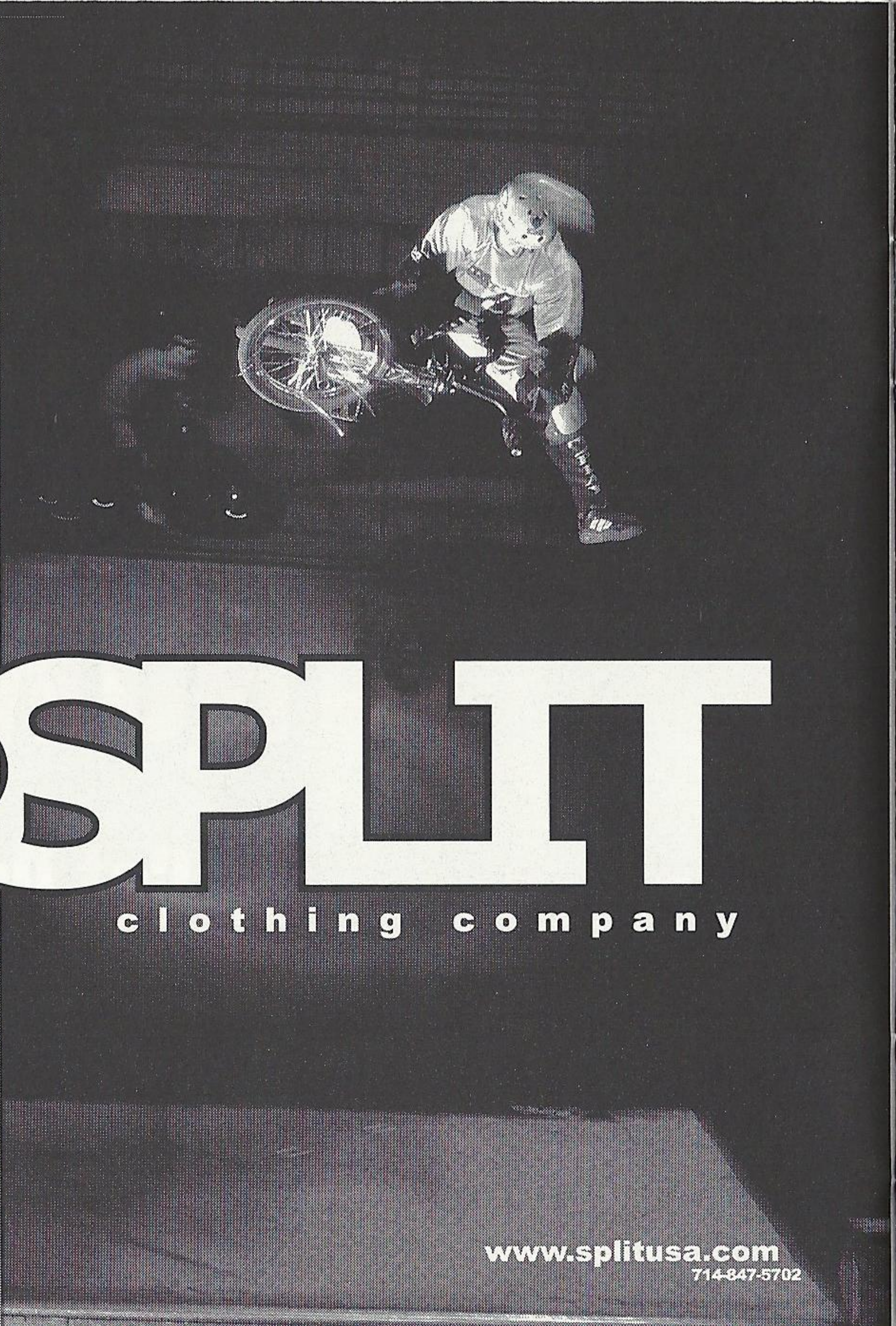
Available in Stores NOW!

Or Get On-Line to Order:

