

# INSTRUCTION MANUAL

# MX Superfly™

FEATURING  
**RICKY CARMICHAEL**





**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION® 2 FORMAT DISC:**

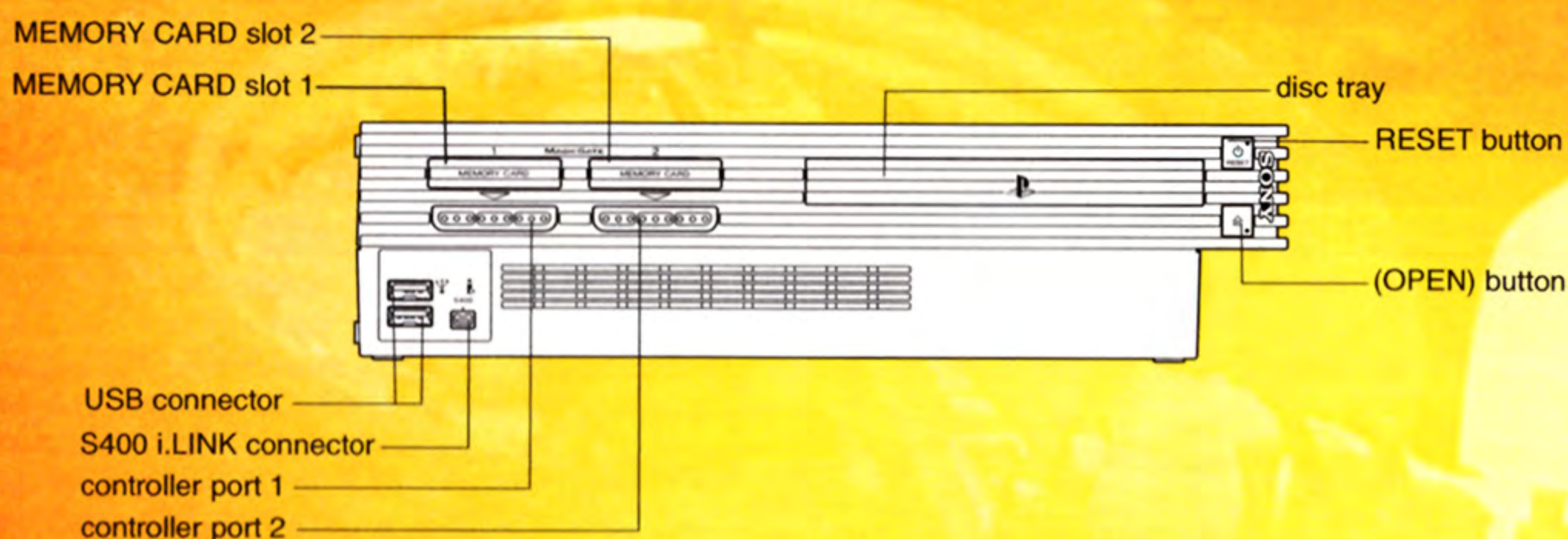
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

**PLEASE SEE PAGE 34 FOR ADDITIONAL WARNING/SAFETY INFORMATION.**

## **CONTENTS**

|                    |    |
|--------------------|----|
| Getting Started    | 2  |
| Game Controls      | 3  |
| Introduction       | 4  |
| Trick List         | 4  |
| Main Menu          | 7  |
| Gameplay Screen    | 8  |
| Exhibition Race    | 9  |
| Freestyle          | 10 |
| Mini Games         | 11 |
| Career Mode        | 16 |
| Track Descriptions | 16 |
| Track Editor       | 19 |
| Multiplayer Mode   | 24 |
| Options            | 25 |
| Saving and Loading | 26 |
| Music              | 27 |
| Game Credits       | 28 |
| Limited Warranty   | 30 |

