GAME BOY ADVANCE

AGB-AX2E-USA

DAVE MIRRA 2 freestyle bmx™

FREESTYLE TRICK MANEUVER // GAME VERS 2.0
SUPERMAN / CAN-CAN / BACKFLIP / TAILTAP / FLAIR /
PEG GRAB / MANUAL / NOSEMANUAL //

HEIGHT LEVEL

LEV+11 C.....T +
LEV+22 C.....T +
LEV+33 C.....T +
LEV+54 C.....T +
LEV+95 C.....T +



INSTRUCTION BOOKLET

Acclaim MAX SPORTS

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

Visit www.esrb.org or call
1-800-771-3772 for Rating information.

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, OR VISIT WWW.ESRB.ORG.



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Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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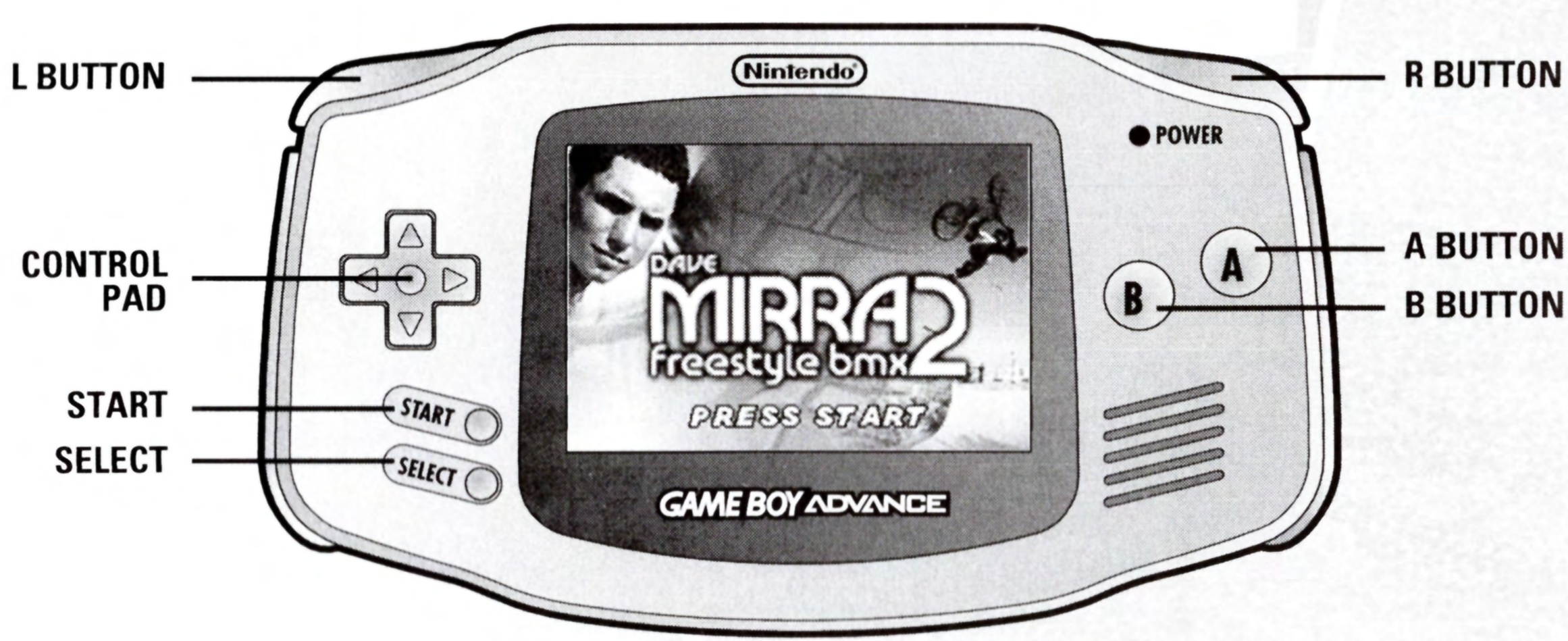
STARTING THE GAME

1. Make sure the **POWER** switch is **OFF**.

2. Insert the Dave Mirra Freestyle BMX™2 Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.

3. Turn the POWER switch **ON**.

NOTE: The Dave Mirra Freestyle BMX™2 Game Pak is for Game Boy® Advance only.



