PlayStation

NTSC U/C

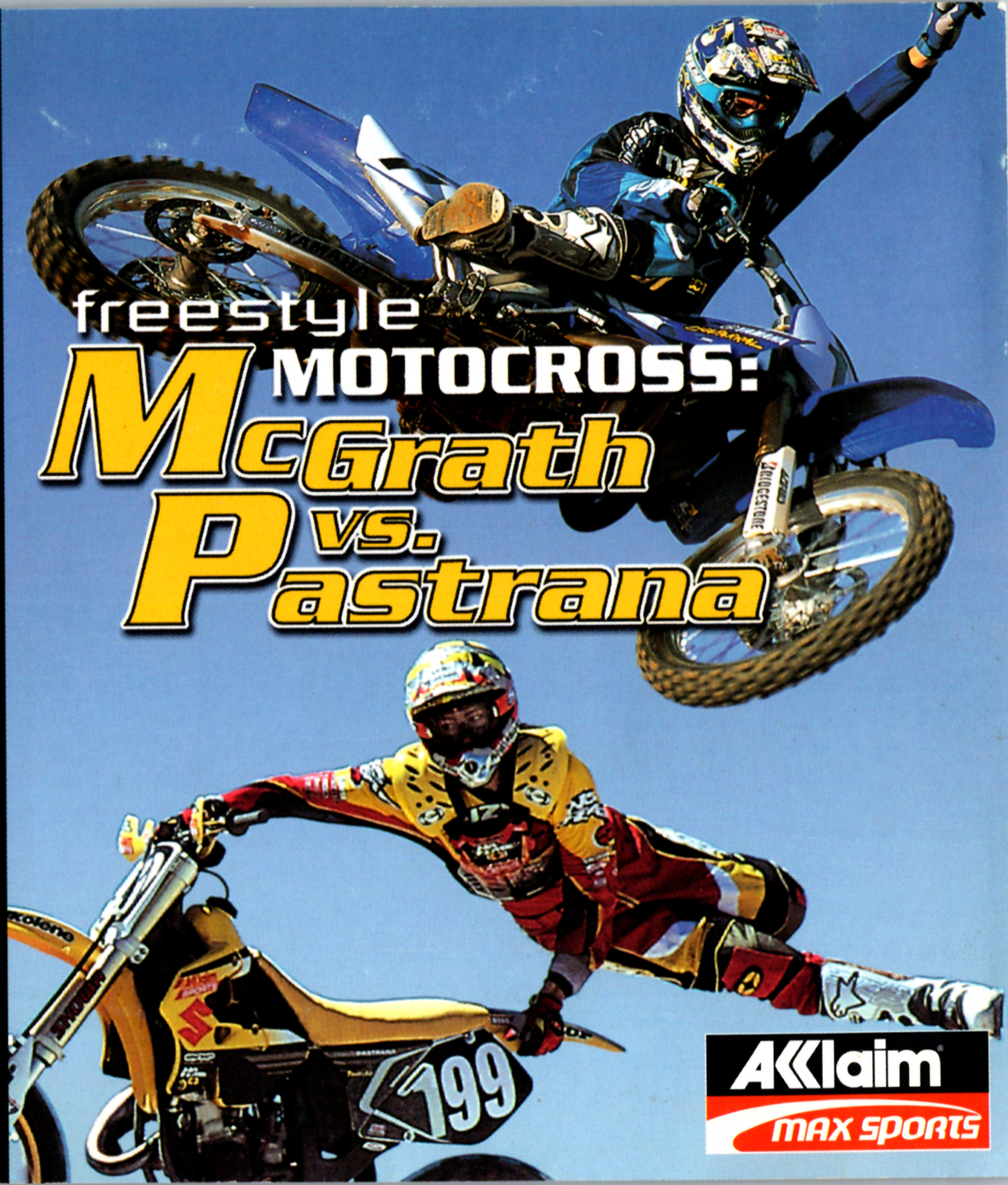
PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-00122
#21236

