Nintendo

GAME BOY COLOR

CGB-BMXE-USA

Dave Mirra freestyle BMX



INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

Acclaim MAX SPORTS

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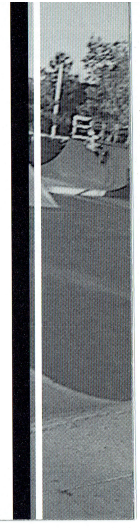
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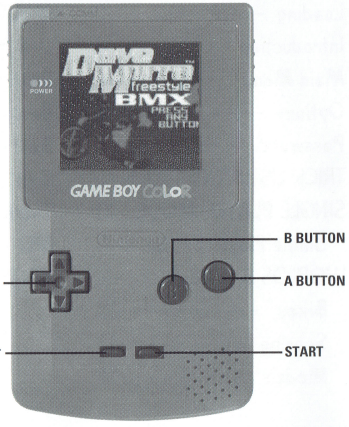
CONTENTS

Loading ----------2
Introduction --------3
Main Menu ---------4
Options ----------4
Password ---------5
TRICK LIST & CONTROLS -6
SINGLE PLAYER MODE -10
Single Player Set Up --11
WORLDS & LEVELS ---11
Bikes ----------12
Scoring ---------13
Medals ---------14
MULTI-PLAYER ------16
2-4 Players By Turns --16
Best Score --------16
Best Combo --------17
Best Grind Score -----17
Spin Score ---------17
Tournament --------17
BIO ----------18
HINTS & TIPS -------18



LOADING:

1. Make sure the power switch is OFF.
2. Insert the Dave Mirra Freestyle BMX Game Pak as described in your Nintendo Game Boy® Color instruction manual.
3. Turn the power switch ON. Press START to get to the title screen.



Note: Dave Mirra Freestyle BMX is for up to four players.

INTRODUCTION

Welcome to Dave Mirra Freestyle BMX! I'm really excited to have you join me in this remarkable grind fest! Why? Maybe it's the 8 levels of bunnyhopping havoc. Or having over 20 eye-popping BMX tricks you can pull off. And there's lots more. You can play by yourself, or have up to three friends join you in tournament play. So practice in the Training Mode to hone your skills, then hop up on those pedals and show what you can really do.



MAIN MENU

The Main Menu displays four choices. Press ◀ or ▶ on the **CONTROL PAD** to move the highlight. Press the **A BUTTON** to confirm a selection. Most screens also let you go back to the previous screen by pressing the **B BUTTON**.

Single Player: Try any of the Single Player Modes. See page 10 for details.

Multi-Player: Play with friends for even more fun! See page 16 for details.



OPTIONS

Game Mode: Choose between Arcade and Simulation game modes. An Arcade game is a little easier and lasts a bit longer, while a Simulation game offers tougher challenges.

Jingles: Play with merry jingles (ON) or shut 'em down (OFF).

Sound FX: Choose to play with sound effects **ON** or **OFF**.

Music: Choose to play with music **ON** or **OFF**.

Replay: When you finish a level, you'll unlock a replay of the Designer's Pro Score run on that level.

View Credits: Select this to view the talent behind the game. Select a company, then the title.

PASSWORD

After reaching goals in Single Player Mode, you will be given a password which can be entered on the password screen, allowing you to resume play at the current level. Your password retains data such as your mission goals, medals, etc. You may wish to write down your password in the Notes section at the back of this booklet.

To Enter a Password

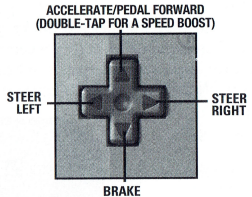
- Highlight a character using the **CONTROL PAD**.
- Press the **A BUTTON** to add the highlighted letter.
- Move the cursor over the "Delete" icon and press the **A BUTTON** to delete the last letter.

When you are ready to return to the Main Menu (whether or not you've entered a password), press the **B BUTTON**.