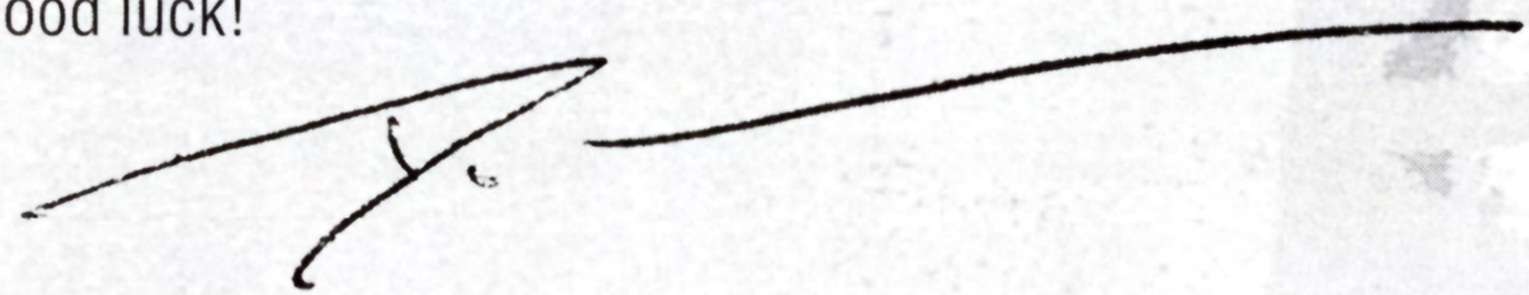


INTRODUCTION

Welcome to **Dave Mirra Freestyle BMX™2**. This time around we've cooked up a freestyle feast. You get 12 huge levels to play in, and all today's top riders, too. Try your hand at Proquest mode and try to beat the best riders in a host of challenges in exacting environments that will test your skills and determination to the limit. You'll unlock levels and earn better bikes and enhance your rider stats by meeting the mission objectives. You might start by getting familiar with the layouts and controls in Free ride mode. Or take in a Session run to test your skills.

I love to challenge a friend by taking on one of the turn-based 2 player games, too. There's lots of ways to play, but only one way to win: you've got to be the best!

Good luck!



Dave Mirra

MAIN MENU

At the title screen, press **START**. You will advance to the main menu. Use the Control Pad to make a selection, and then press the **A Button** or **START** to confirm your choice.

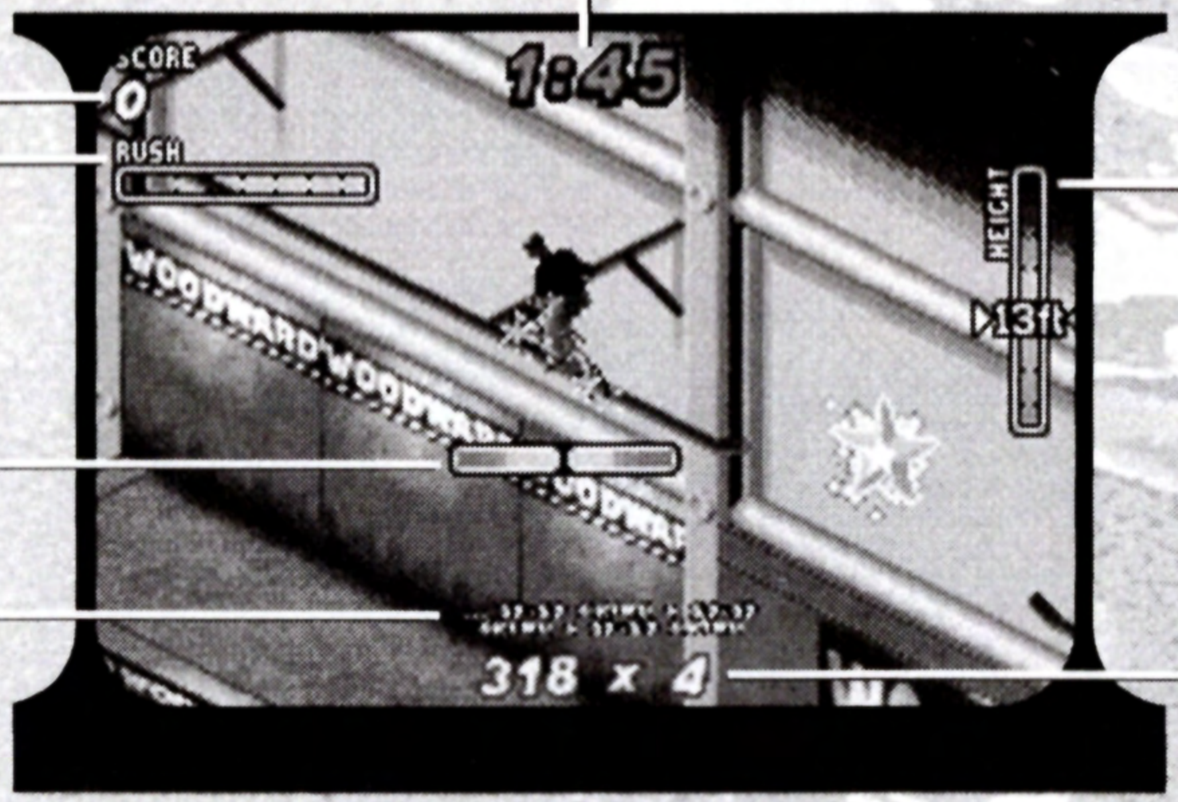
PROQUEST	Your quest to prove you're the best.
SESSION	Tune up your riding and earn points.
FREERIDE	Practice your freestyle skills.
2 PLAYER	Turn-based contests.
OPTIONS	Set game options.



