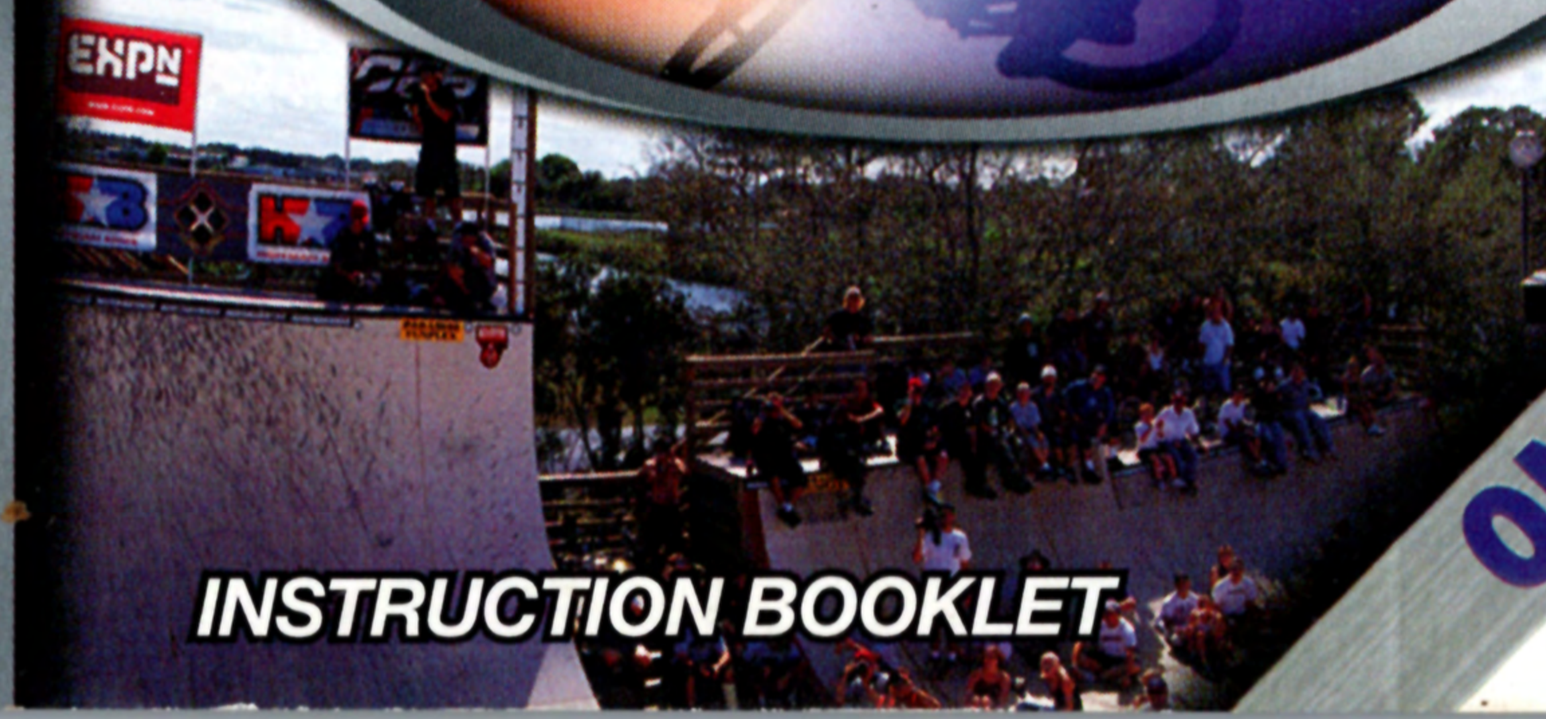
Nintendo

GAME BOY COLOR

CGB-BM5E-USA

MAT HOFFMAN'S PRO BMX





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ONLY FOR GAME BOY COLOR

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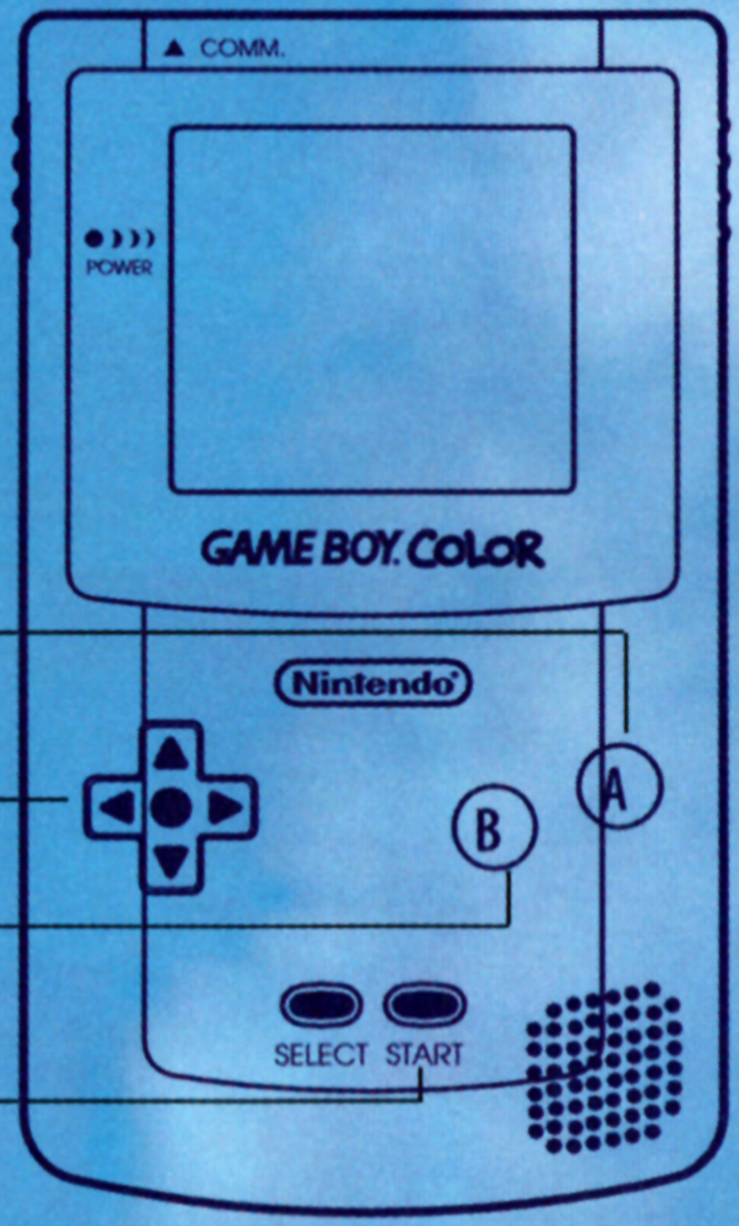
BRINGING BMX TO THE PEOPLE

Mat "Condor" Hoffman, ten-time world vert champ and BMX revolutionary, lives to bring BMX to the people. It started when he hooked a ramp to a diesel truck and toured the country performing at local county fairs and inventing many of the modern freestyle vert tricks. After that he created the Bicycle Stunt Series, the Crazy Freakin' Biker Series, and started Hoffman Bikes and the Hoffman Sports Association. The tradition continues with *Mat Hoffman's Pro BMX*™. This time he's hooked up with seven of BMX's top pros—Escamilla, Kowalski, McCoy, Nastazio, Robinson, Tabron, and Thorne. Now you can ride as these pros, pulling off signature tricks on their sponsors bikes, and moving up the BMX ranks. It's PRO BMX—are you ready to ride?

STARTING UP

1. Turn OFF the POWER switch on your Nintendo Game Boy® Color. Never insert or remove a Game Pak while the power is on.
2. Insert the Mat Hoffman's Pro BMX Game Pak into the slot on the back of the Game Boy® Color with the label facing out. Press the Game Pak firmly to lock it in place.
3. Turn the Game Boy® Color POWER switch **ON**.
4. When the Mat Hoffman's Pro BMX title screen appears, press **START** to continue.

Note: The Mat Hoffman's Pro BMX Game Pak is for Game Boy® Color only.