## GETTING STARTED



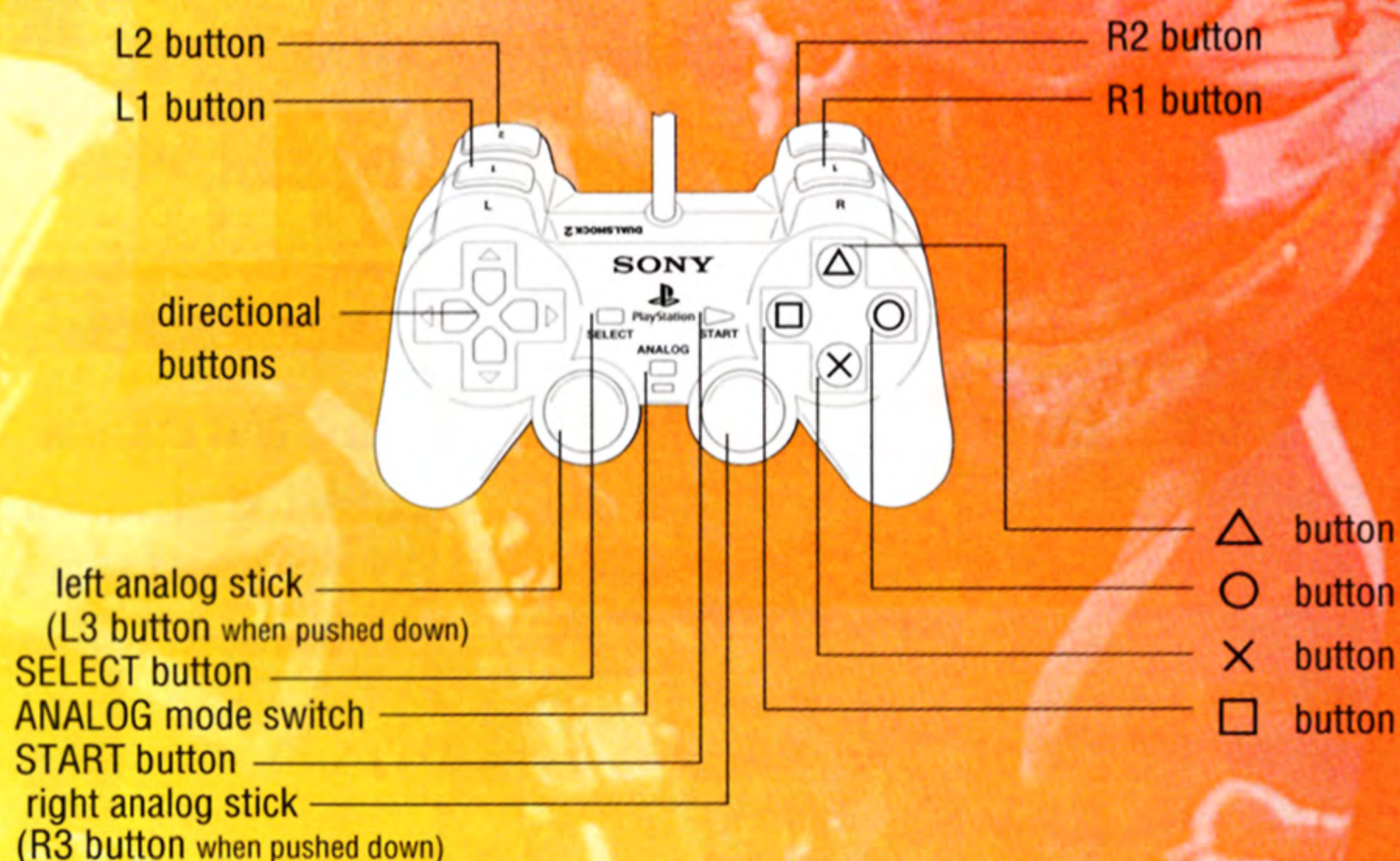
Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the standby/RESET Button. When the power indicator lights up, press the open Button and the disc tray will open. Place the **MX Superfly** disc on the disc tray with the label side facing up. Press the open Button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

### MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into Memory Card slot 1 of your PlayStation 2. You can load saved game data from the same card, or any Memory Card (8MB) containing previously saved **MX Superfly** games. For more information, see SAVING AND LOADING on page 26.

## GAME CONTROLS

### DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



### DEFAULT CONTROLLER SETUP

|                                       |                         |
|---------------------------------------|-------------------------|
| ⊗ Button                              | Accelerate/Stunts       |
| ⊠ Button                              | Brake/Stunts            |
| ⊙ Button                              | Stunts                  |
| △ Button                              | Stunts                  |
| <b>L2</b> or <b>R2</b> Button         | Preload Suspension      |
| <b>L1</b> Button                      | Clutch                  |
| <b>R1</b> Button                      | Power Slide             |
| <b>L1</b> Button + <b>L2</b> Button + |                         |
| <b>R1</b> Button + <b>R2</b> Button   | Bail                    |
| <b>L2</b> Button + <b>R2</b> Button   | Anti-Preload Suspension |

## ***INTRODUCTION***

Welcome to ***MX Superfly*** from THQ, the most authentic and complete motocross game on the PlayStation<sup>®</sup> 2. Mix it up with 27 real pros from the 125cc, 250cc, and freestyle ranks, including Ricky Carmichael - the eight-time National Champion. With ***MX Superfly*** you get to race and compete on a total of 22 Motocross, Supercross, and Freestyle tracks. In Career Mode you can create a rider where you can choose from the big name sponsors, five major bike manufacturers, and authentic gear. What? That's not enough for you? Then ***MX Superfly*** still has you covered. With the all new Stunt Track Editor you get the chance to try your hand at designing your own track. Place jumps, ramps, platforms, and more around the arena, then hit the track to pull off some outrageous tricks. So what are you waiting for? Get out onto the track and start tearing it up.

## ***TRICK LIST***

To do tricks in the default control configuration, you must hold the **L2** or **R2** Buttons while pressing these Button commands. If you choose the "Easy Stunts" control configuration, you don't have to hold the **L2** or **R2** Buttons. You can change the controller settings in the Options menu. See page 25 for more information.