OPTIONS

CONTROLS	Choose from four pre-set control schemes. A is the default.
MUSIC	Adjust the music volume. Right is loudest, left is softest or **OFF.**
SOUND FX	Adjust the sound effects volume. Right is loudest, left is softest or **OFF.**
KIDS MODE	Turn **On** to make landings easier.

SCREEN DISPLAY



TIMER Run times are dependant on Rider Class (Freeride runs are not timed).

SCORE Your current overall trick score for a single run.

TRICK NAME Displays the name of the trick you just performed.

TRICK SCORE Points awarded for the last trick.

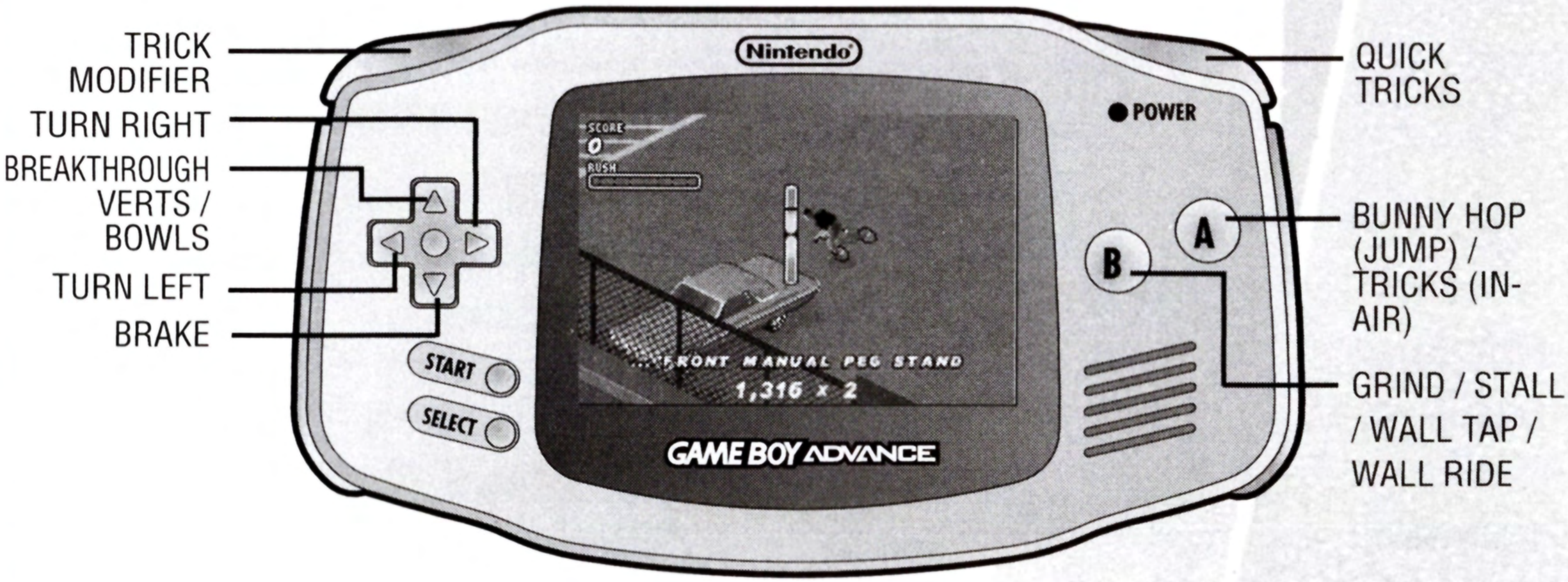
MULTIPLIER Indicates the number of tricks you have linked together.

