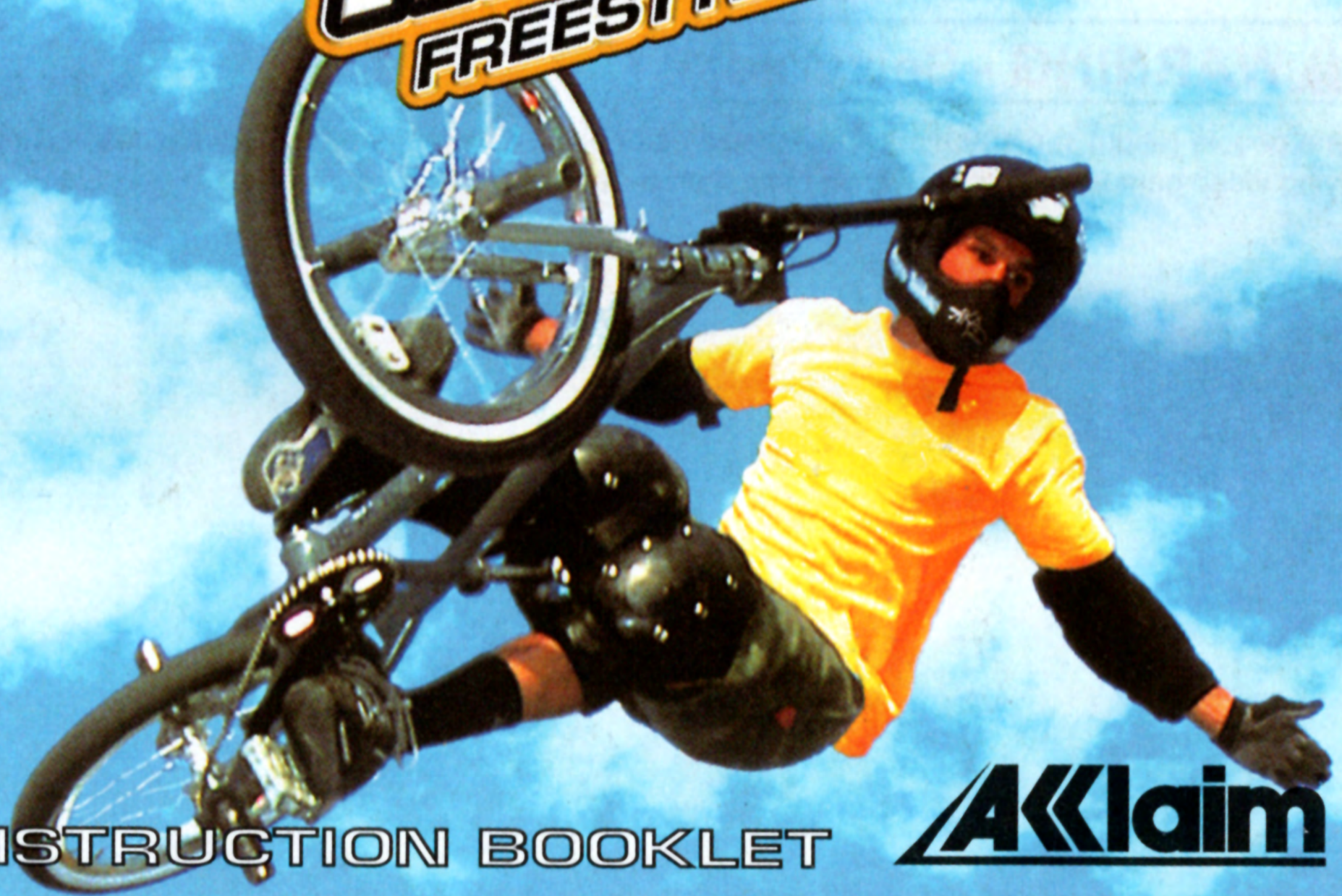
GAME BOY® ADVANCE

AGB-AB3E-USA

dave mirra FREESTYLE BMX™ 3



INSTRUCTION BOOKLET

Acclaim

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.