# [MX SUPERFLY]



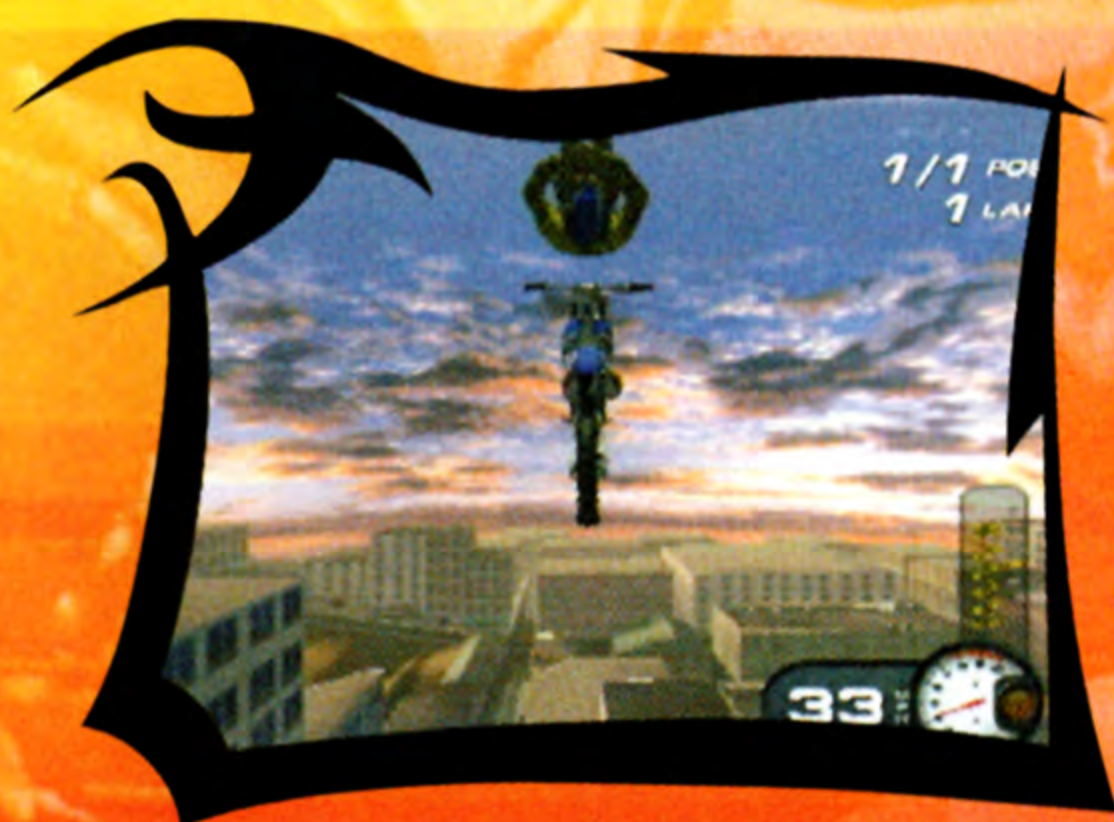
You can tweak your tricks by pressing or holding the last Button in the sequence.

**Tap:** Tap the last Button.

**Press:** Press the last Button for about half a second.

**Hold:** Hold down the last Button. Some tricks will hold until you release the Button.

| Button                          | Tap                | Press                             | Hold                        |
|---------------------------------|--------------------|-----------------------------------|-----------------------------|
| ⊗ Button                        | Superman Seat Grab | Superman Seat Grab,<br>Indian Air | Superfly                    |
| ⊗ Button, ⊗ Button              | Mulisha Air        | Mulisha Indian Air                | Rock Solid                  |
| ⊗ Button, ◻ Button              | Stork              | Tsunami                           | Kiss of Death, Indian Air   |
| ⊗ Button, ▲ Button              | Hart Attack        | Helicopter                        | Oxecutioner                 |
| ▲ Button                        | Heel Clicker       | Rodeo Air                         | Extended Rodeo Air          |
| ▲ Button, ▲ Button              | Bar Hop            | Starfish                          | Extended Starfish           |
| ▲ Button, ◎ Button              | Shao-Lin           | Shao-Lin Rodeo Air                | Extended Shao-Lin Rodeo Air |
| ▲ Button, ◎ Button,<br>◎ Button | McMetz             | Extended McMetz                   | Extended McMetz             |
| ▲ Button, ◻ Button              | Stalefish          | Saran Wrap                        | Twitch                      |
| ◎ Button                        | No Hander          | Nothing                           | Nothing Mute Grab           |
| ◎ Button, ◎ Button              | La-Z-Boy           | Extended La-Z-Boy                 | Extended La-Z-Boy           |



## Getting Big Air

Want to get some big air? While your bike is on the ground, press and hold the **L2** or **R2** Buttons to preload the front shocks and then release it when you're ready to jump. The extra jolt of energy will get you flying into the air and you will be able to do some awesome tricks.

| Button                       | Tap               | Press                 | Hold                           |
|------------------------------|-------------------|-----------------------|--------------------------------|
| ○ Button, △ Button           | Cliff Hanger      | Cliff Hanger Lookback | Extended Cliff Hanger Lookback |
| ○ Button, △ Button, △ Button | Seat Stand        | Surfer                | Surfer Lookback                |
| ○ Button, × Button           | Cordova           | Super Cordova         | Extended Super Cordova         |
| □ Button                     | Nac Nac           | Nac Nac Lookback      | One-Handed Nac Nac Lookback    |
| □ Button, □ Button           | Cat Nac           | 9 O'Clock Nac         | One-handed 9 O'Clock Nac       |
| □ Button, ○ Button           | (No Foot) Can Can | Disco Can             | Extended Disco Can             |
| □ Button, ○ Button, ○ Button | Pendulum          | Super Pendulum        | Super Pendulum                 |
| □ Button, △ Button           | Super Can         | Super Switchblade     | One-handed Super Switchblade   |
| □ Button, × Button           | Catwalk           | One-handed Catwalk    | No-handed Catwalk              |

## COMBOS AND EXPERIMENTALS



There are many more tricks in the game. See if you can discover the combos and experimentals! Here are a couple to get you started:

| Tap all buttons              | Combo / Experimental           |
|------------------------------|--------------------------------|
| △ Button, □ Button, □ Button | Saran Wrap to Nac Nac Lookback |
| × Button, △ Button, × Button | Experimental Flip              |



## MAIN MENU

Press the START Button from the Title Screen to bring up the Main Menu. You can select any of the following modes from the Main Menu:

- \* **Exhibition Race**—Tear it up in this single race mode.
- \* **Freestyle**—Head on out to the arena and complete some awesome tricks, combos and experimentals for points.
- \* **Mini-games**—Freeride in ghost towns, on golf courses, and downtown in over 11 different unauthorized competitions.
- \* **Career Mode**—Create a rider and compete for the Championship in Race and Freestyle events.
- \* **Track Editor**—With the all-new Track Editor feature you can create some awesome tracks that will keep you playing *MX Superfly* for hours and hours.
- \* **Multiplayer**—Go head to head with your friends in Multiplayer. Lay the smack down in Exhibition Race, Exhibition Freestyle, or the Mini-game mode!
- \* **Options**—Change the various settings to customize your *MX Superfly* game experience.

