Nintendo

GAME BOY COLOR

CGB-BXSE-USA

ROAD CHAMPS

BXS™

STUNT BIKING



INSTRUCTION BOOKLET

ONLY FOR

GAME BOY COLOR

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ROAD CHAMPS®

BXS™ STUNT BIKING

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INTRODUCTION

Welcome to Road Champs® BXS™ Stunt Biking for the Game Boy® Color, where insane freestyle BMX action meets the challenge of BXS competition. Here's your chance to move up the BXS ranks from Amateur to Pro and achieve every pro BXS rider's dream—winning the title of BXS Champion!

This manual is designed to give you an overview of the game along with tips on how to pull off tricks and go for the biggest score.



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 Road Champs® BXS™ Stunt Biking 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 Road Champs® BXS™ Stunt Biking title screen appears, press **START** to continue.



Note: The Road Champs® BXS™ Stunt Biking Game Pak is for Game Boy® Color only.

GAME BOY® COLOR CONTROLS

Control Pad

MENU SCREENS—Choose option, levels, challenges.
GAME—Control bike, pull off tricks (with A and/or B Buttons)

Select

Not used

Start

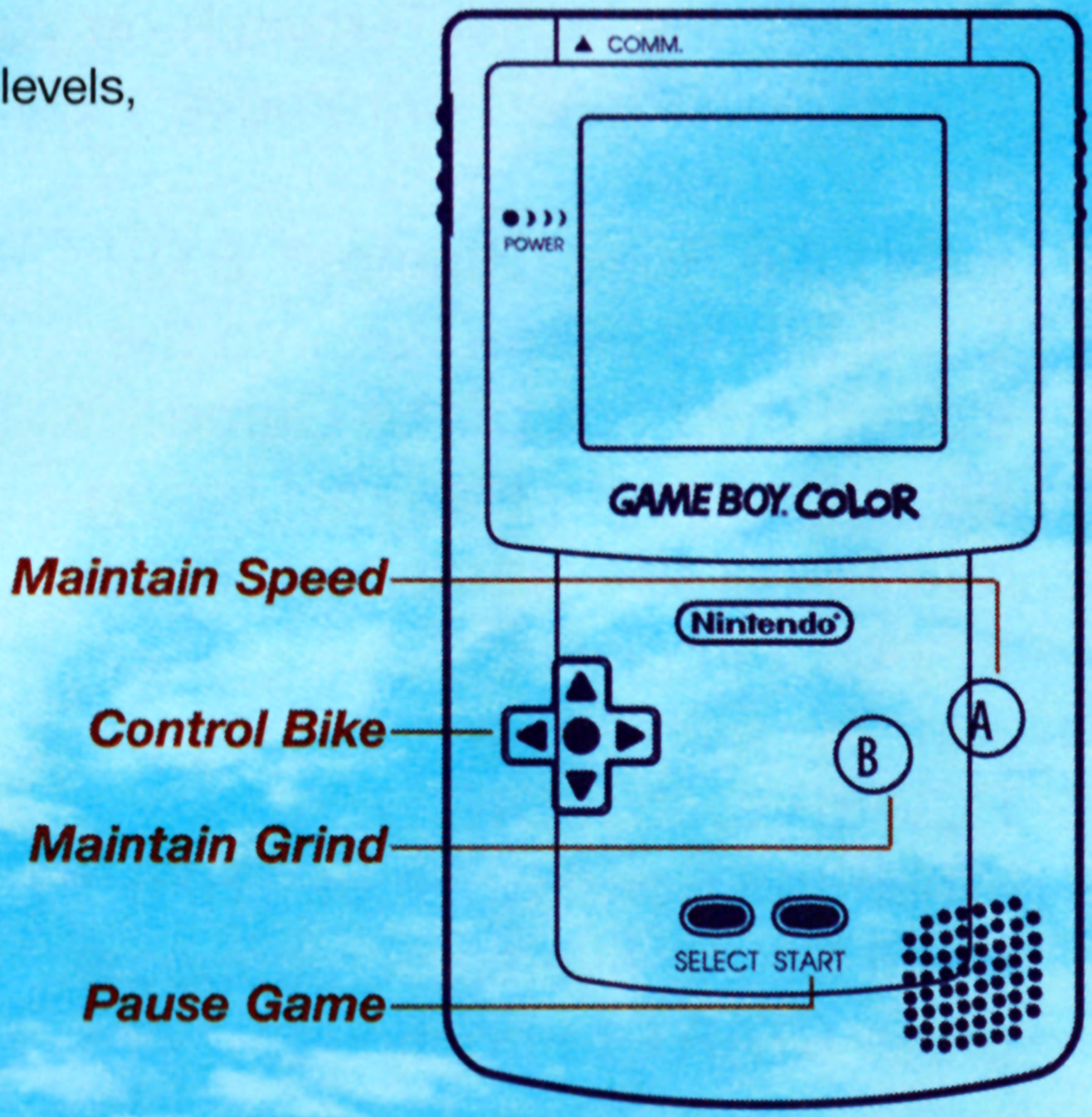
TITLE SCREEN—Start game
GAME—Pause game

A Button

MENU SCREENS—Select Option
GAME—Maintain present speed, Sprint and pull off tricks (with Control pad)

B Button

MENU SCREENS—Go Back
GAME—Maintain Grind/stall speed, Grind/Stall and pull off tricks (with Control pad)



MAIN MENU

There are varying selectable options in the Main Menu. Some options will only become available as you progress through the game. Press **Up/Down** on the Control Pad to make a selection, then press the **A Button** to Accept or the **B Button** to Cancel. To return to the Main Menu from any another menu screen, press the **B Button**.

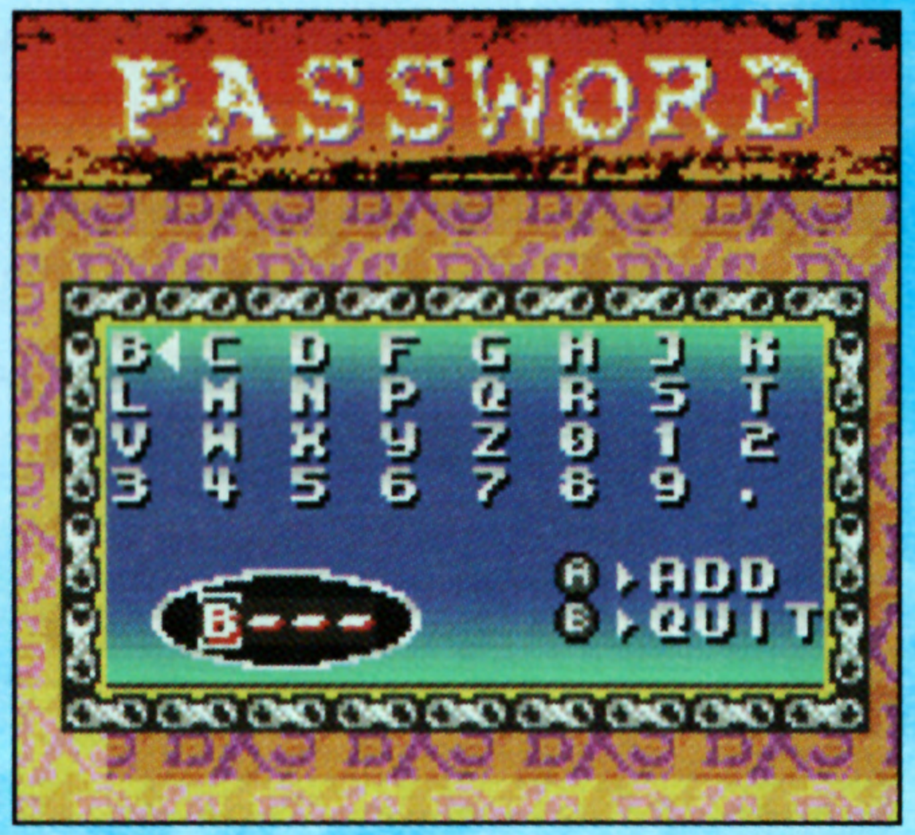


NEW GAME

Select this option to begin a new game of Road Champs® BXS™ Stunt Biking. Choose a rider to immediately begin your BMX Training. See Training Mode.