RUSH! METER Increase your rush meter with each trick pulled, earning speed and ability. When it's full, you can pull off signature tricks.

HEIGHT METER Shows your altitude off a verts ramp.

BASIC CONTROLS

Note: Shown is the default ('A') control scheme. You can choose other control schemes in the Options menu (see Page 6).



TYPE 'B' CONTROL SCHEME

L Button - Grind/Stall/Wall Tap/Wall Ride
A Buttton - Bunny Hop (Jump)/Tricks (In Air)
R Button - Trick Modifier
B Button - Quick Tricks

TYPE 'C' CONTROL SCHEME
L Button - Quick Tricks
A Buttton - Grind/Stall/Wall Tap/Wall Ride
R Button - Trick Modifier
B Button - Bunny Hop (Jump)/Tricks (In Air)

TYPE 'D' CONTROL SCHEME
L Button - Trick Modifier
A Buttton - Grind/Stal /Wall Tap/Wall Ride
R Button - Quick Tricks
B Button - Bunny Hop (Jump)/Tricks (In Air)

GAME MODES

Proquest

Challenge yourself in the Proquest mode by completing all the objectives in each level. Complete the 10 objectives per level as an Amateur rider to become a Pro rider. Once a Pro rider, complete 10 more objectives per level to become a Hardcore rider. Complete the last 10 objectives per level to fully master the game!

In Proquest, your goal is to beat the best riders in the business and become the Freestyle World Champion. Going against the likes of Mirra, Nyquist and company won't be easy!

You must learn to ride your bike well, developing and practicing the tricks, expanding and linking your trick combos and discovering how to make the best use of all the available environments in an effort to unlock more environments. You'll earn awards (experience points), to enhance your abilities (stats) and improve your rider class – from **AMATEUR** to **PRO** and ultimately to **HARDCORE**.

Rider Development

You can adjust how much of each quality your rider has, up to a certain amount.

Pressing ➡ on the **Control Pad** will increase that ability, while pressing ⬅ will decrease it.

The amount you can ramp up your stats depends on how much experience points you have gained.

Session

There is no pressure to complete challenges here. Earn respect, and try and set new records.

Just bust out your best two-minute run on any open level (from Proquest).

Freeride

Choosing Freeride gives you the chance to explore various areas and try tricks without worrying about time limits, scoring and meeting challenges. This is a great way to master your skills.

2 Player

There are two turn-based multiplayer games to choose from, Full Run and Star Collector. In Full Run, the first player takes a full two minute run, pulling off the most

amazing tricks and stunts he can. Then the second player tries to top the wild ride with even more awesome antics.

In Star Collector the first player must set the fastest time by collecting all the stars around the level. Then the second player must try to beat that clock time.

LOADING AND SAVING GAMES

Upon start up of a new game, you will be asked if you want to start a new game, or load current Proquest save.

Throughout the game, you will be asked at various stages if you would like to save the game.

Please note: When starting a new game, you will always overwrite the progress of all riders.

TRICK CONTROLS

Tricks Pulled From Floor

↑ ↓	Manual Rear
↓ ↑	Manual Front
↑ ↓ ↓	Rear Manual No Footer
↓ ↑ ↓	Front Manual No Footer
↑ ↓ ↗	Manual Rear Big Wednesday
↓ ↑ ↗	Manual Front Big Wednesday

↓ ↑ →	Manual Front Peg Stand
↑ ↓ ←	Manual Rear Peg Stand
↑ ↓ →	Manual Rear Barturn
↓ ↑ ↑	Manual Front Peg Grab
A	Bunnyhop
B	Wall Tap / Wall Ride / Grind

Right Shoulder (Quick Trick Key)

↑	No Hander
↗	Seat Grab
→	Barspin (x2, x3, x4)
↘	Kick Out Left
↘ →	Kick Out Right
↓	No Footer
↙	Rocket Air
←	Cross Up
↖	Front Peg Grab