⚠ 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.

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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

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LOADING

1. Make sure the power switch is **OFF**.
2. Insert the **Dave Mirra Freestyle BMX™ 3** Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
3. Turn the power switch **ON**.

At the title screen, press **START** to advance to the Main Menu.

NOTE: The Dave Mirra Freestyle BMX™ 3 Game Pak is for Game Boy® Advance ONLY

Dave Mirra Freestyle BMX™ 3 is for up to two players. Each player must have a Dave Mirra Freestyle BMX™ 3 Game Pak. A Nintendo Game Link® cable (sold separately) is required to play with two players.

INTRODUCTION

Welcome to the biggest, baddest BMX fest yet: Dave Mirra Freestyle BMX™ 3! It's all here, and it's all about big air, grinding rails, riding ramps, jumping gaps and pulling the SICKEST tricks imaginable. And it's all in the palm of your hand!

Dave Mirra Freestyle BMX™ 3 offers 1000+ tricks and four modes of game play. Take on all the gritty challenges of a complete Proquest, rack up some points in Session mode or just ride easy in Freeride. For extra fun, join a friend for fantastic Multiplayer madness! There's tons of outrageous riding ahead, so master your tricks and show the world you're the BMX boss!

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.
MULTIPLAYER	Compete with a friend using a Game Boy Advance Game Link® cable.
OPTIONS	Set game options.

OPTIONS

CONTROLS Choose from four pre-set control schemes. Type A is the default.

Type A
A Button = Bunnyhop / Quick Tricks
B Button = Grind
R Button = Big Air
L Button = Spin/Flip

Type B
A Button = Grind
B Button = Bunnyhop / Quick Tricks
R Button = Big Air
L Button = Spin/Flip

Type C
A Button = Grind
B Button = Bunnyhop / Quick Tricks
R Button = Spin/Flip
L Button = Big Air

Type D
A Button = Bunnyhop / Quick Tricks
B Button = Big Air
R Button = Spin/Flip
L Button = Grind

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**.

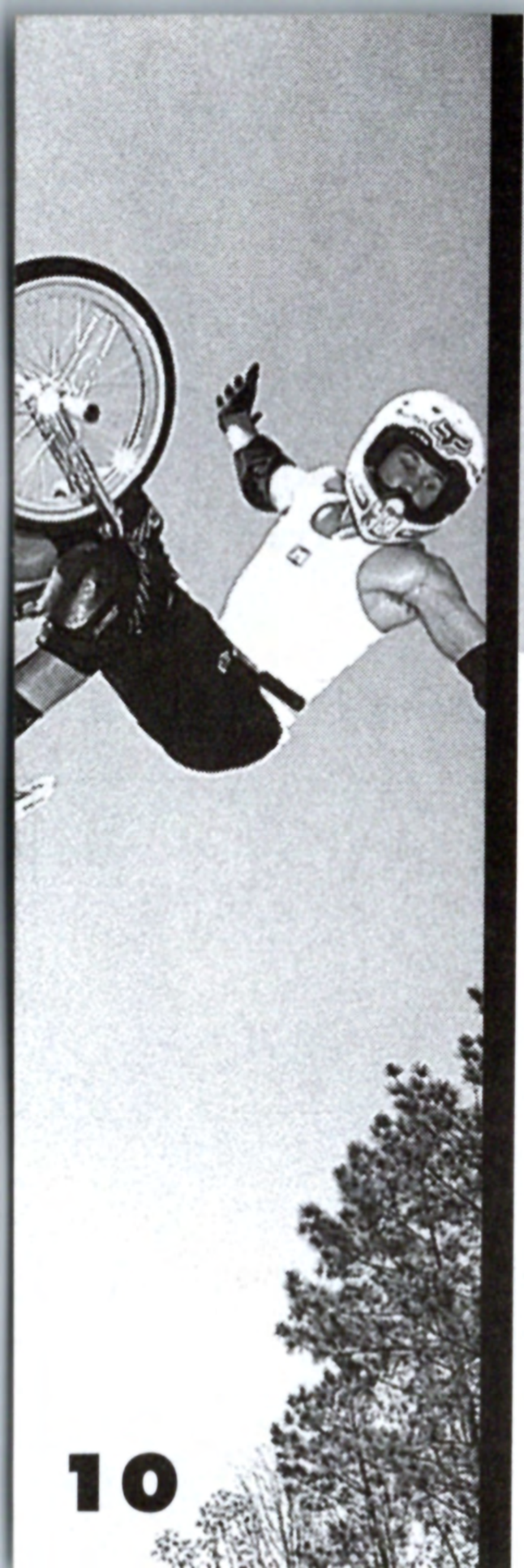
KIDS MODE Turn **ON** to make landings, manualling and grinding easier to control.

