NUS NODE-USA

JEREMY McGRATH SUPERCROSS 2000
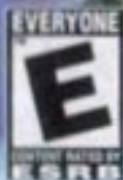
http://www.emulation64.fr

INSTRUCTION BOOKLET

A<<laim SPORTS

EVERYONE

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CONTENT RATED BY
ESRB

NINTENDO 64

CONTENTS

CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a **CONTROL STICK** which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + **CONTROL PAD**. When turning the Control Deck power ON, do not move the **CONTROL STICK** from its neutral position on the controller.

If the **CONTROL STICK** is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the **CONTROL STICK** to operate incorrectly.

To reset the neutral position once the game has started, let go of the **CONTROL STICK** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R BUTTONS**. The **CONTROL STICK** is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is **OFF** on your Nintendo® 64 Control Deck.
2. Insert your Jeremy McGrath Supercross 2000™ Nintendo 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into Controller Socket 1.

Note: Jeremy McGrath Supercross 2000 is for 1 to 4 players. All players should insert their Controllers into the proper Controller Socket at this time.

4. If you wish to save a game, insert a Nintendo Controller Pak™ (sold separately).
5. Slide the power switch to **ON** (important: make sure not to touch the **CONTROL STICK** when doing so).

This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

This game is compatible with the Nintendo 64 Expansion Pak. Before using the Nintendo 64 Expansion Pak, please read the Nintendo 64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.

Nintendo 64 Game Paks displaying the Nintendo 64 Expansion Pak icon will take advantage of the additional memory features of the Nintendo 64 Expansion Pak.

MENUS

Confirm/Select	**A BUTTON**
Cancel/Previous	**B BUTTON**
Select Option	**CONTROL STICK/PAD UP/DOWN**
Toggle Option	**LEFT/RIGHT**
Pause Game	**START**

INTRODUCTION

Welcome to Jeremy McGrath Supercross 2000. Thanks for joining me. I hope you're ready for some of the wildest, most realistic bike racing in the world. If you're eager to throttle into rockin' motocross action, you've come to the right place! You can race indoors, outdoors, in challenging series competition on today's top tracks or in freestyle challenges all over the U.S.A.! There's plenty of jumping, jostling and outrageous stunts!

You can race as 8 of today's top motocross stars, or create your own rider and try to beat the best. You can even build your own custom tracks to race on! So let's get down on the dirt and ride!

MAIN MENU

This screen is where you choose Game modes, access the Track Editor and select Options.

RACE Start a single race, a new series, load in a saved series record, practice a track in the time trials, race against the clock in a freestyle mode, or create and modify a custom rider.

TRACK EDITOR Create and edit custom race courses (see page 14).

OPTIONS You can alter these options to set up the game the way you like it:

Controls View the default controls, and change them if you like. To change controls, press the **CONTROL STICK/PAD UP** or **DOWN** to highlight an action/control, then press the button you want to perform that control. If the button is already in use, it will be reassigned. You can reset to default controls by pressing **START.**

Audio Set a range of audio options by adjusting the slider. Left is low, right is high.

Display Configure which screen elements appear.

Controller Pak Access your Controller Pak.

Game Settings Adjust the difficulty level (beginner/amateur/pro), the number of laps in a series (3-20), enable or disable the Rumble Pak Check pop-up (ON or OFF) and toggle the weather in a series game Random or Fair.