↑ ↑	Tabletop No Hander
↑ ↗	Tabletop Seat Grab
↗ ↗	Superman Seat Grab
↗ →	Superman Bar Turn
↗ ↘	Superman Foot Grab
→ →	Can Can Bar Turn
↘ ↑	RocketAir One Hand
↘ ↗	RocketAir Seat Grab
↓ ↗	One Foot Seat Grab
↓ ←	One Foot X-Up
↓ ↑	One Foot No Hand
↓ →	One Foot Bar Spin
↙ ↑	Candybar No Hander
↙ ↗	Candybar Seat Grab
← ↑	Lookdown No Hander
← ↗	Lookdown Seat Grab

← ↓	Lookdown No Footer
↖ ↑	One Hand No Foot
↖ ↗	One Hand Seat Grab

Left Shoulder (Modifier Key)

↑	Front Flip
↓	Back Flip
→	Right 180
←	Left 180

A Button (Trick Key)

↑	Tabletop
↗	Superman
→	Can Can
↘	Tailwhip
↓	Decade Air
↙	Candybar

←	Lookdown
↖	Tobaggan
↑↑	Pendulum Air
↗↑	Superman Tabletop
↗→	Superman Indian
↗↘	Superman Tailwhip
↗↓	Superman Decade
→↑	Can Can Tabletop
→←	Can Can Lookdown
↘←	Heel Kick
↘↘	Suicide
↓↑	Nothing
↙↑	Candybar Tabletop
↙←	Candybar Lookdown
←↑	Christmas Tree
↗←↘	Signature- Dave Mirra

↘↖↓	Signature- Mike Laird
↘↘↑	Signature- Rick Moliterno
→↙↑	Signature- Ryan Nyquist
→↖↗	Signature- Scott Wirch
↖↓↑	Signature- Tod Lyons
↙↘↑	Signature- Troy McMurray

B Button (Grinds / Wall tricks)

↑	ToothPick
↗	Luc-E
→	Feeblegrind
↘	Sprocket
↓	Icepick
↙	Crooked
←	Smith
↖	Lipslide
→↘	Feeblegrind Crouch

→↓	Feeblegrind No Footer
↓↓	Icepick No Footer
↓↙	Icepick Rocket Air
↙↘	Crooked Crouch
↙↓	Crooked No Footer
↙↙	Crooked Rocket Air
↖↓	50-50 No Footer
↖↙	50-50 RocketAir

BALANCING

When performing a manual or grind, a balance meter will appear. The meter appears horizontally below the rider when doing a grind, and vertically beside the rider when doing a manual. A black needle indicates your current balance. The green zone is your safe zone, and increases or decreases depending on your speed. You can safely grind or perform a manual while the indicator is in the green zone. When the indicator reaches the orange, you are in danger of losing your balance. If it hits red, you're



in the crash zone and will lose your balance. Use the **Control Pad** to correct your balance by pressing ⬅ and ➡ while in a grind, or ⬆ and ⬇ for a manual.

SCORING

The scoring system is based on tricks performed with bonus modifiers (including Spins, Transfers and Gap jump bonuses, longest grind bonuses and so on). After you get the big score, you'll earn objective awards, which give you experience points and level ups increasing your rider class.

As you complete objectives you're rewarded with experience points (EXPs). The more EXP's you gain, the higher you can push up your rider stats.