## GAMEPLAY SCREEN



### *Bailing*

If you're stuck on an obstacle, or you know you're not going to make a landing, bail off the bike (**L1** Button + **L2** Button + **R1** Button + **R2** Button). You'll still hit the ground, but you'll get back on your bike and into the race quicker.



## EXHIBITION RACE

When you select Exhibition Race, you will be presented with a choice of tracks. Choosing a track takes you to the Race Options menu, which allows you to set up the race.



- \* Select Track
- \* Change Options
  - ♦ Number of Opponents
  - ♦ Difficulty: Easy, Medium, Hard
  - ♦ Race Length
- \* Select Rider

Note: Some combinations of options may not be available until you have unlocked them by progressing through the Race Career.

### Clutch

Press the clutch (**L1** Button) while on the gas, and release it for an extra burst of speed! It works best when starting the race, landing jumps, or coming out of slow corners.

### Powerslide

You can use the powerslide (**R1** Button) to get around sharp turns. Hold it while braking or accelerating and watch your rear wheel step out! Don't hold it too long, though, or you'll lose speed.

## ***FREESTYLE***



When you choose Freestyle, you can take on a variety of courses from the streets of San Francisco to the Triple Springs golf course. In Career Mode, you can unlock more Freestyle and Mini-game courses to play with your friends.

- \* Select Track
- \* Change Options
  - ♦ Number of Opponents
  - ♦ Difficulty: Easy, Medium, Hard
  - ♦ Length of Competition
- \* Select Rider

Note: Some combinations of options may not be available until you have unlocked them by progressing through the Freestyle Career.

## MINI-GAMES



Ever wanted to be a pizza delivery guy? Or wanted to be like all the stunt riders and jump buses? This is the mode for you. Unlock more Mini-games by dominating the Career Mode. There are only three Mini-games available from the start: Step Up, Horse and Stranded.

- \* Select Mini-game
- \* Select Track
- \* Change Options
  - ♦ Number of Opponents
  - ♦ Difficulty: Easy, Medium, Hard
  - ♦ Time Limit
- \* Select Rider

Note: Some Mini-games will not be available until you have unlocked them by progressing through the Freestyle Career.

## **BUS JUMP**

**Track:** Urban Jungle

You begin with a minute on the timer, and you must clear the row of buses before the time expires. Every time you successfully jump the gap, you get another 60 seconds to try again. The game is over when time runs out. You get points each time you clear the gap. The wider the gap, the more points you get.

## **STEP UP**

**Track:** Fox Creek

You begin with a minute on the timer, and you must clear the step up bar before the time expires. Every time you clear the bar, you get another 60 seconds to try another jump. The game is over when time runs out. You get points each time you clear the bar. The higher the bar, the more points you get.

## **PIZZA DELIVERY**

**Track:** Urban Jungle

It's time to deliver the goods. Make the pickup at any pizza parlor by running over the target next to it (gray dots on the radar), and deliver hot pizzas to customers by running over the targets in front of their buildings (red dots on the radar). If you wait too long your pizzas go stale: if you crash you'll drop your pizzas. You get points each time you successfully deliver a pizza. The game is over when time runs out. Changing the difficulty level changes the placement of the

customers and pizza parlors. In multiplayer, either player can deliver to any customer.

### **STRANDED!**

**Track:** Fox Creek

You've gone out to the desert to ride with your friends, but they forgot to fill up at lunch and ran out of gas! Pick up a gas can by riding to anyone's truck (gray dots on the radar) and deliver the gas to your friends (red dots on the radar). Don't crash while carrying gas cans, or you'll spill the gas! You get points each time you successfully deliver a can of gas. The game is over when you've rescued all your friends, or when time runs out. Changing the difficulty level changes the placement of your friends and the gas trucks. In multiplayer, either player can deliver gas to anyone.

### **MOTO-SLALOM**

**Track:** Rock Ridge

It's time to run some gates at Rock Ridge! You start at the top of the gondola. Race to the bottom of the hill and pass through as many gates as you can along the way. You get points for each gate you pass through: the points decrease over time, so speed is crucial! The game is over when you pass through the last gate. Changing the difficulty level changes the placement of the slalom gates. In multiplayer, the first person to pass through a gate gets more points.



## **MOTO-GOLF**

**Track:** Triple Springs

It's nighttime and no one's around: time to play golf the motocross way! You start facing the first tee: pass through the target at the tee and race to the pin as fast as you can. Touch the pin, and move on to the next hole. You get points when you touch the pin: the more quickly you get there from the tee, the more points you get. The game is over when you touch the last pin or when time runs out.

## **HORSE**

**Track:** Colorado Springs, West Valley City, Rock Ridge, Fox Creek, Triple Springs, and Interstate 42

You are given a list of tricks and a short time to complete them. If you successfully complete the list before the timer runs out, you get a new list. If not, you will receive a letter. You get points for doing tricks. The game is over when you get all the letters in HORSE, or when time runs out. In multiplayer mode, both players have the same trick list. If you finish a list before your opponent, you earn points for any trick that you do until he or she also finishes.

## **BIG AIR**

**Track:** Colorado Springs, Fox Creek, Urban Jungle, Rock Ridge, and Interstate 42

The pressure is on! In Big Air, you get one, two, or three tries to score the most points possible on a single jump. Any jump you make counts as a try,



so set up carefully. The game is over when you have used all your tries. Your final score is your highest scoring jump.