www.miracleboyandnyquist.com

www.davemirra.com



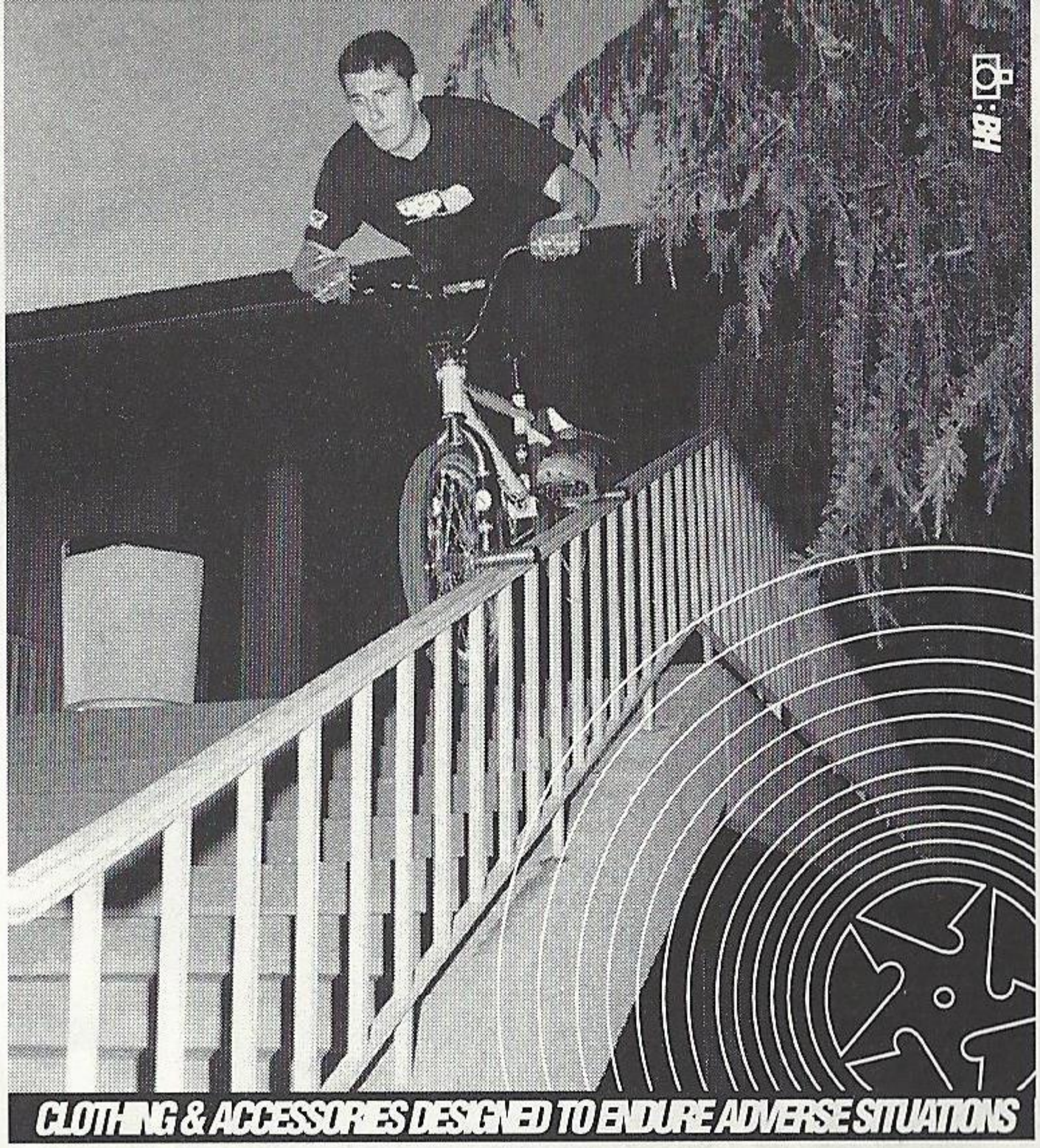


SPLIT

clothing company

www.splitusa.com

714-847-5702



CLOTHING & ACCESSORIES DESIGNED TO ENDURE ADVERSE SITUATIONS

UNDERGROUND PRODUCTS®

UGP®

CHECK OUT THE UGP RIDERS SHAUN BUTLER & JOEY GARCIA IN THE NEW "DAVE MIRRA FREESTYLE BMX" VIDEO GAME

1892 KENTUCKY AVE, WINTER PARK, FL 32789

WWW.UGP.NET

PHOTO: BRENNA BRITTON

DAVE MIRRA'S
MIRRACLE BOY
ORIGINAL BMX BUBBLEGUM
www.famousfixins.com

WOODWARD™
www.campwoodward.com

KILLER SOUNDTRACK

59 TIMES THE PAIN

CYPRESS HILL

DEFTONES

Dropkick Murphys

PENNYWISE

RANCID

PRIMER 55

SOCIAL DISTORTION

sublime

$WINGIN' UTTER$

ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty–If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

Dave Mirra Freestyle BMX™ and Acclaim® & © 2000 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Z-Axis. All Rights Reserved. F355 CHALLENGE™ Passione Rossa. Original Game © SEGA ENTERPRISES, LTD., 1999. © SEGA ENTERPRISES, LTD./CRI 2000. Developed by AM2 of CRI. F355 Challenge™, Ferrari®, all associated logos and the F355 Challenge distinctive designs are trademarks of Ferrari Idea S.A. Acclaim® & © 2000 Acclaim Entertainment, Inc. All Rights Reserved. Jeremy McGrath Supercross™ 2000 and Acclaim® & © 2000 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Salt Lake City. All Rights Reserved. "No Fear"® is a registered trademark of No Fear, Inc. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

www.acclaimmaxsports.com

ESRB RATING

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.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc, P.O. Box 7639, San Francisco, CA 94120.

SEGA®

Look for

F355 challenge™

Passione Rossa

EVERYONE

E

CONTENT RATED BY ESRB

F355 Challenge™ Passione Rossa.
Original Game © SEGA ENTERPRISES, LTD., 1999
© SEGA ENTERPRISES, LTD./CRI 2000. Developed by AM2 of CRI

F355 challenge™, Ferrari®, all associated logos and the F355 Challenge distinctive designs are trademarks of Ferrari Idea S.A.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA.
WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems.
Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594, 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.
Sega of America Dreamcast, Inc, P.O. Box 7639, San Francisco, CA 94120.

FERRARI OFFICIAL LICENSED PRODUCT

Acclaim®

SEGA®

Dave Mirra Freestyle BMX™ and Acclaim® & © 2000 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Z-Axis. All Rights Reserved.
Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.