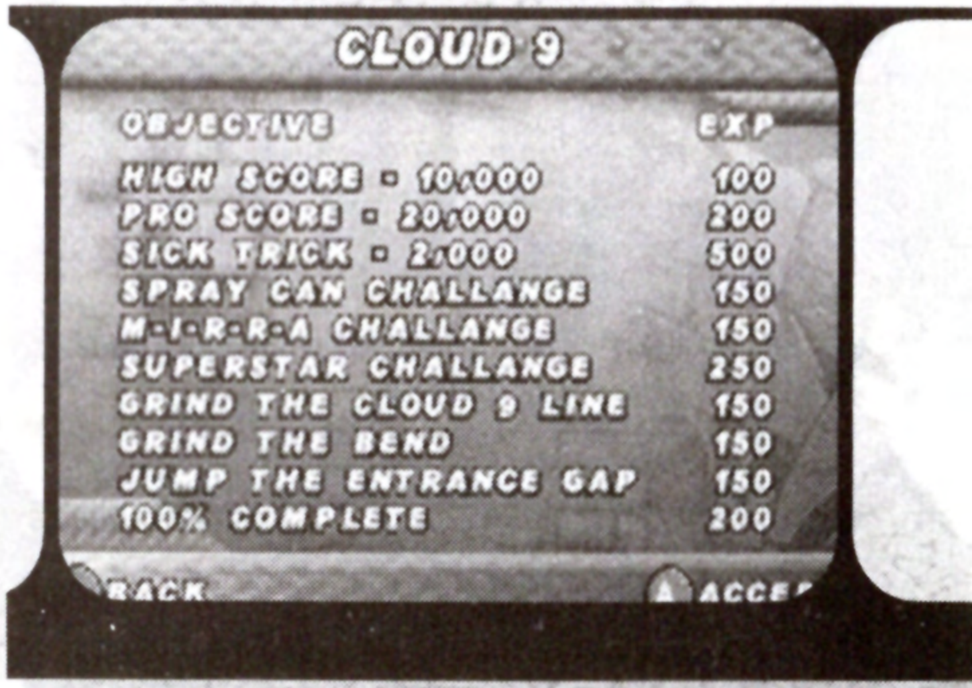
Ultimately though, you have to complete all objectives across **AMATUER**, **PRO** and **HARDCORE** levels in order to take a crack at the Acclaim Big Air and beat Dave Mirra's **SICK TRICK** record!

THE LEVELS

There are 12 great levels in Dave Mirra Freestyle BMX™2. Level types include vert, street, dirt and park. In the beginning, you have only one level to choose from. Once a level is unlocked in Proquest, it becomes available to any game mode. Unlock additional levels by meeting the challenges and objectives on the early levels.

Level Objectives

Once you select a level, you will see a screen outlining the objectives for that level, and the EXP points each objective is worth. The objectives depend on your rider level; those at the Amateur skill level are easier than the Pro or Hardcore levels.



Dave Mirra



Nickname: Miracle Boy
Lives in: Greenville, NC
Height: 5' 9"
Years Riding: 21
Hobbies: Cars, golf, family

Hometown: Chittenango, NY
Birthdate: March 4, 1974
Weight: 160 lbs.
Years Pro: 9
Quote: "Stay strong!"

Ryan Nyquist



Nickname: Triple Threat
Lives in: Greenville, NC
Height: 5' 6"
Years Riding: 5
Hobbies: Movies, soccer, computers.

Hometown: Los Gatos, CA
Birthdate: March 6, 1979
Weight: 150 lbs.
Years Pro: 5
Quote: "Keep on keepin' on "strong!"

Rick Moliterno



Nickname: None
Lives in: Davenport, IA
Height: 6' 2"
Years Riding: 29
Hobbies: BMX racing

Hometown: Davenport, IA
Birthdate: January 2, 1965
Weight: 205 lbs.
Years Pro: 20
Quote: "You are the only person who can determine whether you are a success or not. No one else."

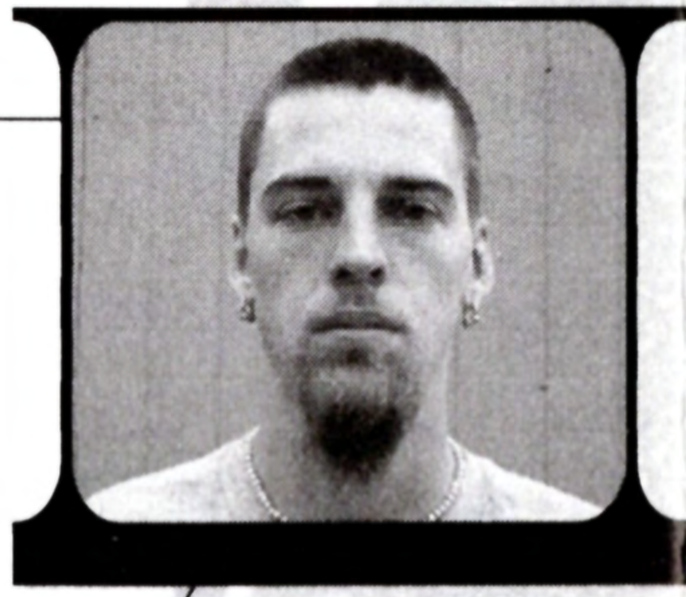
Kenan Harkin



Nickname: Hark Dog
Lives in: Woodward, PA
Height: 5' 11"
Years Riding: 18
Hobbies: Being a Television host, reptiles

Hometown: Center Moriches, NY
Birthdate: June 13, 1974
Weight: 165 lbs.
Years Pro: 5
Quote: "It's easy to criticize when you're not having fun."