### **BALLOON TOSS**

**Track:** Colorado Springs

In the Balloon Toss, you can only score points while balloons are in the air. Drive into any balloon to kick it into the sky, and then perform as many tricks as you can before it falls to the ground again. Balloons left on the ground will burst. You get points for doing tricks. The game is over when all the balloons burst.

### **TARGET TAG**

**Tracks:** Interstate 42

This is a race where precision is everything! Drive through the glowing targets (green dots on the radar) as fast as you can, in any order you like. If you have competition, the first one through the target gets a bonus, so it may be better to skip a few than to play second-place the whole time!

### **WHEELBALL**

**Tracks:** Colorado Springs

Get ready for a game of Motorcycle Polo! No stunts, no racing...to score points, knock the ball into the goal. The game is over when time runs out. In multiplayer mode, any player can score on any goal.

## CAREER MODE

### *Exclusive Tracks*

Do you want to compete at Loretta Lynn's, in the Outdoor Nationals, in the Free Ride Moto-X Championships, and on the THQ US Open tracks? Then *MX Superfly* is the only game to play.

Do you have what it takes to become the next champion? Find out in Career Mode.

When you choose Career Mode from the Main Menu, you can select the following options:

- \* **New Race Career**—Begin a new Race Career. You will get to enter your rider's name, number, and then select your bike and gear.
- \* **New Freestyle Career**—Begin a new Freestyle Career. You will get to enter your rider's name, number, and then select your bike and gear.
- \* **Load Career**—Load a previously saved Career.

## TRACK DESCRIPTIONS

### UNADILLA VALLEY SPORTS CENTER

Located in New Berlin, NY, Unadilla held its first race in 1969, and hosted its first MX National 20 years later. This natural terrain track is known for being rough and rocky; it can prove challenging for even the most experienced rider.

## **WASHOUGAL MOTOCROSS PARK**

Located in the forests near Washougal, WA, this is one of the most beautiful MX tracks in the country. Washougal's natural terrain creates many sharp turns and major elevation changes.

## **BUDDS CREEK MX PARK**

Located one hour south of Washington DC in Budds Creek, MD, this track first opened for racing in 1973. Keep an eye out for some big step-downs and even bigger tabletops on this very challenging track.

## **GLEN HELEN RACEWAY**

Located in the high desert community of San Bernardino, CA, Glen Helen Raceway is known as the practice track of the stars. It features some of the most menacing elevation changes of any MX track in the world, and is one of the most difficult tracks on the circuit.

## **MOTOCROSS 338**

Located off Route 57 in Southwick, MA, this track saw its first race in 1969. Noted for its giant berms, deep sand, and tricky corners, this track's fast turns and big doubles will keep your adrenaline pumping.

### *The Starting Gate*

Races used to start with lights (which everyone jumped) or big rubber bands (which snapped the people on the end). Bernie Yelin invented the backward-falling starting gate at Southwick in 1976, and ever since then, motocross starts have been fair.



### **RED BUD TRACK AND TRAIL**

Located in Buchanan, MI, this track is the home of LaRocco's Leap, a 100-foot uphill triple that only the best riders will even attempt. Red Bud takes advantage of its natural terrain and man made obstacles to produce a track that challenges the world's top riders year after year.

### **STEEL CITY RACEWAY**

Located in Delmont, PA, Steel City Raceway has been hosting the MX Nationals since 1987. As the last track on the championship circuit, Steel City has seen some of the fiercest battles in motocross history. Watch out for blind corners on this track!

### **LORETTA LYNN'S**

Located in Hurricane Mills, TN, Loretta Lynn's is the home of the Amateur and Youth National Motocross Championships. This is where many of the top motocross riders in history began their careers. Do you have what it takes to be the next champion?

## TRACK EDITOR

*MX Superfly* features a Track Editor to create your own stunt track. When you enter the Track Editor you will see a menu atop the screen and an arrow pointer that you can move with the left analog stick. To begin editing a new stunt track, you will first have to give it a name. Select the File menu by using the left analog stick to move the arrow over the word FILE and press the  $\otimes$  Button. Then select NAME and give your track a name. The directional Button also moves through the menu items and letters.

Via the Edit menu you can Move, Cut, or Add elements to your stunt track. Select ADD to place a platform, ramp, barrier, or obstacle onto the track. Use the **L1** and **R1** Buttons to choose a specific object. Move the chosen object around the arena with the left analog stick, rotate it with the right analog stick, and press the  $\otimes$  Button to place it.

After you've placed a few elements onto the track, grab your bike and take it for a test run. By selecting the Play menu, you can head out onto your custom track with either a 125cc or 250cc bike for a quick test, or you can play your track as a 1-Player or 2-Player Freestyle Exhibition.



## FILE MENU

**NAME** allows you to change the name of your arena. Select the DEL symbol to delete letters, and the END symbol when you are finished.

**LOAD** lets you load a track from your Memory Card, if you have saved one there. You can load a track made earlier and then go right on to Play it, or you can Edit it some more.

**SAVE** allows you to save your track to a memory card, so that all your hard work is not lost. Make sure to Name the track before you save it.

**QUIT** exits the track editor. Why would you ever want to do that?

**ARENA** allows you to wipe the slate clean. Choose one of the available arenas. Note that you get a fresh, empty arena every time!

## EDIT MENU

The Edit menu is where to manipulate objects in your arena.

**MOVE** changes your cursor to a pointing hand. Use the left analog stick to point the finger at the object you want to move, then press the  Button. The hand will close and center on the object, which you can then move and rotate using the left and right analog sticks. Press the  Button to accept the new position, or press the  Button to cancel your movement and put the object back where it was.