BMX BASICS
DEFAULT CONTROLS

A Button (while in Air)	Quick Tricks
Tap B Button (facing walls)	Wall Tap (Release **B Button** again to jump off)
Tap B Button (against walls)	Wall Ride
Tap A Button (while in wallride)	Wallie
Hold ⬆ (while in verts)	Breakthrough verts
Tap ⬅ (before releasing A Button)	Lateral Jump Left
Tap ➡ (before releasing A Button)	Lateral Jump Right

TRICK LIST / CONTROLS

A Button	Bunnyhop (On the floor -Press and release **A Button** to jump. Hold **A Button** longer to jump higher) Quick Tricks (Whilst in Air - Press **D-Pad Direction** plus **A Button** to perform a Quick Trick)
B Button	Grind (rhythmically tap B to change grind pose)



A Button + B Button
(while near a grind rail or edge) Enter 50-50 Grinds

- *50-50 Grind*
- *50-50 No Footer*
- *Hang Five*
- *Gut Lever*
- *Bar Hop*
- *Standing Bar Ride*
- *Reverse Bar Ride*

A Button + Hold ⬆ + B Button
(while near a grind rail or edge) Enter Front Wheel Grinds

- *Tooth Pick*
- *Tooth Pick Peg Stand*
- *Suicide*
- *Tooth Pick Seat Grab*
- *Funky Chicken*
- *Elbow Glide*
- *Hitch Hiker*
- *Dump Truck*
- *Reverse Bar Ride*

A Button + Hold ⬇ + B Button
(while near a grind rail or edge) Enter Rear Wheel Grinds

- *Ice Pick*
- *Ice Pick Bar Spin*
- *Ice Pick No Footer*
- *Reverse Bar Ride*
- *Cherry Picker*
- *Side Squeeks*
- *Naughty But Nice*
- *Rear Peg Stand*

Press ⬅ ➡ (while grinding) Balance Left and Right

Quick Tap ⬆ ⬇ (while in Air) Enter Rear Manuals (rhythmically tap **B Button** to change grind pose)

- Real Manual
- Dork Wheelie
- Cow Manoeuvre
- Elbow Glide
- E - Squeak
- Forward Rope-a-Roni
- Lawnmower
- Reverse Bar Ride

Quick Tap ⬇ ⬆ (while in Air)	Enter Front Manuals (rhythmically tap **B** to change manual pose) *- Front Manual* *- Front Peg Stand* *- GutLever* *- Junkyard* *- KarlCruiser* *- Steamroller* *- Half Cab Pinky Squeak* *- Flail Boomerang* *- Miami Hopper* *- Reverse Bar Ride*
Press ⬆ ⬇ (while in manual)	Balance Front Manuals

R Button (Big Air)

↑	Tabletop	→↑	Can Can Tabletop
↗	Superman	→←	Can Can Lookdown
→	Can Can	↘←	Heel Kick
↘	Tail Whip	↘↘	Suicide
↓	Decade Air	↓↑	Nothing
↙	Candy Bar	↙↑	Candy Bar Tabletop
←	Lookdown	↙←	Candy Bar Lookdown
↖	Tobaggan	←↑	Christmas Tree
↑↑	Pendulum Air	↗←↘	Signature- D. Mirra
↗↑	Superman Tabletop	↘↖↓	Signature- C. Mackay
↗→	Superman Indian	↘↘↑	Signature - M. Laird
↗↘	Superman Tail Whip	→↙↑	Signature- R. Nyquist
↗↓	Superman Decade	→↖↗	Signature- J. 'Luc-E Englebert'
↖↑	Big Wednesday		