TRICK LIST & CONTROLS

BASICS



ON THE GROUND:

Press and release the **A BUTTON** on the ground to do a **BUNNYHOP**.
Press the **A BUTTON**, hold it for a short time (approx. 0.17 seconds) and release to do a higher bunnyhop!
Press the **B BUTTON** (near a grindable edge) to **GRIND** on it.
(You don't have to keep any buttons pressed; you will automatically continue grinding with the last grind trick.)

IN THE AIR:

Press **LEFT** or **RIGHT** on the **CONTROL PAD** to spin the bike.
(180°, 360° and 540° count as separate tricks!)
Press the **A BUTTON** or **B BUTTON + Direction** on **CONTROL PAD** for tricks.
Press the **B BUTTON +** ↑ or ↓ on the **CONTROL PAD** to land in a Manual or Nose Manual.
Press the **B BUTTON** near a grindable edge to start grinding on it.
IN THE AIR (VERTICAL DIRECTION) OVER QUARTER PIPE/VERT OR POOL:
Double-tap ↑ on the **CONTROL PAD** to do a small jump forward to enable you to jump out of a pool or over a vert/quarter pipe.

GRINDING:

After starting to grind, hold the **B BUTTON** and press ↑ or ↓ on the **CONTROL PAD** to change to a different grind.
Press and release the **A BUTTON** to do a bunnyhop.
Press, hold and release the **A BUTTON** to do a higher bunnyhop (same as bunnyhopping off the ground).
Press the **B BUTTON** to let yourself fall out of the grind.
Press ← or → on the **CONTROL PAD** to jump aside and out of the grind in that direction (relative to the direction you're facing).

TRICKS:

A BUTTON + ↑	No Hander
A BUTTON + ↓	No Footed Can-can
A BUTTON + ←	X-Up
A BUTTON + →	Bar Spin
B BUTTON + ↑	Nose Manual
B BUTTON + ↓	Manual
A BUTTON + ↑ x2	Front Peg Grab*
A BUTTON + ↓ x2	Nothing
A BUTTON + ← x2	Rocket Air
A BUTTON + → x2	Front Flip*
B BUTTON + ↑ x2	Salto*
B BUTTON + ↓ x2	Salto Mortale*
B BUTTON + ← x2	Press-Up*
B BUTTON + → x2	Spine Bender*

VERT TRICKS:

A BUTTON + ↑	Banana Whoop*
A BUTTON + ↓	Vert X-Up
A BUTTON + ←	Tip Top*
A BUTTON + →	Tailwhip

GRIND TRICKS:

B BUTTON	Smith Grind
B BUTTON + ↑	Toothpick Grind
B BUTTON + ↓	Feeble Grind

You can change from a Smith Grind (default) to either the Toothpick (B BUTTON + ↑) or Feeble Grind (B BUTTON + ↓) – this works only once per Grind!

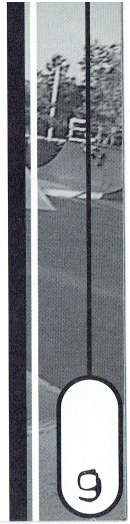
OTHER TRICKS:

← or → (in air)	180° spin
← or → (in air)	360° spin
← or → (in air)	540° spin

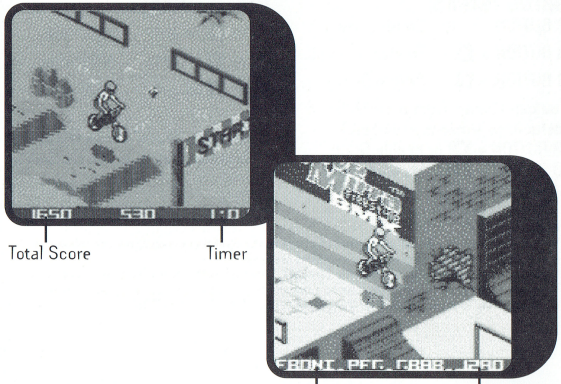
*** You must "learn" these tricks by collecting trick items in the levels.**

Trick Notes:

- You can hold some tricks for extra points by keeping the direction pressed (you can release the A or B BUTTON, but the direction has to remain pressed).
- Tricks that only require you to press the CONTROL PAD once will only trigger after a short delay. The game is designed to wait that time to allow you to press the direction a second time for a different trick. To start the trick without delay, let go of the A or B BUTTON.