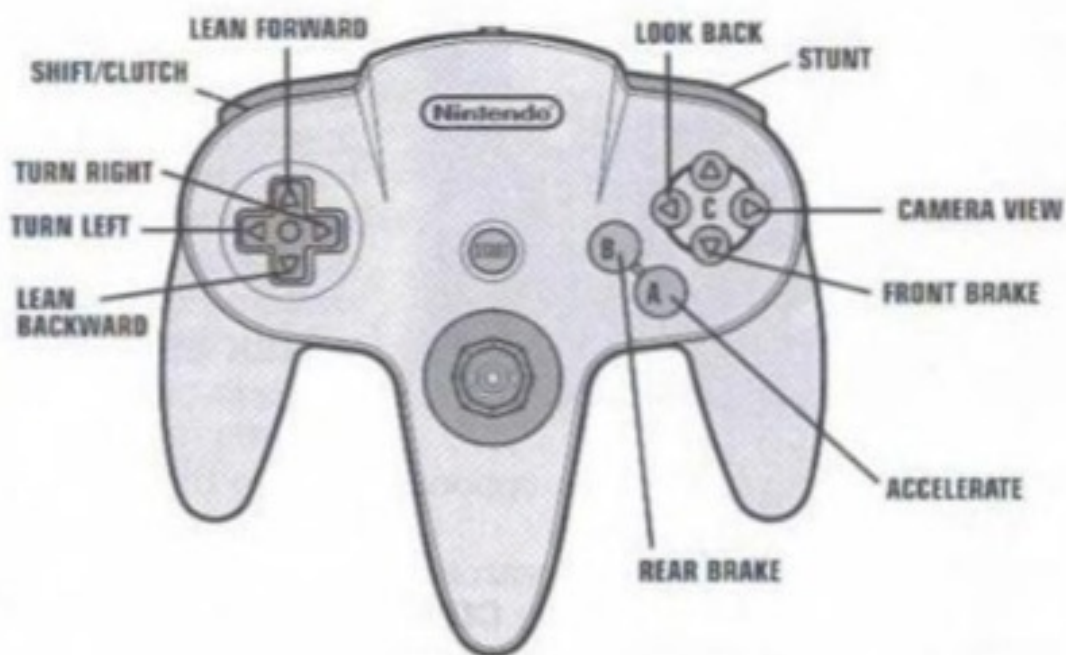**Default Settings** Return all display, audio and control settings back to their original settings.

Exit Exit options and return to the main menu.

DEFAULT CONTROLS

These are default controls. You can configure controls to your liking using the Controls option.

LEAN FORWARD

SHIFT/CLUTCH

LOOK BACK

STUNT

TURN RIGHT

TURN LEFT

CAMERA VIEW

FRONT BRAKE

LEAN BACKWARD

ACCELERATE

REAR BRAKE

SHIFT/CLUTCH

CONTROL DETAILS

Forward/Backward

While on the ground, pressing forward and backward will cause the rider to lean forward and backward on the bike. Leaning forward will increase the weight on the front wheel, which helps in turning. Leaning backward puts more weight on the rear wheel, which helps increase acceleration.

In the air, you can adjust the angle of the bike by pressing forward and backward. Pressing forward will cause the front of the bike to dip, pressing backward will cause it to rise. In most situations, you want to land on both wheels at once, or touch the front wheel down just an instant before the rear wheel. Rough landings will cause the rider to falter and lose speed.

Preloading

If you press forward while on the face of a jump, this will preload the suspension of the bike [compress the suspension.] When the bike reaches the top of the jump, the suspension will push itself back out, giving the bike an extra little push as it leaves the ground. This will give the bike more forward momentum. You can use this to do a small jump when you might otherwise not leave the ground. By choosing to preload or not to, you can influence (to a small degree) whether or not you leave the ground at relatively low speed or off relatively small bumps; in certain situations, it is advantageous to NOT leave the ground.

Left/Right

Turns the bike left and right. The exact action/effect depends on a number of factors, like how the rider is positioned, whether or not the bike is on a berm, and whether or not the front or rear brakes are being applied.

Accelerate

Accelerates the bike forward. If applied in the air, the bike will begin to tip back.

Front Brake

Slows the bike down dramatically. Apply the front brake while turning to do a very sharp turn. Although this enables sharp turns, it also leaves the bike at a much slower speed than it was when it entered the turn.

Rear Brake

Slows the bike down, but not as much as the front brake. If you apply the rear brakes while turning, the bike will start a 'sliding' turn (like a drift turn in a car.) The rider will counter-steer appropriately. This will allow you to make a sharper turn than you would normally be able to, while still maintaining a fair amount of speed.

Shift/Clutch

If you press and hold this button, the bike will remain out of gear. When you release it, the engine will re-engage. This works with both manual and automatic transmission bikes.

If you have chosen a manual transmission for your bike, this will cause you to switch gears. Tap this button while holding the accelerator to switch up a gear. If you tap this button at any other time, you will switch down a gear.

Stunt

While in the air, press and hold this button in combination with various other buttons to do stunts. See if you can pull off these crowd pleasers:

Can Can (with one leg) Stunt + Rear Brake
Can Can (with both legs) Stunt + Gas
No Hander Stunt + Left/Right + Shift
Nac Nac Stunt + Shift
Super Mac Stunt + Left/Right + Rear Brake
Recliner Stunt + Down + Gas

Look Back

Press this button to glance over your shoulder to see what is going on behind you. The camera will remain looking backward for as long as you hold the button. When you release it, the camera will look forward again.