A Button (Quick Tricks)

↑	No Hander	→→	Can Can Barturn
↗	SeatGrab	↘↗	RocketAir Seatgrab
→	Barspin	↓↗	One Foot seatgrab
↘	KickOut Left	↓←	One Foot X-Up
↘→	KickOut Right	↓↑	One Foot No Hand
↓	No Footer	↓→	One Foot Barspin
↙	Rocket Air	↙↑	Candybar NoHander
←	Cross Up	↙↗	Candybar Seatgrab
↖	Front PegGrab	←↑	Lookdown NoHander
↑↑	Tabletop NoHander	←↗	Lookdown Seatgrab
↑↗	Tabletop Seatgrab	←↓	Lookdown NoFooter
↗↗	Superman Seatgrab	↖↑	One Hand No Foot
↗→	Superman Barturn	↖↗	One Hand Seatgrab
↗↘	Superman Footgrab		

L Button (Flip and Rotate)

Hold ⬆ + Tap **L Button**	Front flip
Hold ⬇ + Tap **L Button**	Back flip
Tap **L Button**	Rotate 180+
Hold ➡ + Tap **L Button**	Right 180+
Hold ⬅ + Tap **L Button**	Left 180+

Any Big Air or Quick Trick can be combined with Flips and rotates. Enabling you to go for even sicker tricks... go on try it and watch those trick scores go massive...!

BALANCING

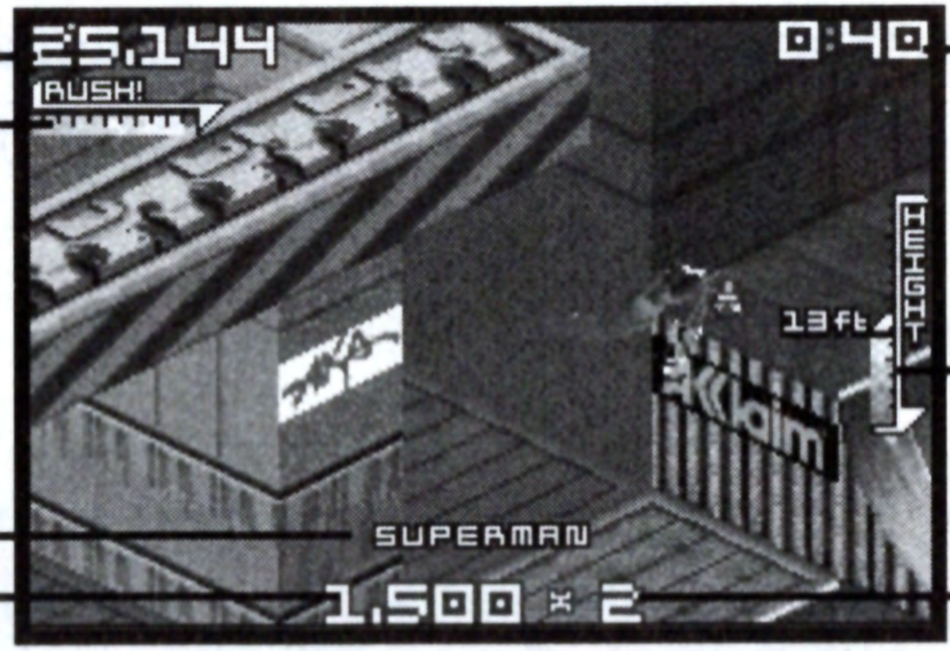
Holding that mass of metal and rubber steady while you grind, manual and stall isn't easy in real life, and it isn't easy here. To help you know how close you are to falling, there's a handy little balance meter just for you…

The balance meter consists of two parts; the balance bar, and the balance ring. The bar shows you the ideal balance, and

exactly how far you can go before you fall. The balance ring indicates how cool you're staying, or how far you're pushing your luck. The color of the ring and its position on the bar make it clear. Use the Control Pad to correct your balance, but don't push too hard, you'll just fall the other way...