SINGLE PLAYER MODE



Total Score | Timer

Trick Name | Trick Score

CHOOSING A GAME

There are three Single Player game choices:



START NEW CAREER: This will start a new career, beginning on a clunky bike in Greenville, NC, with only two levels available to choose from. You can go all the way to the top in the Acclaim Games by completing more and more mission goals.

CONTINUE CAREER: This is available when a password has been entered. You will resume your career at the level of that password, with all your progress intact.

TRAINING: Training lets you practice on any available level with no time limit, missions, medals or anything to distract you from perfecting your riding skills. If you enter the proper password, any unlocked levels are yours to practice on.

WORLDS AND LEVELS

There are four areas, or "worlds" of play, made up of two levels each. Each level has three mission goals which you must meet to beat the level. In addition, if you collect the Trick item hidden on each level, you'll learn a new trick, which will appear in your Trick List along with its control. Once you beat a world, you will get a bike upgrade, too.

At the beginning, only the training courses in Greenville, NC, are available. To unlock the

next world, a specific number of completed mission goals is required. When a new world is unlocked, you will also receive a new bike which lets you perform tricks faster. Some mission goals are easier to complete if you have a better bike, so after unlocking the next world (and bike), go back and try to complete any unfinished goals. The worlds are:

GREENVILLE: Beginning rookie training levels.
ADVANCED: For the more advanced riders.
PROFESSIONAL: The first level of pro BMX competition.
ACCLAIM GAMES: The ultimate test of BMX riding skills.

MISSION OBJECTIVES

Each level has three mission objectives. There is one unique mission objective in every level, as well as High Score and Collect All Items missions. Objectives are given before each game level and can be reviewed by pausing the game.

LEVEL SELECTION

To select the available level you wish to ride on, press ◀ or ▶ on the **CONTROL PAD** to highlight a particular level in that world. Press the **A BUTTON** to select that level.



BIKES

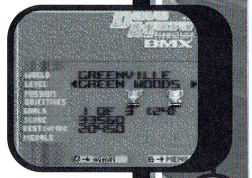
In Simulation Mode, you begin the game on a heavy second-hand clunker (you always use the best bike in Arcade Mode).

As you progress in the game, you automatically get a new bike after unlocking a new world. With the new bike, you will perform all tricks slightly faster, allowing you to do more tricks in a combo. You will be able to successfully perform tricks with less airtime.

REPLAY

At the end of your run, you can press **SELECT** to view a replay of your ride. During the replay, press **SELECT** once more to halt the replay, then press **SELECT** once more to rewind the replay or the **A** or **B BUTTON** to quit it. Replays are not saved.

SCORING



Your trick and combo score as well as any additional information appears in the lower right of the screen, your total score in the lower left. Combining or "chaining" tricks into combos gives you the highest score. Each trick has a base score that represents how difficult that trick is to perform in the game. A trick's base score increases when the player demonstrates high skill, creativity and risk-taking.

To encourage diversity in trick selection, the first time in a run a trick is performed successfully it will be worth significantly more than the base score. The second time it's only worth the base score; every other time a growing percentage of the base score will be deducted. However, a trick will always score a certain minimum depending on its base score.

PRO SCORES

The Pro Score for each level appears on the level selection screen and after each level. Try to beat the Pro Score on any level and you'll win a coveted Designer's Medal. Note that the Pro Scores will always be reset when you turn off your Game Boy.

MEDALS

Besides simply advancing in the game, there's another reason to become a stunning BMX rider. Top riders are rewarded with four types of medals for specific actions in each level (medals are not awarded in Training Mode). These medals will be saved in the password and show off your progression and skill. The medals are hard to achieve and require top skills. When you earn a medal it's displayed at the bottom middle of the screen and a jingle plays.