# freestyle MOTOCROSS: McGrath vs. Pastrana

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

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- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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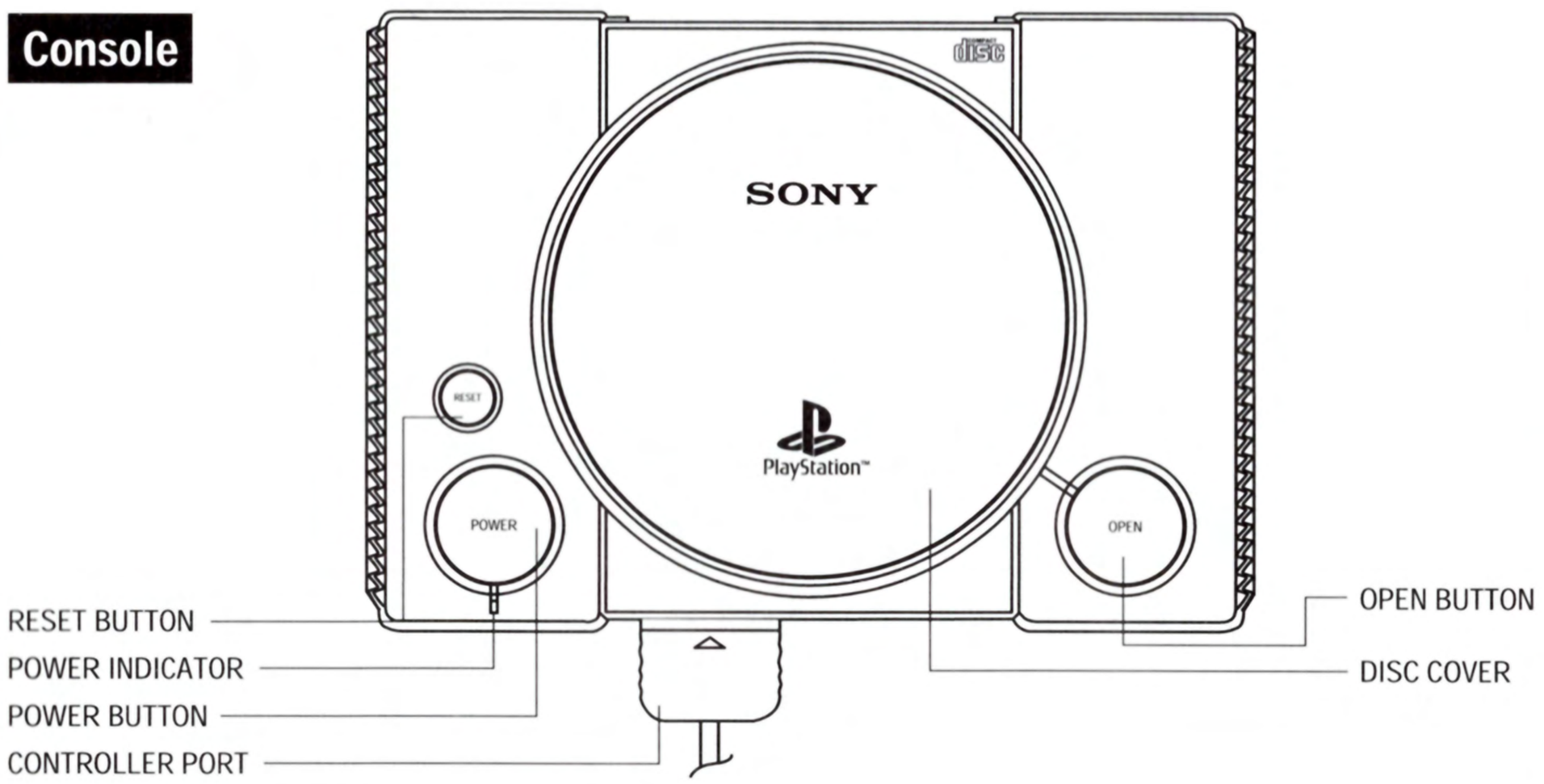
# LOADING

1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc. Insert the Freestyle Motocross: McGrath vs. Pastrana™ disc and close the disc cover. If you wish to save your game, insert a MEMORY CARD (sold separately) into Memory Card slot 1 or Memory Card slot 2.
3. Insert game controllers and turn on the PlayStation® game console.