PASSWORD

Make note of each password that appears on the screen after completing a level or series of challenges within a game mode. Select **Password** from the Main Menu, and **enter the password** in order to continue a game from the point at which the password left off. For example, you can only restart a Single Run game from a save point.



TRAINING MODE

Select **Training Mode** to test your abilities performing basic tricks and stunts in tutorial-style training sessions, and to get tips on scoring higher. Complete your training and you are one step closer to unlocking Tournament Mode in your BXS career.

CAREER MODE

Select this option to continue your BXS career after completing your training or upon returning to the Main Menu to view stunt controls. Move up through the ranks from Amateur to Pro by completing a variety of course challenges.

TOURNAMENT

Complete Career Mode to enter the BXS Games 2000 Tournament! You must progress through the Vert and Street-Jump trials to compete in the finals. This isn't as easy as it sounds. Remember, you're up against pro BXS riders! Only those who score in the top three will advance to the next challenge.

SINGLE RUN

Select this option to play a practice game without entering a BXS career. After selecting **Single Run**, **select a rider**, and **choose from any of the levels** available in Career Mode and Tournament. Play through Career Mode and the Tournament to unlock all of the Single Run levels.

TRICK TIPS

Select **Trick Tips** to display all trick and stunt controls relative to your rank in the game. There are over 50 tricks total, but availability is based on current password status.

SOUND

Select the **Sound** option to set your Music and FX preferences. Choose from Music/FX, Music only, Silence, and FX only.

SEQUENCE OF PLAY

Complete Training and Career Levels to gain access to the BXS Tournament.

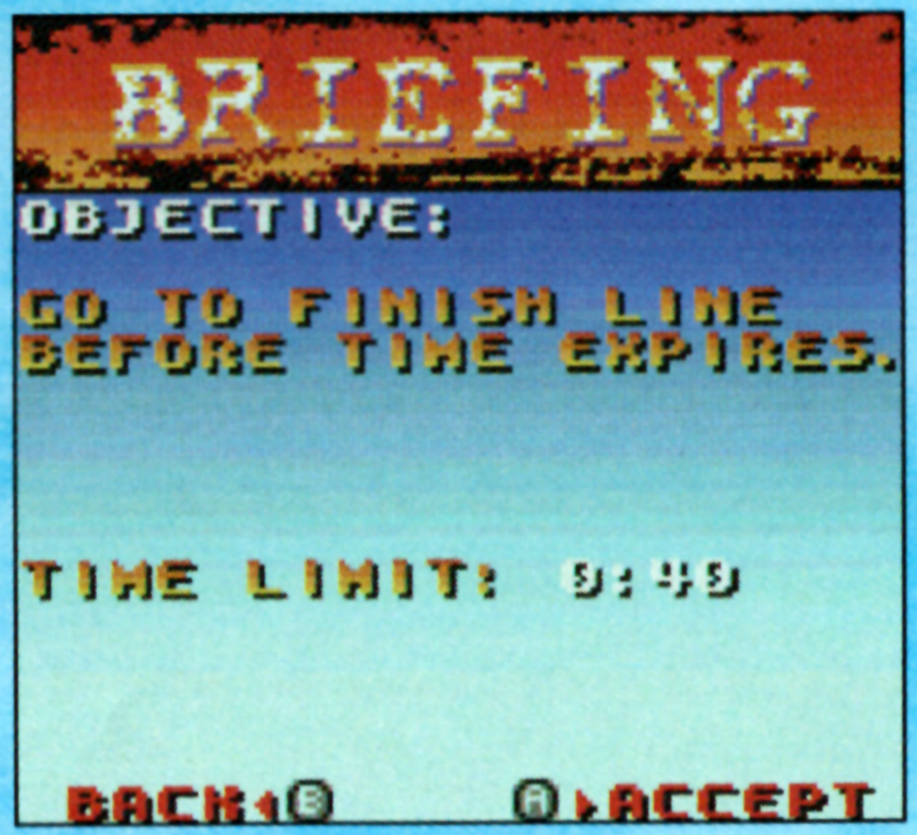
Winning the tournament displays the game complete sequence.