Camera View

Press this button to cycle the camera to the next camera angle.

Get Moving

After the Main Menu, you select the number of players, then the Track. After that, select the bike that best suits the track you're riding on.

GAME MODES

There's all manner of motocross modes to dig your wheels into. Let's take a look.

RACE

Hone your skills or challenge your friends in a single race. Pick any track and rider and start racing! Great when you just want to jump into a quick race or if you really want to learn a track. Take some time to really master your machine and it'll pay big dividends at the finish line!

SERIES MODE

Choose Indoor SuperCross, Outdoor Nationals, Combined or make up your own Custom series. In Series mode, you are racing for the best overall record expressed in points.

Indoor Supercross

An Indoor Supercross series consists of 8 races on indoor tracks all over the United States.

Outdoor Nationals

Weather and track conditions play a big role when you hit the Outdoor Nationals circuit of 8 grueling races.

Combined

You get the best of both worlds in this 16 race romp combining Indoor and Outdoor tracks.

Custom

Choose any of the available tracks and what order you wish to race on them.

Setting Up a Custom Series

Races are listed from first to last. Press the **CONTROL STICK/PAD UP** or **DOWN** to highlight a slot you want to change, then press the **CONTROL STICK/PAD LEFT** or **RIGHT** to cycle through available tracks, including any Custom tracks from the Track Editor that are on your Controller Pak. When all your

races are set in the order you want, press the **A BUTTON** to advance to the next screen.

Loading A Saved Series

When you choose to load a previously saved season record, you will be presented with a list of the seasons found on the Controller Pak in Controller One. Press the **CONTROL STICK/PAD UP** or **DOWN** to highlight the season record you wish to load and press the **A BUTTON** to load it into memory. After loading the series record, you will be taken to the series pre-race screen, just before the next race in the series.

Series Pre-race Menu

Before each race in a series, the player(s) will be taken to the series pre-race screen. This will show the track for the upcoming race, the race conditions (time of day and weather, if applicable) week and the number of laps for the next race.

Race Start the next race. This takes you to the Bike Adjust screen, where you can adjust your bike depending on the race conditions.

Standings View the current season standings for all of the riders currently participating in the series, ordered by the amount of season points each has accumulated.

Save Save your series progress.

Quit Return to the Main Menu.

Post Race Screens

At the end of each race, the Post Race screen displays the race results, listing each rider by how they placed in the

race, along with their total race time. Options available depend on the type of race just finished.

At the **Single-Race** post race screen, you can restart the race with the same settings/conditions, select a new track, or quit to the main menu.

The **Time Trial** post race includes an option to save a file of your performance in the race. There is one file per track. If you choose to save a file for a track that already has one, the new file will overwrite the old one.

If you are playing through a series, the post race screens will not have the option of restarting/replaying the race.

BIKES & RIDERS

Choose from among the top riders in the sport, or use your own custom creation. Press the **CONTROL STICK/PAD LEFT** or **RIGHT** to toggle through the roster of riders. As you cycle through the different riders, their current bike performance stats will be shown on the right side of the screen. You can change these by pressing the **CONTROL STICK/PAD DOWN** to highlight the various adjustable parts of the bike. To find out a little bit of information about a particular rider, press the **C UP BUTTON.** This will bring up a short bio-sheet for the selected rider.

Once highlighted, you can adjust the bike by pressing the **CONTROL STICK/PAD LEFT** and **RIGHT** on the controller. This will cycle through all of the available settings for that parameter.

Bike Class

Bikes in Jeremy McGrath Supercross 2000 come in two classes, or engine displacement sizes, 125cc and 250cc. The 250cc bikes are more powerful, but the competition among riders is tougher. The 250cc class also includes 400cc bikes, which have slower acceleration, but higher top speeds.

Power

The graph at the top shows the engine's powerband, which shows the amount of horsepower the engine is able to generate over the different rpm ranges. If the power is high in the lower rpm ranges, it will have better power off the line (and on low-speed jumps.) In the middle ranges it will do well around corners and over whoops. If it is strong in the higher rpm ranges it will generally have a higher top speed for straights.

Suspension

By adjusting the stiffness of the suspension, you can control how much the bike reacts to bumps on the track. You'll generally want to set your suspension softer on outdoor races as these tracks aren't as smooth as the indoor supercross tracks. The stiffness of the suspension will also affect your preloading*. A stiffer suspension will increase the effect of preloading but won't hold in as long, making it a little more difficult to time properly.