RING	MEANING
Green with white border	Perfect balance. You da man!
Green	Not perfect, but still safe.
Yellow	Coming unstuck... But you can still save it.
Orange	It's all falling apart... a Pro could pull it back though.
Red	Danger! Danger!
Flashing white with (!)	About to Bail! Better jump off the grind now...
Big Red X Bailed!	You blew it! Hope you like the taste of dirt!

GAME DISPLAY



TIMER	Run times are dependant on Game Mode.
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 verts ramps.

SCORING

The scoring system is based on tricks performed with bonus modifiers (including Spins, Flips, Transfers and Gap jump bonuses).

CHALLENGES

As you complete challenges you're rewarded with Money. As you earn money new environments become available. You can use money to buy stat ups and new bikes.

To beat the game you have to complete all challenges across AMATEUR, PRO and HARDCORE environments.

THE ENVIRONMENTS

There are 8 wild environments in **Dave Mirra Freestyle BMX™ 3**. To start with, the AMATEUR levels are open:

Skate park and Building Site.

Once new levels are unlocked, they become available in all game modes.

Unlock additional levels by meeting the challenges and objectives on the early levels.

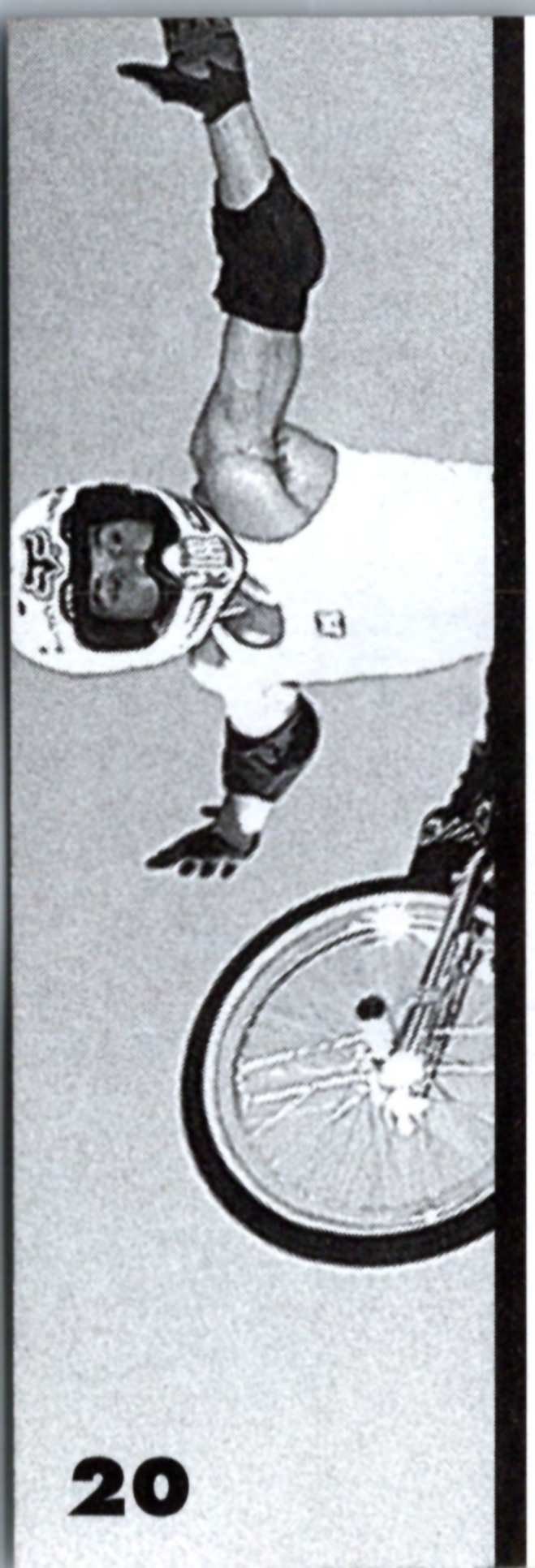
Each environment has the relative amount required to open it displayed in the front-end.