Each game mode (training, career and tournament) contains a number of stages or locations. Select a new stage (or replay an old one) with **Left/Right** on the Control Pad.

Use **Up/Down** and the **A Button** to select a challenge. Levels or challenges that are darkened require previous challenges/levels to be completed.

Use the **B Button** to return to the Start screen if you want to view trick controls from the Tips menu or set sound options etc.

Once a challenge is selected you will be told what the run objective is. Press the **A Button** to advance to a tips screen that will give advice on controls for new tricks. In either screen press the **B Button** to return to the previous screen.



Press the **A Button** again to begin your run.

After each run, a RESULTS screen is displayed that shows any bonuses added to your score.

SCREEN LAYOUT

MESSAGE BAR

The top line of the status area displays trick names, as they are pulled off, as well as other bits of information.

VARIETY COUNTER

Two digit display that shows how many different tricks have been performed within the run.



SPEED

Shows the current speed.

When the second segment is brightly highlighted, you can grind or stall. At higher speeds you can jump off ramps; the faster you go, the more air you will catch when you jump.

TIMER

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

SCORE

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



X-BAR

Displays the size of the score multiplier applied to tricks. The more back-to-back tricks you pull off, the longer the X-Bar. The longer the bar, the more points are awarded for each trick.

GAMEPLAY

Each challenge takes place on a course divided into 4 horizontal lanes with various obstacles 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 LAND

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

This ramp doesn't give as much air as the Fun Box or Vert ramp, but 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. 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** → (forwards) 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** + ← when standing to turn quickly.

When approaching a wide vert ramp hold ↑ or ↓ to change lane.

When approaching a wide spine at a slow speed hold ↑ or ↓ to change lane.

INTRODUCTION TO TRICKS

Grinds, stalls, and rollovers:

When the second segment is brightly highlighted on the Speed Meter, you can grind, stall or rollover by holding the **B Button**. Press the **Control Pad** with the **B Button** to pull off different tricks.

Airborne tricks:

At higher speeds you will jump off ramps; the faster you go, the more air you will catch when you jump.

Pull off a move with the **Buttons** and **Control Pad** when going up a ramp or in the air to perform a trick. Be careful not to pull off a hard trick too late or you may crash.

How to execute grinds on Hand rails:

Hold the **B Button** when moving in front of the rail at grind speed to grind. Press the **Control Pad** while holding the **B Button** to select a different trick.

Example: **FEEBLE GRIND** **↑ + B Button**

How to execute stalls on Spines:

Hold the **B Button** when going over a spine at grind speed to stall. Press the **Control Pad** while holding the **B Button** to select a different trick.

Example: NOSE PICK ↓ + B Button



How to execute roll-over tricks over Fun Box ramps:

Hold the **B Button** and press a **Control Pad direction** when going over a Fun Box at grind speed to perform a roll over trick.

Example: MANUAL ↑ + B Button

How to execute grinds on Vert Ramps:

When changing lane at grind speed on a Vert Ramp, pull off a grind control.

Example: 50/50 GRIND ↑ (or ↓ to turn) hold B Button

LEARNING NEW TRICKS

As you progress through TRAINING and CAREER game levels you will learn new tricks that you can then review from the TIPS section of the START screen.

To get out of a half-pipe, tap ↑ on the **Control Pad** twice.



SCORING, BONUSES, AND ADVANCED STRATEGIES

When you finish your run, a results screen is displayed. Here bonuses (if any) are added to your run score to get a TOTAL SCORE.

Most of the challenges require you to achieve a minimum score within a time limit.

In training you will only need to worry about the scores attained from performing tricks and combos for your RUN SCORE.

As you progress on to the Career level you'll need to consider other factors such as using the whole course, performing tricks back-to-back, and variety in tricks used to increase your TOTAL SCORE.

At tournament level these bonuses are not shown to you, but the judges will take them into account when they judge your performance, making them vital to success.

RUN SCORING

RUN SCORE

Safely performing tricks (without crashing) within a run increases your run score.

The harder the trick, the greater the score.