*See Control Details for information on preloading (page 7).

Tires

There are three tire grades or types: Hard Pack, Sand/Mud and Intermediate. Different tires can be used on different tracks. For the supercross series you'll likely want to stick with the Hard Pack, unless you expect rain, when Sand/Mud tires might be called for. Some tracks are more sandy than others, some are naturally harder. Many of the tracks contain several different terrain types, so different tires will perform better on different parts of the track. The choice of which tire to choose is up to you.

Transmission

A manual transmission is much more difficult to use than the automatic transmission, but, once mastered, will give you more power than an automatic transmission. This is for experienced riders.

TIME TRIAL

The time trial race is a 3 lap trial against the best time on the track. See if you can get the fastest time.

Select track: press the **CONTROL STICK/PAD LEFT** or **RIGHT**

CUSTOM RIDER

Maybe you'd like to create your own rider and take your place right up there with Jeremy? Now you can!

There are two basic functions in Custom Rider: you can edit a previously created rider, or create a new one.

Select Rider

Scroll **LEFT** or **RIGHT** to the rider you wish to edit, then press the **A BUTTON.** You can then choose from a menu of rider

traits to alter by pressing the **CONTROL STICK/PAD LEFT** or **RIGHT**.

Rider Name

Use the **CONTROL STICK/PAD** to highlight a character, and press the **A BUTTON** to input it. Highlight Backspace and press the **A BUTTON** to delete a character. When you're finished, highlight **DONE** and press the **A BUTTON**.

Rider Number

Press the **CONTROL STICK/PAD LEFT** or **RIGHT** to raise or lower the number by one. Press the **CONTROL STICK/PAD UP** or **DOWN** to raise or lower the number by 10. When the number you want is displayed, press the **A BUTTON**.

Colors

Press the **CONTROL STICK/PAD LEFT** or **RIGHT** to cycle through the deluxe collection of pre-set oufits. Press the **A BUTTON** to select the currently displayed one.

Bike

Press the **CONTROL STICK/PAD LEFT** or **RIGHT** to change the make of the bike (color). Press **DOWN** to switch over to the performance characteristics. Press the **CONTROL STICK/PAD LEFT** or **RIGHT** to switch between the different available settings. You can scroll down to any of the settings by pressing the **CONTROL STICK/PAD UP** or **DOWN**. When you have finished adjusting the bike, press the **A BUTTON**.
Note: Adjust bike power on the rider select screen before a race.

New Rider

If you wish to create a new rider, scroll through the roster of riders until you come to the Create New Rider option and press the **A BUTTON**.

You can then set all rider traits explained in Edit Rider. When you exit the Custom Rider mode, you will be prompted to save the Custom Rider settings. You must save the custom rider settings in order to use your rider in the game.

FREESTYLE

This stunt competition is where you get to grab some air and show the ticket holders what they came for: outrageous, hair-raising stunts. You've got two minutes to pull off as many high altitude maneuvers as you can for a top score!

TRACK EDITOR

Edit Track Enter the track editor

New Track Clears the current track so you can begin a new one

Load Track Loads a track from the Controller Pak into memory

Save Track Saves current track onto a Controller Pak

Test Drive Take a test drive around your track

Exit Editor Returns you to the main menu

EDIT TRACK CONTROLS

Select Track Piece	B BUTTON
Move Cursor	Control Pad/Stick
Rotate Track Piece	L/R BUTTON
Place Track Piece	A BUTTON

Edit

This is the main screen from which to create and edit a user track. In the center of the screen is the main Track Editor display.

The center tile in the main work area is highlighted, representing your "cursor". Any track pieces placed will appear at the highlighted square. Use the **CONTROL STICK/PAD** to move the cursor around in the work area.

When you place the selected piece of track, the cursor will automatically move to the next space on the grid in whichever direction the last track piece took the track. The track piece will be rotated (if necessary) so that it will join up to the just placed piece of track. If, by moving, the cursor will make an illegal move (like trying to move off the edge of the

piece will be placed, but the cursor will not move to the next square on the grid. When a track piece is placed at the edge of the work area that extends the track out of the work area, the cursor will move and the work area will scroll to keep the cursor within the work area.

Edit Track Controls

Move track cursor
CONTROL STICK/PAD = track cursor movement.