GAME MODES

Proquest

Show the world your skills in Proquest mode. Start in the Amateur circuit, completing the challenges and objectives to progress on to the Pro circuit. If you can keep up and complete the objectives here, you'll be allowed to join the hallowed ranks of the truly Hardcore riders on the Hardcore circuit.

Complete the Hardcore objectives, and prove your mastery of the BMX to everyone. Boost your stats, develop your trick-style, ride like the wind, and grab wild air. Become one with the bike and success is only a 360 superman back flip away... But watch out, you're up against the real lords of freestyle, Dave Mirra, Mike Laird, Ryan Nyquist, and the rest of the crew! Can you mix it with the masters?



CREATE – A – RIDER

Dave Mirra Freestyle BMX™3 comes with 3 editable riders. (EDIT1, EDIT2 & EDIT3)

Change the clothes, colors and name to create the full look of your favorite dude.

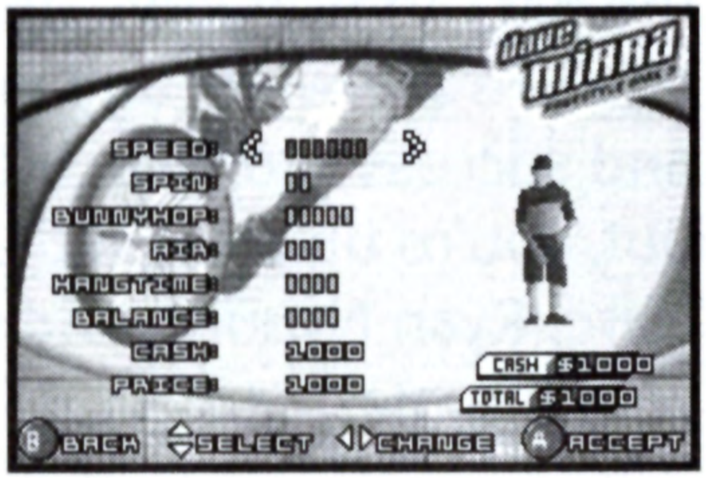
All edits are saved to the battery, so you won't lose a thing!

RIDER DEVELOPMENT

The further you go, the better you get… points are awarded for completing the challenges and levels, and these points can be used to boost your rider's stats and purchase bikes.

Editing Stats

Select the **EDIT STATS** from the rider select menu to view and edit your current stats.



Notice how each stat up costs money. How much money depends on how high up the scale the stat modifier is.

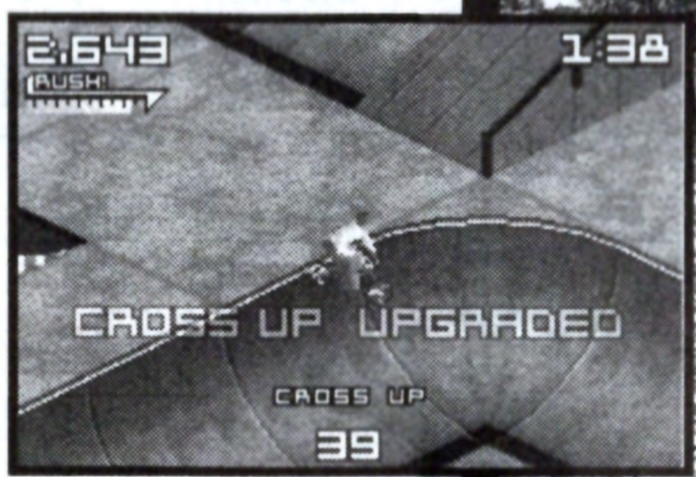
Stats can only be modified up to 8 systems per category.

Choosing and Buying Bikes

Choose the **SELECT BIKE** option in the rider select screen to swap and buy new bikes.