Scores awarded for tricks are multiplied by the length of the X-Bar, to a maximum of six times when full.

X-BAR

The X-Bar is divided into six segments. When the bar is half full, the score is multiplied by three times; and when full, you get six times the basic trick score.

To "charge up" the bar, you must combine different tricks together in quick succession, just repeating the same trick won't do—no matter how impressive it is! The "charge up" amount increases with the length of the combo, so you only get a small amount for the first trick in a combo but you'll get more for each successive trick you link together.

If you repeat a trick, then the bar will start to drain and the amount that it increases is reset to the minimum again as will taking too long to string another trick into the combo.

If you repeat a trick twice in a row then the bar will be shortened accordingly and the bar will be emptied when you restart after a crash.

Advanced Tip: Increase your X-Bar using quick **A Button** tricks then pull off a few really spectacular stunts to earn huge scores!

RESULTS

These bonuses are added to your RUN SCORE on the RESULTS screen after every run.



VARIETY BONUS:

Perform as many different tricks as possible within your run to increase your variety bonus.

COURSE BONUS:

Try to use as much of the course (as many of the four lanes) as possible when performing your tricks to increase your course bonus. This applies to both Street courses and Vert events.

BACK-TO-BACK BONUS:

Gain BACK-TO-BACK trick bonuses by performing tricks, without missing out any obstacles. This applies to both Street courses and Vert events.

To score a minimum amount, you only have to do any two tricks when hitting any two successive ramps.

TOURNAMENT SCORING

Instead of the normal RESULTS screen that displays your run score, any bonuses and the total, you will be shown a tournament style percentage score.

The judges will be looking for a large run score and lots of variety in tricks used as well as using the whole course and performing tricks back-to-back.

LOCATIONS

Rise up the ranks from Amateur to Pro through four main BXS locations/events:

JAKKSTOWN BIKE RANCH

Welcome to BXS Training. This BXS riding camp is where it all begins.

OLLIEWOOD SKATE PARK

Ride the insane Warehouse where you either prove yourself worthy... or eat it.

CITY SUBURBS

Congratulations. You made it to the Burbs. Do you have what it takes to make it out?

HTGN SPORTS NETWORK BMX TRIALS

Competition is brutal. Pull off hundreds of BMX tricks and stunts to "ride" supreme.

BXS GAMES 2000

This is what you've been riding for. Compete for the ultimate title: BXS Champion.

Vert Ramp Trick Controls

Trick Description (in order of difficulty)	In-Game Controls (facing right)
Double Bar Spin	← + *A Button*
No Hander	↑ + *A Button*
No Footer	↓ + *A Button*

Vert Ramp Grind & Stall

Trick Description (only avail grind spd)	In-Game Controls (facing right)
50/50 Grind	↑ (or ↓), *hold B Button*
Alley Oop	↑ (or ↓), *B Button* + ↓ (↑)
50/50 Stall	*B Button*
Vert Fufanu	↑ + *B Button*
Vert 180 Nose Pick	↓ + *B Button*

Spine Trick Controls

Trick Description (in order of difficulty)	In-Game Controls (facing right)
X Up	↑ + *A Button*
Bar Spin	← + *A Button*
Kick Out	↓ + *A Button*

Spine Stall Controls

Trick Description (only avail grind spd)	In-Game Controls (facing right)
Spine Stall	*Hold B Button*
Tail Tap	↑ + *B Button*
Nose Pick	↓ + *B Button*

Fun Box Trick Controls

Trick Description (in order of difficulty)	In-Game Controls (facing right)
X Up	↑ + *A Button*
Bar Spin	← + *A Button*
Kick Out	↓ + *A Button*

Fun Box Roll Over Controls

Trick Description (only avail grind spd)	In-Game Controls (facing right)
Manual	↑ + *B Button*
Nose Wheelie	↓ + *B Button*
Rockwalk	↙ + *B Button*
Tail Slap	↗ + *B Button*

Hand Rail Grind Controls

Trick Description (only avail grind spd)	In-Game Controls (facing right)
50/50 Rail Grind	*Hold B Button*
Feeble Grind	↑ + *B Button*
Smith Grind	↓ + *B Button*

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