Mike Laird



Nickname: None
Lives in: Greenville, NC
Height: 5' 10"
Years Riding: 17
Hobbies: Video games, car stereos

Hometown: Virginia Beach, VA
Birthdate: July 1, 1974
Weight: 150 lbs.
Years Pro: 4
Quote: "Ride your damn bike!"

Todd Lyons



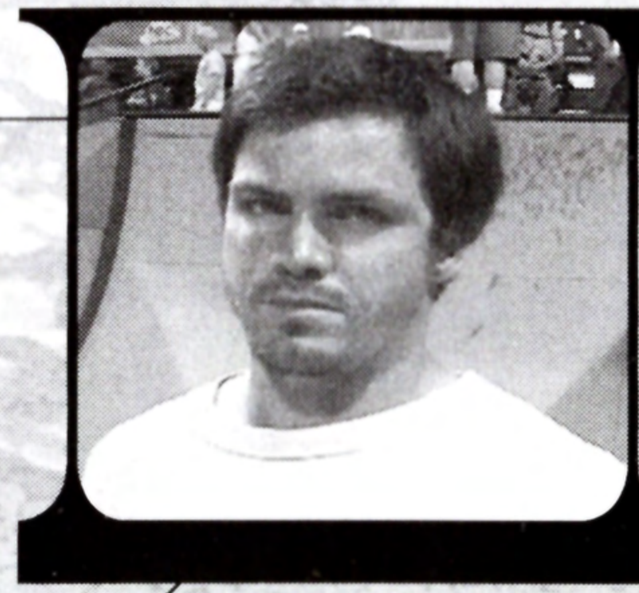
Nickname: The Wildman
Lives in: Huntington Beach, CA
Height: 5' 7"
Years Riding: 20
Hobbies: Updating www.toddlyons.com, chillin' at the beach, lifting weights, clubbin', writing in my journal.

Hometown: Columbus, OH
Birthdate: November 21, 1971
Weight: 180 lbs.
Years Pro: 11
Quote: "Big doubles, no troubles!"

Troy McMurray

Nickname: McMurr-yay
Lives in: Huntington Beach, CA
Height: 5' 10"
Years Riding: 18
Hobbies: Riding

Hometown: Denver, CO
Birthdate: February 2, 1973
Weight: 190 lbs.
Years Pro: 6
Quote: "Live."



Tim Mirra

Nickname: Turbo
Lives in: Raleigh, NC
Height: 6' 1"
Years Riding: 18
Hobbies: Racing cars, mountain bikes

Hometown: Chittenango, NY
Birthdate: April 28, 1972
Weight: 172 lbs.
Years Pro: 3
Quote: "Forget about it."



Leigh Ramsdell

Nickname: None
Lives in: Chapel Hill, NC
Height: 5' 6"
Years Riding: 17
Hobbies: Music

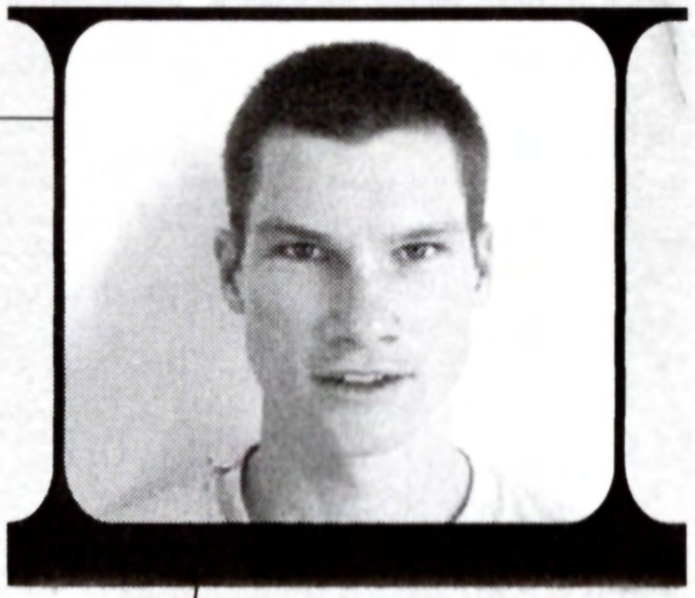
Hometown: Havelock, NC
Birthdate: August 1, 1970
Weight: 135 lbs.
Years Pro: 7
Quote: "Find something you love and do it for the rest of your life."