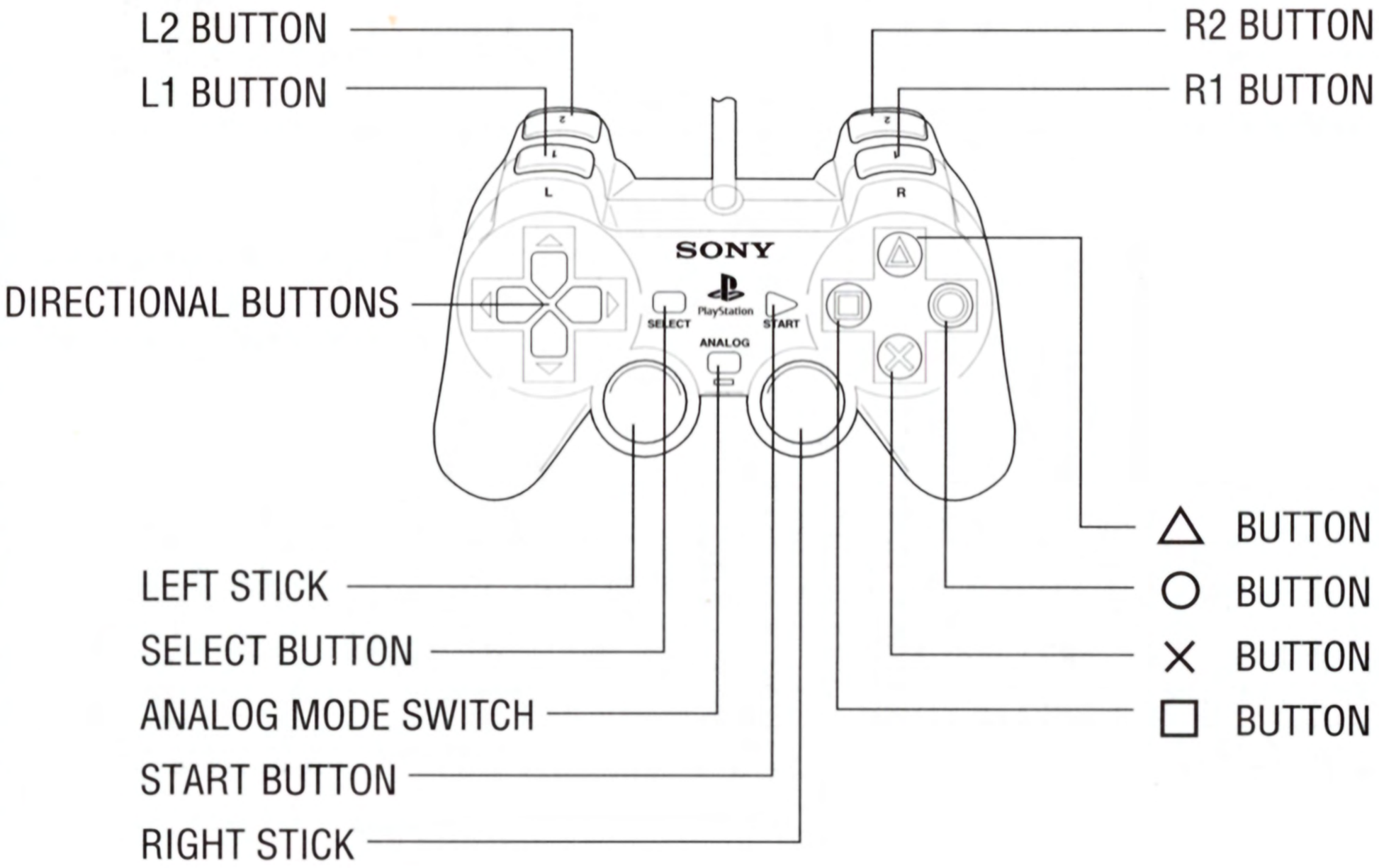
**Note: Freestyle Motocross: McGrath vs. Pastrana is for 1 or 2 players.**

Follow on-screen instructions to start a game.