Note: If the hand closes on the wrong object, you can use the **L1** and **R1** Buttons to cycle to other objects in the arena, or press the  Button and point more carefully.



**CUT** changes your cursor to a pair of open scissors. Use the left analog stick to point the scissors at the object you want to delete, then press the **X** Button. The scissors will close and center on the object. If you are certain that this is the object you wish to cut, press the **X** Button again and it will disappear. Once it has been deleted, you can only get it back using the **ADD** function. If the closed scissors center on the wrong object, you can use the **L1** and **R1** Buttons to cycle to other objects in the arena, or press the **△** Button and point more carefully.

**ADD** shows you a list of four different types of objects. Choose the type of object you want to place, and you will see an example appear in your track, as well as four more in a window at the top of the screen. Use the **L1** and **R1** Buttons to cycle through the objects, and once the one you like is in the arena, move it and rotate it with the left and right analog sticks. When you like the positioning, press the **X** Button to put it down. You will immediately receive a duplicate object you can add just as easily. When you are done adding objects, press the **△** Button. The different types of objects are described below:

- \* **Platforms**—Large objects with flat tops, platforms give you an elevated stage upon which you can place other objects. However, you can't stack things on multiple platforms. If you want more height, you'll have to find a taller platform.

- \* **Ramps**—Designed for jumping, the size and angle of each ramp affects what kinds of jumps you can perform on it. It's a good idea to test drive your ramp placements before you try to play the track seriously.
- \* **Barriers**—Barriers are objects that you must jump over or drive around. You can't easily drive on them. You can use them to wall off sections of your track or make a race course of your own.
- \* **Obstacles**—Obstacles are small objects that will move on the course when hit. If you drive into an obstacle, it will fly around. You can invent games using the balls, flags, or barrels. Try ten barrels in a triangle: Moto-Bowling!

Note: The amount of small obstacles you can place on a course is limited.

## VIEW MODE

View mode lets you move the camera around without affecting the track at all. Use the left analog stick to move your focal point, and the right analog stick to rotate your view around that point. The  Button and  button zoom in and out.

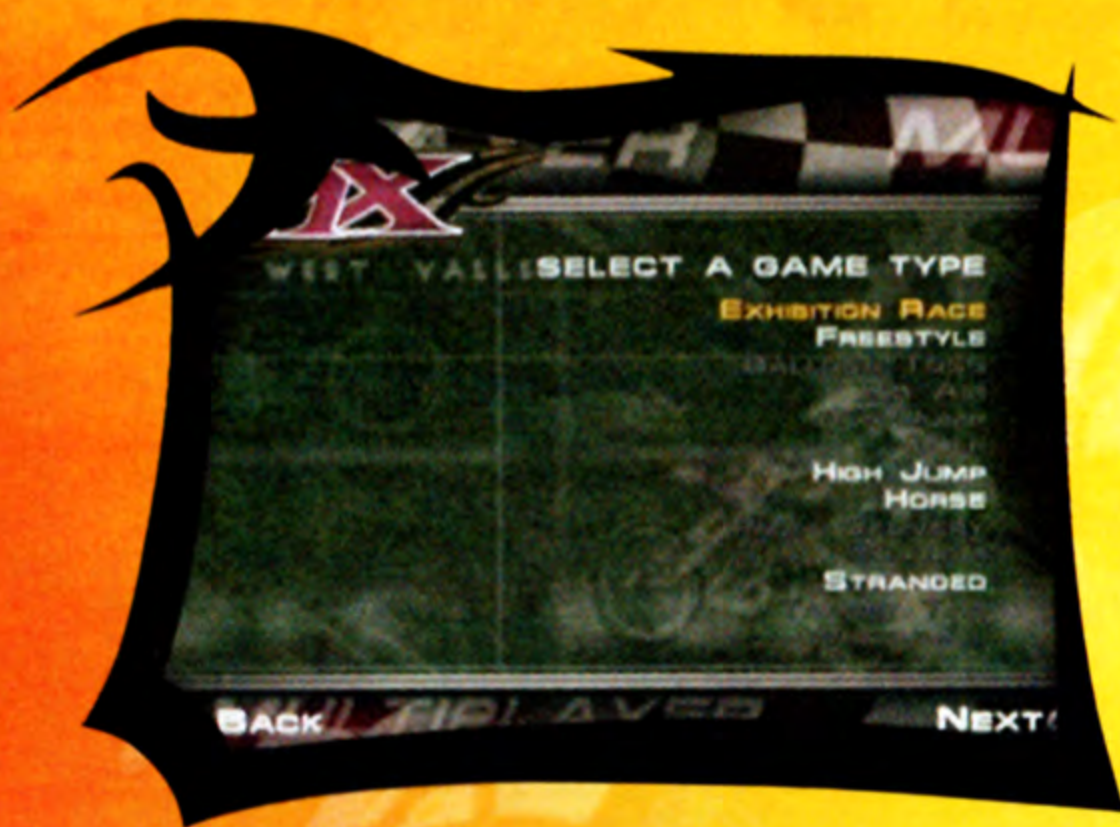
In the Move, Cut, and Add modes, you can temporarily move the camera around by holding the  or  Buttons. This will leave the objects alone and let the analog sticks move just the camera to change your viewpoint. If you get lost, press  and  Buttons together to see your chosen object centered.

## PLAY MENU

The Play menu lets you test your tracks, and then allows you to play them.