Insanity Medal



You get one every time you perform a combo of at least eight tricks in a row using at least four different tricks. It's your reward for really tricky, varied and long combos.

All-In-One Medal



This medal is awarded when a rider manages to complete all three mission goals in one run. It doesn't matter if the mission goals have been completed in a previous run.

Trick Expert Medal

This is awarded when you perform at least 20 unique tricks in one run. You'll have to be most of the way through the game, or you won't know enough tricks. This is a great way to show that you know how to set off almost all tricks in the game.





Designer's Applause Medal

You get one every time you manage to beat the Pro Score of any level. The Pro Scores were initially set by the game designers. This medal shows you're as good as the creators of the game!

THE PAUSE SCREEN

Press **START** at any time to pause the game. You will see a menu which allows you to Resume Play, View Mission Objectives, View the Trick List or Quit the Level.



MULTI-PLAYER MODE

In Multi-Player Mode you can only perform the tricks and play the levels which you have achieved in Single Player Mode. In other words, you can not play levels in Multi-Player which you have not achieved in the Single Player game. If you want to play Multi-Player Modes on levels other than the two training levels, you have to enter a password first. To enter a password, go back to the Main Menu and select Password.

2-4 PLAYERS BY TURNS

Two, three or four players can play turns in a variety of contests. The turn-based Multi-Player Mode compares the achieved scores or mission goals after all players have finished their runs. The game shuffles the turn order before each level so that all players have the same chances.

BEST SCORE

All players use the same equipment and play a level of their choice in which everyone tries to achieve the highest overall score within a certain time. Points are compared and players are ranked after all players have made their runs.

BEST COMBO

All players use the same equipment and play the selected level to perform the highest scoring combos. Every player has 30 seconds to perform only one trick or combo. If the player couldn't land the trick or combo, no points are awarded. The player with the trick or combo that scored the most points wins.

BEST GRIND SCORE

All players use the same equipment and play the selected level competing for the best grind score.

SPIN SCORE

All players use the same equipment and play the selected level as they try for the most spins.

TOURNAMENT

All Multi-Player Modes are played in Tournament Mode. Players compete on as many levels as they wish. After each level the players can play another level or end the Tournament. Player scores are compared and players will be ranked. The best player will get 10 points, the second player gets 7 points, the third gets 5 points and the last player gets 4 points.



DAVE MIRRA BIO



BIRTHDAY: 4/4/74
RESIDENCE: Greenville, NC
YEARS RIDING: My whole life
YEARS PRO: 8
FAVORITE AIR TRICK: No Handed 540, Alternate Tailwhip
CAREER HIGHLIGHTS: 10-Time World Champion; landing double backflip in competition; more X Games medals than any other competitor.
HOBBIES: Golf, cars

HINTS & TIPS

TIP: Try to do a 180° or 360° spin when jumping out of grinds. You can even grind, jump, do a 180° and grind again backwards for extra points!

TIP: Advanced players may want to try jumping out of a grind with a trick AND then holding a Manual or Nose Manual before touching the ground to increase the combo score even more.

TIP: Look out for bonus items in the levels which will give you a score bonus! These items are rather hard to get though.

TIP: Try to do as many tricks as possible, as each trick will give you the most points the first two times it is performed, after which the trick score decreases significantly.

TIP: You can grind on the boundaries of a pool, too!

TIP: If you have problems doing spins after bunnyhopping off a grind, remember to let go of the **A/B BUTTONS** first before pressing ◀/▶.

TIP: Wildly pressing keys will not lead to success. Use the Trick List to remember the key combos of a trick and use the Training Mode both to investigate a level and to learn tricks without time pressure.

TIP: If you find the game to be too difficult, try playing it in Arcade Mode. Arcade Mode is somewhat simpler and gives you more time to complete the mission goals of each level.

NOTES

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