

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP* (PlayStation*Portable) system before use. Retain both this software manual and the instruction manual for future reference

Health precautions

When operating the unit, play in a well-lit room and keep a safe distance from the screen.
 Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
 Do not use the console when you are tired or short of sleep.
 When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
 Lightheadedness, nausea, or a sensation similar to motion sickness.
 Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

 This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.

• Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. . Do not block the opening with paper or tape. Also, do

not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.





Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

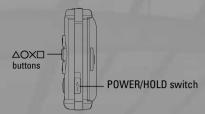
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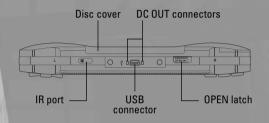
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GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Dave Mirra BMX Challenge disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the & button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD $^{\text{TM}}$ while it is playing.

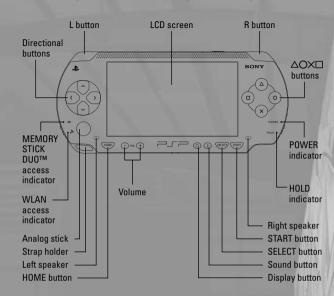
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



GAME CONTROLS

Turn Left	Left button
Turn Right	Right button
Pedal	imes button
Jump	☐ button
Grind / Stall	△ button
Brake/Reverse	L button (on ground)
Speed Boost	× button (twice) (on ground / press twice to boost)
Spin/Rotate	L or R button (while airborne)
Trick Modifier	☐ or ○ button (after initial trick is performed)

Manual ↓↓ or ↑↑
(before landing: press the up button twice OR down button twice)

NOTE: The analog stick performs the same functions as the directional buttons.

PERFORMING TRICKS

The trick system in Dave Mirra BMX Challenge combines air tricks with grinds, manuals and stalls for a simple and user-friendly trick system.

Successfully completing multiple tricks before ending a combo increases the score of all the tricks completed by adding a multiplier for every trick.

Your score for a successfully completed trick or combo will be displayed in yellow. If you fail to land your trick, the trick/combo is shown in red.

Air Tricks

Air tricks vary in complexity. Simply press one of the two trick buttons (\square or \bigcirc button) while airborne and you'll perform a basic trick. Pressing a directional button on the system and the \square or \bigcirc button will perform another trick. Example: \uparrow , \square = Table-Top.

You can perform more tricks by pressing the directional buttons in sequence followed by a button press. Example: \uparrow , \downarrow , \rightarrow , \square = Double Tail-Whip 360. Please see the trick list for a full list of tricks you can perform.

Grinds

Grinds are performed by pressing the \triangle button over a rail. More advanced grinds can be performed by pressing/holding a directional button on the system as you press the \triangle button. Example $\downarrow \triangle$ = Smith Grind. Use the directional buttons or the analog stick to maintain balance during the grind.

Manuals

In the air, press $\downarrow \downarrow$ or $\uparrow \uparrow$ before landing to perform a manual. Use the directional buttons or the analog stick to maintain balance while performing the manual.

Specials

Special tricks can only be performed when the adrenaline meter is full. Perform tricks and conserve your boost to fill it up. When the word "Special" appears next to the meter, let loose and perform a Special trick!

GAME MODES

Career

Career is setup into two types of events: Race and Trick Contests.

Once the player completes the Novice levels, Pro levels open up that increase the challenge. Beat all the Pro levels in both race and trick modes and you'll compete against Dave Mirra in an invitation only event at the Compound.

Levels

Dave Mirra BMX Challenge features the following levels: Pier

Far Fast

Science Center

Shipvard

School

Washington Heights

Barges

Rooftop

Compound

Collectables

Bike and Clothing collectables are spread throughout the levels. Collect these items to unlock extra bikes and clothing options.

Quick Play

Use this option to jump right into a race. A random level is selected for the race.

Exhibition

Exhibition play gives you more control than Quick Play. You can select a level, event type (Race or Trick Attack) and number of opponents.

MULTIPLAYER

Wi-Fi (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network. There are two WLAN modes, Ad Hoc mode and Infrastructure mode. Dave Mirra BMX Challenge multiplayer modes are only playable through Ad Hoc Mode. Infrastructure mode is not supported.

Ad Hoc Mode

Ad Hoc Mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other.

NOTE: Make sure the WLAN switch on your PSP® is turned ON to play Dave Mirra BMX Challenge in Multiplayer mode.

The following game modes are available:

• Capture the Crown

The player who is the first to hold the crown for the targeted match time is the winner.

Trick Attack

The player with the highest score wins.