Select Track Piece

Press the **B BUTTON** to toggle between the main work area and the track select panel at the left of the screen. When the track select panel is highlighted, use the **CONTROL PAD** to highlight a track piece. That piece is instantly displayed at the current cursor position in the main work area, along with the name of the piece. Press the **B BUTTON** to return to the main work area where you can adjust the rotation and location of the piece. Pressing the **A BUTTON** while the track select panel is highlighted will return you to the main work area and place the selected track piece.

Rotate Selected Track Piece

The **L BUTTON** rotates the piece counter-clockwise 90˚, and the **R BUTTON** will rotate it clockwise by 90˚.

Place Selected Track Piece

Press the **A BUTTON** to place the selected track piece into the work area at the current cursor position. The track cursor will automatically move to the next adjacent spot in the work area, logically moving to the next empty spot along the track.

Exit Track Editor

Highlight **EXIT** and press the **A BUTTON** while at the Track Editor Menu to exit the Track Editor and return to the Main Menu. If the current track has been edited and not saved, you will be prompted to save before continuing.

Bring up Track Editor Menu

Press **START** to bring up the track editor menu, where you can load, save, clear and test drive your track.

RIDER BIOS

Jeremy McGrath

Born: November 19, 1971, San Francisco, CA

Turned pro: 1989

250 Supercross Champion 1999, 1998, 1996, 1995, 1994, 1993

Motocross Champion 1995

Western Region Supercross Champion 1992, 1991

World Supercross Champion 1994, 1995

Rides for Chaparral Yamaha

Jeremy's records:

The only six-time 250 Supercross Champion.

10 Supercross championships

Most supercross wins ever (64)

Most wins in a season (14)

Most consecutive wins in a season (13)

Most 125 wins (13)

Year-end Rankings:

1999: 1st (SX)

1998: 1st (SX), 14th (250MX)

1997: 2nd (SX), 3rd (250 MX)

1996: 1st (SX), 2nd (250 MX)

1995: 1st (SX), 1st (250 SX)

1994: 1st (SX), 3rd (250 MX)

1993: 1st (SX), 3rd (125 MX)

1992: 16th (SX), 1st (WSX), 8th (125 MX)

1991: 1st (WSX), 5th (125 MX)

1990: 2nd (WSX), 44th (125 MX)

1989: 8th (WSX), 50th (125 MX)

John Dowd

Born: August 10, 1965, Holyoke, Massachusetts

Turned pro: 1986

Western Supercross Champion 1998

2nd place Eastern Supercross 1996

2nd place Outdoor National 1994, 1997, 1998

Sponsored in 2000 by Acclaim Sports

Travis Pastrana

Born: October 8, 1983, Annapolis, MD

Winner of major freestyle MX competitions

Winner of the '97 and '98 Free Air Festival of Freestyle Motocross

Sponsored in 2000 by Acclaim Sports

Jimmy Button

Born: June 14, 1973, Phoenix, Arizona

Turned pro: 1989

National Outdoor Event Winner 1999

Consistently among the top finishers in Supercross and Motocross races

Kevin Windham

Born: February 28, 1978, Baton Rouge, Louisiana

Turned pro: 1994

Western Supercross Champion 1996.

Consistently places in among top riders in Supercross and Motocross events.

Sebastien Tortelli

Born: August 19, 1978, Agen, France

Turned pro: 1998

World Motocross Champion 1998

French Motocross Champion 1996

European Supercross Champion 1996

Nathan Ramsey

Born: August 25, 1974, Scottsboro, Alabama

Turned pro: 1993

Western Supercross Champion 1999

Established professional in 125cc class. Up-and-coming contender in 250cc class.

Greg Albertyn

Born: October 13, 1972, Johannesburg, South Africa

Turned pro: 1995

Outdoor National Champion 1999

World Motocross Champion in 250 cc class 1994, 1993.

World Motocross Champion in 125 cc class 1992.

HINTS + TIPS

- Lean back over whoops to increase your speed through these sections.
- Lean forward around turns to help tighten your turning radius.
- Powerslide (rear brake + accelerate) around corners to turn tightly at high speed.
- There is a green bar on the tachometer at the start of the race. Revving your engine so that the needle lines up with the green bar at start will give you a burst of speed off the line.
- Loose steering is probably best for beginners, but if you want to have any hope of keeping up with/beating the pro level, you'll need to master normal or tight.

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 have a touch-tone phone.