GAME BOY® COLOR CONTROLS

Control Pad

- Menu Screens—Choose option, levels, challenges.
- In the Game—Control bike, pull off tricks (with A and/or B Buttons)

Select

Not used

Start

- Title Screen—Start game
- In the Game—Pause game, Unpause game

A Button

- Menu Screens—Select Option
- In the Game—Maintain present speed, Sprint, dial in tricks and combos (with Control Pad)

B Button

- Menu Screens—Go Back
- In the Game—Maintain Grind/Stall speed, Grind/Stall and dial in tricks (with Control Pad)
- View Replay

MAIN MENU

Press **Start** on the title screen to go to the Main menu where the **A Button** can choose from a number of game options. Press **Up/Down** on the Control Pad to make a selection, then press the **A Button** to Accept. To return to the Main Menu from any other menu screen, press the **B Button**.



TRAINING

Select **Training** to test your abilities performing basic tricks, stunts, and combos in tutorial-style training sessions, and to get tips on scoring higher. Complete as many of the training exercises as possible to acquire all the skills needed to qualify for the CFB Final Tournament in your *Mat Hoffman's Pro BMX* career.



CAREER

When you first select Career mode you will be asked if you wish to continue an old game with a previous password or start a new game from the beginning.



Select **New** from the Career Mode Start screen and then choose one of eight professional riders, each with their own set of special tricks.

Career mode is divided into five main locations spread over eight levels of play, but only the HOFFMAN BIKE FACTORY can be selected at the start of a new game. Later levels will be unlocked when you earn enough covers and medals.

Select an available level with **Left/Right** on the Control Pad. Each level has a number of challenges that can be attempted in any order with the exception of completed challenges which are marked with a red line.

Use **Up/Down** and the **A Button** to select a challenge. You will be given the run objective. Press the **A Button** again to begin your run or press the **B Button** to return to the previous screen.

After each run, a Statistics screen is displayed that shows how many tricks were pulled off, the number of times you bailed, and any bonuses that are added to your score. Press the **B Button** to view a replay of your last run or press the **A Button** to continue.

If you successfully completed the challenge you will earn a cover and return to the Level Select screen where the completed challenge will then be crossed out.

The final challenge in each location is a contest where you must compete against seven of the greatest Pro BMX riders around. Finish in one of the top three positions to earn a medal.

You must earn covers and medals to unlock later levels and better bikes.

Collect three medals to allow entry into the CFB Tournament! You must progress through the vert and street trials to compete in the finals. Earn a Gold Medal in the Final to complete the game. This isn't as easy as it sounds. Remember, you're up against pro BMX riders!

At any time, you may use the **B Button** to return to the Main menu if you want to try one of the other game modes. Select **Continue** from the Career Mode Start screen if you want to carry on where you left off.

TIME TRIAL

Select Time Trial mode for a race against time to cross the finish line.

Collect covers in Career Mode to unlock Time Trial maps. Select a map, and then read the instructions.

You have to cross the checkered finish line before the timer expires.

Perform stunts over the jumps along the way to earn extra seconds.

When you cross the finish line you will race again, except this time you will have further to go to finish. Try to earn as many extra seconds as possible to start the next round with more time on the clock.

FREE RIDE

Once a location is unlocked, you can ride around in it with no time limit or objective. **Pause** and **Quit** to exit.





PASSWORD

Enter your password on the screen to continue a game.

OPTIONS

Use this to select and change options.



CHALLENGE OBJECTIVE DISPLAY

Located above the score, this display changes depending on the type of challenge you are currently attempting.

MESSAGE BAR

The top two lines of the status area display trick and combo names as they are pulled off, as well as other bits of information.



SPECIALS

Fill the Special Bar by mixing your tricks and combos. When the bar is white you can use your rider's special tricks.

TIMER

Countdown timer shows how much time you have until the end of the challenge.



Speed Indicator



Score

SPEED INDICATOR

This displays your current speed in icon form. The grind speed is shown as a small downward pointing arrow and the best jump speed as two upward pointing arrows.

SCORE

Shows the score accumulated by performing tricks on the present run.

GAMEPLAY

Each challenge takes place on a course divided into four horizontal lanes with various objects positioned on each lane. When a ramp crosses more than one lane you can turn and move to a higher or lower lane.

Depending on your speed and what kind of object you are in front of or travelling over, you can pull off a trick.





FLAT BOTTOM

Accelerate, brake, change direction or move at grind speed by using the Control Pad and buttons.