Race

The first to cross the finish line wins.

· Who's the Leader

The player that has led the race for the longest time wins.

· Biggest Combo

The player with the biggest combo multiplier after time expires is the winner.

Hosting a Game

After selecting "Multiplayer" from the Main Menu, you will then connect to the Ad Hoc network. Once you are connected, host a game by selecting "Host Multiplayer Game".

Select the Race Type and Level then select "Start Game" to begin hosting. You can begin the match when one or more players join your pregame lobby. Up to 4 players can compete in a match.

Joining a Game

Select "Join Multiplayer Game" at the Multiplayer menu. If a hosted match is available, select it and press X to join.

OPTIONS

HUD Options

Toggle HUD elements on or off to display or hide them during play. You can even change the primary and secondary colors of the in-race HUD.

Sound Options

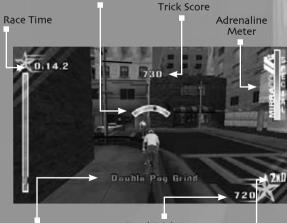
Adjust sound effect and music volumes here. The soundtrack playlist can also be customized.

Control Options

Switch between default or "classic" controls.

HUD

Balance Meter



Combos/Tricks Total Trick Score

Race Position

TRICK LIST

Grinds

Double Peg Grind	Δ
Ice Pick Grind	↑△
Smith Grind	$\downarrow \triangle$
Crooked Grind	$\uparrow \uparrow \triangle$
Tooth Pick Grind	→△
Luc-E Grind	$\downarrow\downarrow \bigtriangleup$
Feeble Grind	←△
Sprocket Grind	↑↑↓△

Stalls

Ice Pick	←△
Fufanu	↑↓△
Tooth Pick	→△
Disaster	↑△
Lawn Mower	$\downarrow\downarrow \bigtriangleup$
Power Mower	↑↑△
Foot Jam Nose Pick	\downarrow \triangle

Air Tricks

No Hand	0
X-up	
One Hand X-up	
Barspin	←□
Bus Driver	←□○
TableTop	↑□
One Hand TableTop	↑□○

Invert	↑←□
One Hand Invert	↑← □○
Superman	↓ ↑○
Superman Seat Grab	↓↑○□
Can Can	↑ ○
No Foot One Hand Can Can	↑○□
Nac-Nac	↓○
One Hand Nac-Nac	↓○□
Nothing	←○
Nothing Bar Spin	←○□
One Hand One Foot	→○
Turndown	↓ □
One Hand Turndown	↓□○
Un-Turndown	↓←□
One Hand Un-Turndown	↓←□○
Front Flip	↑ ↑
One Hand Front Flip	11
Backflip	↓↓□
No Hand Backflip	↓↓□○
Tailwhip	→□
One Hand Tailwhip	→□○
Tailwhip 360	↓→□
One Hand Tailwhip 360	↓→□○
Double Backflip (Special)	↓↓↑□
No Foot Double Backflip	↓↓↑□○
FlipWhip	↓↓→□
One Hand Flip Whip	↓↓→□
Double FlipWhip (Special)	↓↑→□

One Hand Double Flip Whip	↓↑→□○
Double Tailwhip	↑→□
One Hand Double Tailwhip	↑→□○
Double Tailwhip 360 (Special)	↑↓→□
One Hand Double Tailwhip 360	↑↓→□○
Bar Hop	↑→○
One Hand Bar Hop	↑→○□
Candy Bar	↑← ○
No foot Candy Bar	1←○□
Heel Clicker	$\downarrow \rightarrow \bigcirc$
Indian Air	1↓○
One Hand Indian Air	↑↓○□
Rocket Air	110
Bottle Rocket (No Handed R.A.)	↑ ↑○□
Toboggan	↓↓○
Cannonball (Double Seat Grab)	↓↓○□
Decade Air	↑↓□
Body Varial (Special)	↓↓↑○
Cordova	↓←○
Double Front Peg Grab	↓↑□
Peacock (Double Front Peg Grab No Footer)	J↑□○
Rocket One Footer Candybar	^↑←○
Pendulum (No Footer Can Can to both sides)	↑ ↑↓○

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"Double Oh"
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"Feakout"
"Kankor Soar"
"Ladies Like It"
"Octapussy"
"Overthrone Master

"Overthrone Master"
"Peep Show"
"Punching Contest"
"Rock Out"

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Customer Support

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 949-219-1199, 9:00am-5:00pm PST.

Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD TM , an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- . Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

PSP* Update ver X.XX

During an update:

Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.