Notice how bikes cost money, if you haven't earned enough money you can't buy new bikes.

Different bikes also add stat modifiers to your existing stats? Using different bikes allows you to boost certain stats (you can even over-boost your stats if a specific stat field is already maxed out!)



Trick Book

As you play the game you'll notice you get tricks upgraded.

Each trick can be upgraded to max out your performance of that trick. Trick Upgrades improve

the score earned for that trick. So by improving your tricks potentially increase you overall score. Trick upgrades are permanent and can be viewed by viewing the trick book.

Choose Trick book from the **RIDER SELECT** screen.

Notice how each trick has the associated key combination required to activate it. It also has the trick level indicated by a series of 'blips'. All tricks begin at LEVEL 1 and are maxed out by LEVEL 5.

LEVEL 1 - Default trick score
LEVEL 2 - pull trick a further 8 times = 25% score increase
LEVEL 3 - pull trick a further 16 times = 25% score increase
LEVEL 4 - pull trick a further 32 times = 25% score increase
LEVEL 5 - pull trick a further 64 times = 25% score increase

Try and max out all tricks to become the BMX boss!

Session

No pressure, dude. Improve your skills on any course unlocked through Proquest mode. No objectives. Earn points against the clock.

Freeride

No time limit, no objectives, just cold hard BMX freestylin'. A great way to hone your skills.

MULTIPLAYER

Multiplayer mode allows 2 players to compete against one another in head to head BMX contests. There are 3 modes of play in Multiplayer.

Highest Score - Achieve the highest score in one run to win.

Trick Attack - Achieve the highest scoring trick in one run to win.

Combo Attack - Achieve the highest combo chain in one run to win.

You can choose how many levels you want play. Choose from 1, 3, 5 & 7 levels.

You can choose how long each level lasts for. Choose from 30, 60, 90, 120, 180 & 240 seconds per run.

Each player must have a **Dave Mirra Freestyle BMX™ 3** Game Pak, a Nintendo Game Boy® Advance, and the two must be connected via a Game Boy® Advance Game Link® cable (sold separately).

Once you choose Multiplayer mode, you must:

- First each select your rider.
- Then select your bike, should you wish to do so and if you have enough money to.
- Select Continue to begin the link up sequence. (the game will ensure that both units are linked correctly).
- Choose Game Type, Number of Levels, and Time Limit (Player 1 will control the selection).
- Choose Environment to Play (Player 1 will control the selection).

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.

WARNING: When starting a new game, you will always overwrite the progress of all riders. Do not select NEW GAME if don't want to lose all progress made with other riders, custom riders and positions held in proquest mode.

NOTE: Do not turn off the power while saving.

REPLAYS

After each run, in **PROQUEST** only, can you view your replay of that run.

Choose the **VIEW REPLAY** option at the end of the run on the **RETRY** screen

Hold **B Button** to pause
Hold **R Button** for Slow Motion
Press **A button** to Quit Replay

RIDER BIOS

Dave Mirra

Nickname:	Miracle Boy
Hometown:	Syracuse, NY
Lives in:	Greenville, NC
Birthdate:	March 4, 1974
Height:	5' 9"
Weight:	160 lbs.
Years Riding:	15
Years Pro:	10
Hobbies:	Cars, golf, family
Quote:	"Stay strong!"