When you reach a suitable ramp you will be allowed to turn up or down to a different lane.

HANDRAIL

You can select from six different grinds if you are moving at grind speed in front of a handrail.



FUN BOX

Use this ramp when riding fast to get some serious air for STREET tricks.

When travelling at grind speed you can perform “roll-over” tricks.



SPINE

Use this ramp when jumping for STREET tricks.

In addition to airborne tricks, you can choose from six stalls when travelling at grind speed.

You can also change to a different lane on wide spines if you are moving slowly.



VERT RAMP

Use vert ramps for vert tricks and grind tricks. You can also change up or down a lane at any speed if the ramp is wide enough.



QUARTER PIPE

Use quarter pipes for vert tricks and grind tricks. You can also change up or down a lane at any speed if the ramp is wide enough.

CONTROL SYSTEM

(All controls listed assume the player is facing right.)

BASIC MOVEMENT

- Use → or ← to accelerate, brake or turn.
- Hold **A Button** and press → for a sprint start.
- Repeatedly press the Control Pad → (forward) to accelerate.
- Hold → or **A Button** to maintain your speed.
- Hold the **B Button** to slow to/or maintain grind speed.
- Press the **A Button** + ← or **B Button** + ← when standing to turn quickly.
- When approaching a wide vert ramp hold ↑ or ↓ to change lanes.
- When approaching a wide spine at a slow speed hold ↑ or ↓ to change lanes.

RIDERS & SPECIALTY TRICKS

Mat Hoffman's Pro BMX brings together a dream team of today's top riders, each riding their sponsored bike. Each rider has his own strengths and weakness and his own set of signature moves.



MAT "CONDOR" HOFFMAN

Bike Sponsor: Hoffman Bikes

Street Specials:	*Controls*	*Start Score*
Double Back Flip	→, B+←	1000
Body Varial	↓, B+↑	1200
Front Flip No Hander	→, B+↓	1200
Vert Specials:		
Double Flair	→, B+←	1200
Rocket Queen	↓, B+↑	1200
No Footed Can Can	↑, B+↓	1200
Double Tail Whip	↑, A+↓	1200

MIKE "ROOFTOP" ESCAMILLA

Bike Sponsor: No sponsor



Street Specials:	*Controls*	*Start Score*
Front Flip	→, A+↓	1000
Body Varial	↓, B+↑	1200
Superman Seat Grab	↑, A+←	1000

Vert Specials:		
No Footed Can Can	↑, B+↓	1200
Double Tail Whip	↑, A+↓	1200

CORY "NASTY" NASTAZIO

Bike Sponsor: Huffy



Street Specials:	*Controls*	*Start Score*
Double Back Flip	→, B+←	1000
Front Flip	→, A+↓	1000
Front Flip No Hander	→, B+↓	1200

Vert Specials:		
Double Flair	→, B+←	1200
No Footed Can Can	↑, B+↓	1200

JOE "BUTCHER" KOWALSKI

Bike Sponsor: Hoffman Bikes



Street Specials:	*Controls*	*Start Score*
Front Flip	→, A+↓	1000
Body Varial	↓, B+↑	1200
Superman Seat Grab	↑, A+←	1000
Superman One Hander	↑, B+←	1200

Vert Specials:		
Rocket Queen	↓, B+↑	1200

RICK THORNE

Bike Sponsor: Hoffman Bikes



Street Specials:	*Controls*	*Start Score*
Front Flip	→, A+↓	1000
Superman Seat Grab	↑, A+←	1000
Superman One Hander	↑, B+←	1200

Vert Specials:		
Rocket Queen	↓, B+↑	1200
Double Tail Whip	↑, A+↓	1200

DENNIS "DMC" MCCOY

Bike Sponsor: K2



Street Specials:	*Controls*	*Start Score*
Body Varial	↓, B+↑	1200
Superman Seat Grab	↑, A+←	1000

Vert Specials:		
Rocket Queen	↓, B+↑	1200
No Footed Can Can	↑, B+↓	1200
Double Tail Whip	↑, A+↓	1200

KEVIN ROBINSON

Bike Sponsor: Hoffman Bikes



Street Specials:	*Controls*	*Start Score*
Double Back Flip	→, B+←	1000
Superman One Hander	↑, B+←	1200
Front Flip No Hander	→, B+↓	1200