- \* **Test 125cc**—Test the track quickly with a 125cc Pro bike. It is a quick way to play around, and a good way to test your ramp placement. When you quit the test drive, you exit right back to the Track Editor. You do not have to save your track in order to test it, though it is a good idea.
- \* **Test 250cc**—Test the track quickly with a 250cc Pro bike. Ramps that work well for a 125cc bike might not work as well for a 250, and vice-versa.
- \* **Play 1P**—Allows you to race your track like a 1-Player Freestyle Exhibition event, complete with stunt scoring and a timer. You must save before you play!
- \* **Play 2P**—Allows you and a friend to play your track like a Multiplayer Freestyle Exhibition event. You must save before you play!

## MULTIPLAYER MODE



When you choose Multiplayer, you will be presented with a choice of games to play. Choosing a game takes you to the Mini-game Track Select menu. Choosing a track takes you to the Mini-game Options menu, which allows you to set up a Mini-game.

- \* Select Game Type
- \* Select Track
- \* Change Options
  - ♦ Difficulty (if applicable): Easy, Medium, Hard
  - ♦ Race Length or Time Limit
  - ♦ Class
- \* Player 1 Select Rider
- \* Player 2 Select Rider

Note: Some game types will not be available until you have unlocked them by progressing through the Race or Freestyle Career.

## OPTIONS

From the Options Menu, you can take stock of all the trophies you've won, watch a couple preview movies and adjust your game settings.

- \* **Trophy Room**—Take a look at the awards you've won in your current career, race trophies, freestyle trophies, and challenges completed.
- \* **Load Replay**—Take a look at a saved replay and watch yourself tackle the track. This is a great way to relive your trophy winning races.
- \* **Load Options**—Load or save your options, so that the setting changes you've made stay with you the next time you play the game.
- \* **Save Options**—Load or save your options, so that the setting changes you've made stay with you the next time you play the game.
- \* **Control Options**—This menu allows you to change the button assignments for controller 1 and controller 2 independently.
- \* **Sound Options**—From here you can adjust the volume of the music, sound effects, and color commentary. You can also customize the game soundtrack by choosing "Music Rotation".
- \* **Hot Wheels® Velocity X Trailer**—Take a look at one of THQ's exciting upcoming games!
- \* **MotoXXX Eargasm Preview**—Promotional video for MotoXXX's Eargasm.
- \* **Credits**—Take a look at the list of people responsible for bringing *MX Superfly* to life.



## ***SAVING AND LOADING***

You can save and load your game in Career Mode if you have a PlayStation®2 compatible Memory Card. You can also save and reload your replay footage with the Memory Card. At the end of the race, one of the options is to save the replay. You can then load any saved replays via the Options menu.

## CREDITS

### MUSIC

#### **"Superfly"**

By R. Riley  
Performed by The Coup  
Field Negro Publishing  
(ASCAP)  
The Coup appear courtesy of 75 Ark Records

#### **"Pieces"**

Performed by  
Hoobastank  
(Doug Robb, Daniel Estrin, Markku Lappalainen, Chris Hesse)  
Courtesy of  
Island Records  
Under license from  
Universal Music Enterprises  
© 2001 The Island Def Jam Music Group  
©2001 WB Music Corp. (ASCAP) & Hoobastank Music (ASCAP)  
All rights on behalf of Hoobastank Music (ASCAP)  
Administered by WB Music Corp. (ASCAP)  
All rights reserved. Used by permission.

#### **"Gain"**

Written by  
Mark Wilkerson  
Produced by Course of Nature and  
Matt Martone  
Engineered by  
Matt Martone  
Assistant Engineers:  
Curry Webber and  
Bill Bailey  
Recorded at Ardent

Studios, Memphis, TN  
Mixed by Randy Staub at  
Soundtrack Studios, New York, NY and  
Armoury Studios, Vancouver, BC  
Assistant Engineer:  
Alex Aligizakis  
Mastered by George Marino at Sterling Sound, New York, NY  
© 2002 Tailback 80 Publishing/RG Slide Music (BMI)  
© 2002 Atlantic Recording Corp.  
Produced under license from Atlantic Recording Corp.  
By arrangement with Warner Special Products

#### **"Prosthetics or Steel"**

Written and performed by Hotwire  
Produced, engineered, and mixed by Mudrock  
Additional engineering by Fred Baby  
Programming by Justin Walden  
© 2002 Chromium Bitch (BMI)  
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#### **"Style Police"**

By Del the Funky Homosapien  
Produced by Del  
Written by Teren D Jones

Published by Happy Hemp Music (ASCAP)  
Taken from the album  
"Both Sides of the Brain"  
Courtesy of Hiero Imperium Records

#### **"Airborne Rangers"**

By Souls of Mischief  
Produced Phesto D  
Written by Damaini Thompson, Tajai Massey, Adam Carter, Opio Lindsey  
Published by Souls of Mischief Music (BMI)  
Taken from the album  
"Trilogy: Conflict, Climax, Resolution"  
Courtesy of Hiero Imperium Records

#### **"Synthetic"**

Performed by Spineshank  
Produced by GGGarth  
Co-produced by Tommy Decker and Mike Sarkisyan  
Mixed by Scott Humphrey and Frank Gryner  
Lyrics by Tommy Decker  
Music by Spineshank (Decker, Garcia, Santos, Sarkisyan)  
Published by Roadblock Music Inc./Cheffrey Dahmer Music c/o BMG Songs, Inc. (ASCAP)  
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**"New Disease"**

Performed by Spineshank  
Produced by GGGarth  
Co-produced by Tommy Decker and

Mike Sarkisyan  
Mixed by Scott Humphrey and Frank Gryner

Lyrics by Tommy Decker  
Music by Spineshank (Decker, Garcia, Santos, Sarkisyan)  
Published by Roadblock Music Inc./Cheffrey Dahmer Music

c/o BMG Songs, Inc. (ASCAP)