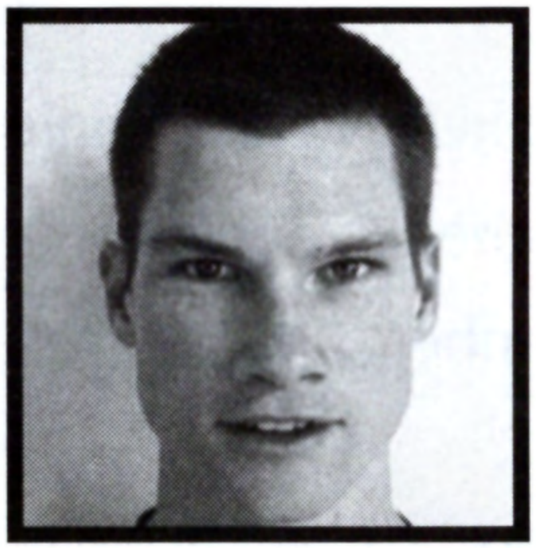
Ryan Nyquist

Nickname:	Real Street Demon
Hometown:	Los Gatos, CA
Lives in:	Greenville, NC
Birthdate:	March 6, 1979
Height:	5' 6"
Weight:	150 lbs.
Years Riding:	11
Years Pro:	6
Hobbies:	Movies, soccer, computers.
Quote:	"Keep on keepin' on "strong!"

Mike Laird

Nickname:	None
Hometown:	Virginia Beach, VA
Lives in:	Greenville, NC
Birthdate:	July 1, 1974
Height:	5' 10"
Weight:	155 lbs.
Years Riding:	18
Years Pro:	5
Hobbies:	Video games, car stereos
Quote:	"Ride your damn bike!"

Colin Mackay



Nickname:	None
Hometown:	Brisbane, Australia
Lives in:	Greenville, NC
Birthdate:	August 18, 1978
Height:	6'
Weight:	178 lbs.
Years Riding:	10
Years Pro:	4
Hobbies:	Camping at the beach, fishing, road trips, snowboarding
Quote:	"Live your dream."

John "Luc-E" Englebert

Nickname:	Luc-E
Hometown:	Bethlehem, Pennsylvania
Lives in:	Bethlehem, Pennsylvania
Birthdate:	December 8, 1972
Height:	6'
Weight:	180 lbs.
Years Riding:	17
Years Pro:	7
Hobbies:	Art Design
Quote:	"If you play my character, it's a must to bust!"

HINTS AND TIPS

Dave Mirra Freestyle BMX 3 features great depth to the control mechanism that only the finest players will be able perfect to achieve the best scores around...

- To get the highest scores pull a normal big air or quick trick and convert it into a back/front flip... then try adding a twist too.... watch those points rack up.
- Always link tricks using manuals, grinds, stalls, wallrides and wallies...
- Playing Freeride will ensure that you get that all importance practice in looking for the best lines available in the game.
- Always check which objectives are necessary to complete the level.
- Think carefully about how best to enhance your rider through stat ups. It's no good being able to pull the biggest air if you don't have the balance to land it.
- Try doing 180's on grind rails.

- Use the lateral jump out of stalls adnd grinds then land into manuals – now that's a pro move!
- Always save your game.
- The music ROCKS, but then you knew that already!

CREDITS

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THANKS TO:

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

The Giant Ant out there!

M&S coffee…mmmmm

NOTES

NOTES

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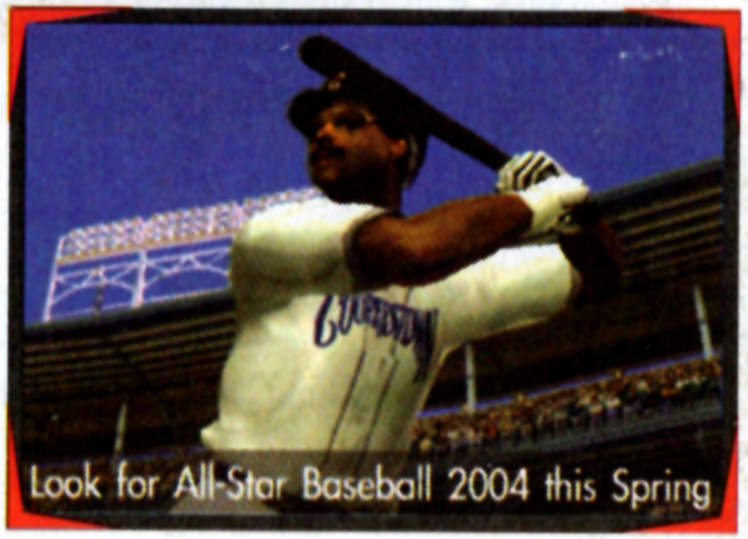

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