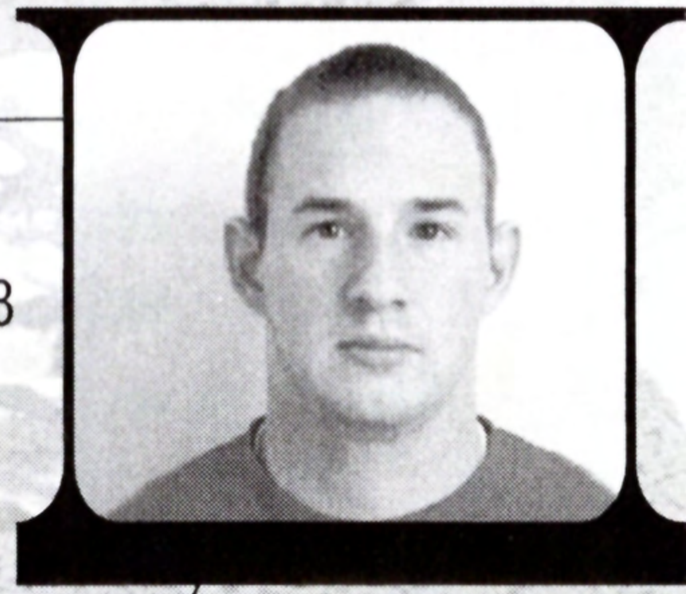
Colin Mackay

Nickname: None
Lives in: Greenville, NC
Height: 6'
Years Riding: 10
Hobbies: Camping at the beach, fishing, road trips, snowboarding

Hometown: Brisbane, Australia
Birthdate: August 18, 1978
Weight: 175 lbs.
Years Pro: 3
Quote: "Live your dream."



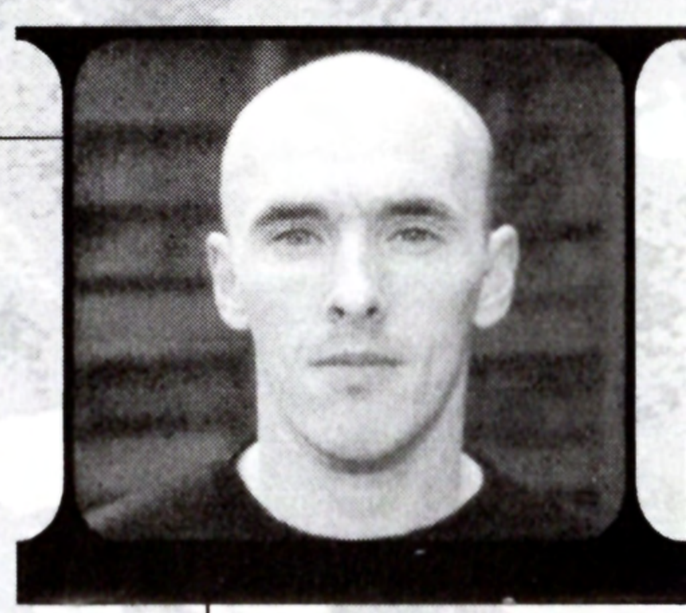
Scott Wirch



Nickname: Salty
Lives in: Greenville, NC
Height: 5' 11"
Years Riding: 10
Hobbies: Motocross, golfing, MTB, video games

Hometown: Mt. Henry, IL
Birthdate: December 19, 1978
Weight: 175 lbs.
Years Pro: 4
Quote: "Word."

Zach Shaw



Nickname: Prozak
Lives in: Harlow, UK
Height: 5'10"
Years Riding: 21
Hobbies: video editing

Hometown: Harlow, UK
Birthdate: June 10, 1971
Weight: 10.5 Stone
Years Pro: 12
Quote: "Sometimes my bike beats the crap out of me.... And I always go back for more."

HINTS AND TIPS

L BUTTON + CONTROL PAD ⬅ / ➡ (on Ground) Tight Turns Left or Right

HOLD CONTROL PAD ⬅ / ➡ + L BUTTON Quick Spins / 180's

Some objectives will always require you to start on a ramp, and end on another to complete the objective correctly.

If you overshoot, you might not always get the objective.

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CREDITS

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Delphine, Louis, Hugo, Sarah and Abby for all their patience.

notes

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