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**"The Gauntlet"**

Written and performed by Dropkick Murphys  
Published by Dr. Zuess

Music (ASCAP)

Courtesy of Hellcat Records  
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**"Roadkill"**

Performed by The Dickies  
Courtesy of Triple X Records

By arrangement with Music For The Masses

**"Girls Turn 18 Everyday"**

Written and performed by The Vandals  
Courtesy of Kung Fu Records

**"Last One Standing"**

Written and performed by The Turbo AC's  
© 2000 Turbo Titans  
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**"Cadillac"**

Performed by Mest  
© 2001 Maverick Recording Company

Produced under license from Warner Bros. Records Inc. By arrangement with Warner Special Products

**"Not the Same"**

Performed by Bodyjar  
Written by Baines/Relf/Hetherington/Read/Relf/Rose (Control)

Published and Administered by Sony/ATV Music Publishing (Australia)/Shock Music Publishing Pty. Ltd. (APRA)  
Administered by Bug

**"Deeper Down the Rabbit Hole"**

Performed by Little Known Fact  
Written by Little Known Fact  
©2002 Little Known Fact

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**Track Design Lead**

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**Packaging and Design**  
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# **LIMITED WARRANTY**

## **Warranty and Service Information**

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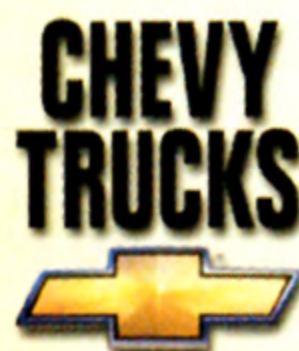
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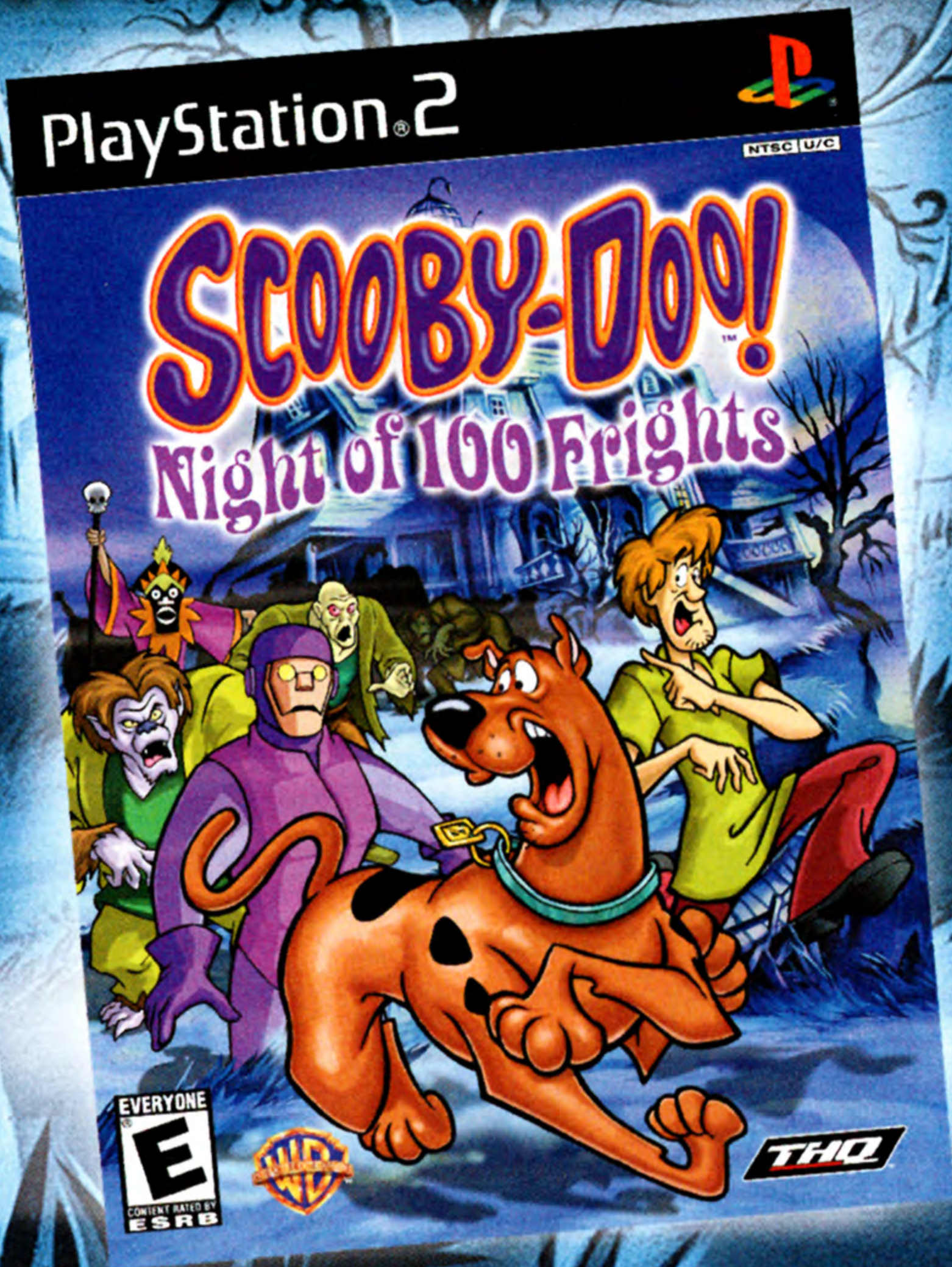
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Comic Mischief

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PlayStation 2

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