Vert Specials:		
Double Flair	→, B+←	1200
Double Tail Whip	↑, A+↓	1200

SIMON TABRON

Bike Sponsor: Mongoose



Street Specials:	*Controls*	*Start Score*
Double Back Flip	→, B+←	1000
Superman Seat Grab	↑, A+←	1000
Superman One Hander	↑, B+←	1200

Vert Specials:		
Double Flair	→, B+←	1200
No Footed Can Can	↑, B+↓	1200

LOCATIONS

Rise up through the ranks from Amateur to Pro through seven main BMX locations/events:

Hoffman Bike Factory

Construction Site

Old Jail Yard

Rotterdam Dockyard

CFB Tournament

Dirt Track

Training Camp

TRICK CONTROLS AND SCORES

(All controls listed assume the player is facing right.)

BASIC TRICKS – STREET

Trick Name	*Score*	*Control*
No Hander	200	A+↑
Bar Spin	100	A+←
X-Up	100	A+→
No Footer	200	A+↓
1 Handed 1 Footer	200	A+B

BASIC TRICKS – VERT

Trick Name	*Score*	*Control*
No Hander	300	A+↑
Bar Spin	200	A+←
X-Up	200	A+→
No Footer	300	A+↓
1 Handed 1 Footer	300	A+B

BASIC TRICKS – DOWNSIDE EXTENSIONS

(can be linked to most tricks to form combo's)

Trick Name	*Score*	*Control*
No Hander	300	A+↑
Bar Spin	200	A+←
X-Down	200	A+→
No Footer	300	A+↓
1 Handed 1 Footer	300	A+B

ADVANCED TRICKS – STREET

Trick Name	*Score*	*Control*
Tabletop	400	B+↑
Swing Leg	400	B+↓
Candy Bar	400	B+→
Rocket Air	400	B+←
Tail Whip	500	↑,↓
360	500	←,→
Backflip	500	→,←
Superman	500	↑,↑
Peg Grab	500	↓,↓
Nothing	500	↓,↑

ADVANCED TRICKS – VERT

Trick Name	*Score*	*Control*
Tabletop	500	B+↑
Look Down	500	B+↓
Candy Bar	500	B+→
Can Can	500	B+←
Tail Whip	600	↑,↓
540	600	←,→
Flair	600	→,←
Superman	600	↑,↑
Peacock	600	↓,↓
Indian Air	600	↓,↑

COMMON SPECIALS

Charge your special bar before attempting these tricks.
These tricks can be done by any rider.

Common Special Tricks Street

Trick Name	*Score*	*Control*
720	1000	←, B+→
360 No Hander	800	←, A+→
Barhop	800	↓, A+↑
Backflip No Hander	1000	→, A+←

Common Special Tricks Vert

Trick Name	*Score*	*Control*
900	1200	←, B+→
540 No Hander	1000	←, A+→
Decade Air	1000	↓, A+↑
No Handed Flair	1200	→, A+←

HANDRAIL GRINDS

Trick Name	*Score*	*Control*
Peg Grind	100 per half bike width	B
Feeble Grind	200 per half bike width	B+↑
Smith Grind	200 per half bike width	B+↓
Ice Pick Grind	300 per half bike width	B+↗
Toothpick Grind	300 per half bike width	B+↘
Fakie Grind	400 per half bike width	B+←

SPINE STALLS

Trick Name	*Score*	*Control*
Spine Stall	100	B
Tail Tap	200	B+↑
Nose Pick	200	B+↓
Reverse Stall	200	B+←
Fufanu	300	B+↖
Nose Pick	300	B+↙

FUNBOX ROLLOVERS

Trick Name	*Score*	*Control*
Manual	100	B+↑
Nose Wheelie	100	B+↓
Tire Tap	200	B+→
Rock Walk	200	B+←

VERT RAMP and QUARTER PIPE STALLS

Trick Name	*Score*	*Control*
50/50 Stall	100	B
Vert Fufanu	200	B+↑
Vert Nose Pick	200	B+↓

VERT RAMP and QUARTER PIPE GRINDS

Trick Name	*Score*	*Control*
50/50 Grind	300	B
Alley Oop	600	B+←

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