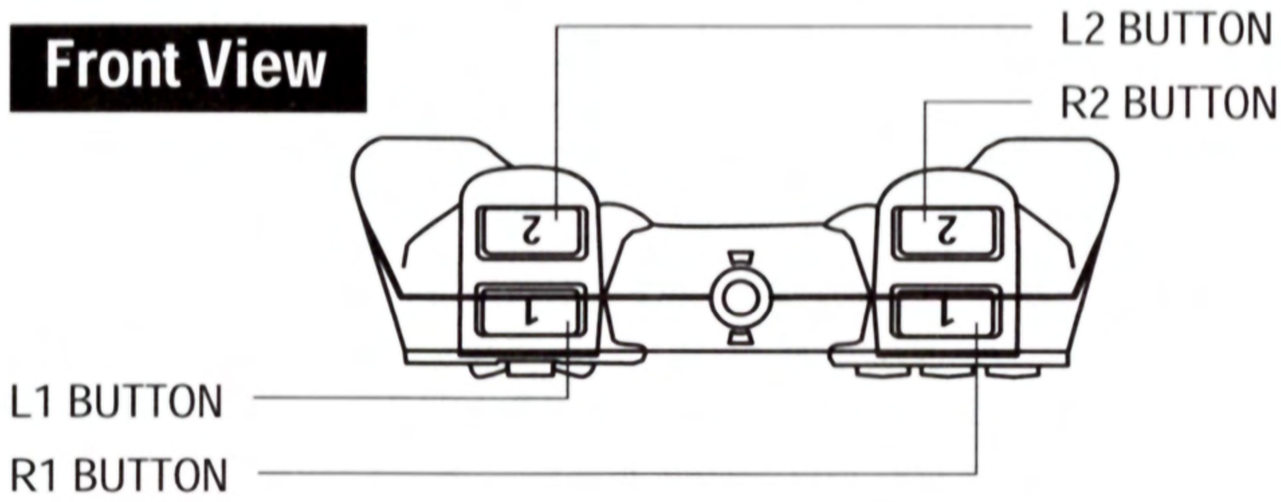
## Console



## DUALSHOCK™ analog controller




## Front View



# INTRODUCTION

Are you ready for some real motocross madness? In Freestyle Motocross: McGrath vs. Pastrana you'll find some of the most realistic racing around. You can race through the Championship series, battling your way against tough competitors! If you're good, you can try to beat Travis Pastrana (good luck...you'll need it!). Or maybe you'll find yourself face to face with Jeremy McGrath! You think you've got the skills to perform some of the outrageous stunts needed to win a Freestyle competition? Either way, there's plenty of racin' and rockin' stunts, jumps and bumps to get you going! So, if you're ready to throttle into some real freestyle motocross action, get ready for Freestyle Motocross: McGrath vs. Pastrana!

# MENU NAVIGATION

| | |
|---|---|
| Confirm/Select | ⊗ **BUTTON** |
| Cancel/Previous | △ **BUTTON** |
| Select Option | **UP** and **DOWN** **DIRECTIONAL BUTTONS** |
| Toggle Option | **LEFT** and **RIGHT** **DIRECTIONAL BUTTONS** |

# MAIN MENU

This screen is where you choose game modes and select options.




# GAME MODES

**CHAMPIONSHIP SERIES:** Begin your rise through the ranks of the Motocross world in the 125cc Series race bracket continuing to the final showdown between you and either Travis Pastrana or Jeremy McGrath (depending who you've selected as your rider). Or try your hand at the Freestyle Mode. That's where you can show off your stuff in a series where grace and daring prevail over speed.

**SINGLE EVENT:** Compete in Freestyle, Racing or Combo events on any open track for a quickie!

**TIME TRIALS:** On race courses, you can drive solo for the best course lap. In Freestyle, practice your moves!

**MULTI-PLAYER:** Race against a buddy in any open course. Or try to beat your friend by collecting the most stunt points in a timed freestyle event. Or try a race/freestyle hybrid where you can race your pal and stunt your way to maximum points.

**CARD ROOM:** Win events to unlock secrets and pictures of your favorite MX stars, McGrath and Pastrana, in the Card Room!

**HIGH SCORES:** Here's where you get to see your name in lights, that is, if you're good enough!

**SAVE/LOAD:** If you have previously saved a motocross series, you can load it here or save your current game.

**CREDITS:** Have a gander at all the people who lovingly crafted Freestyle Motocross: McGrath vs. Pastrana just for you!

# OPTIONS

**CONTROLLER CONFIG:** Select from three pre-set controller configurations.

**Vibration:** Toggle this **ON** if you are using a **DUAL-SHOCK** analog controller for some real MX jolts!

**AUDIO OPTIONS:** Change the music and sound effects volume with the sliders.

**GAME OPTIONS:** Adjust the following in-game options:

**Auto Jump:** Toggle this **ON** for an extra boost on your jumps.

**Camera Type:** Select from the following camera positions: Follow or Follow Far.

**Number Of Laps:** Choose from 3, 5 or 10 (Ironman) laps per race.

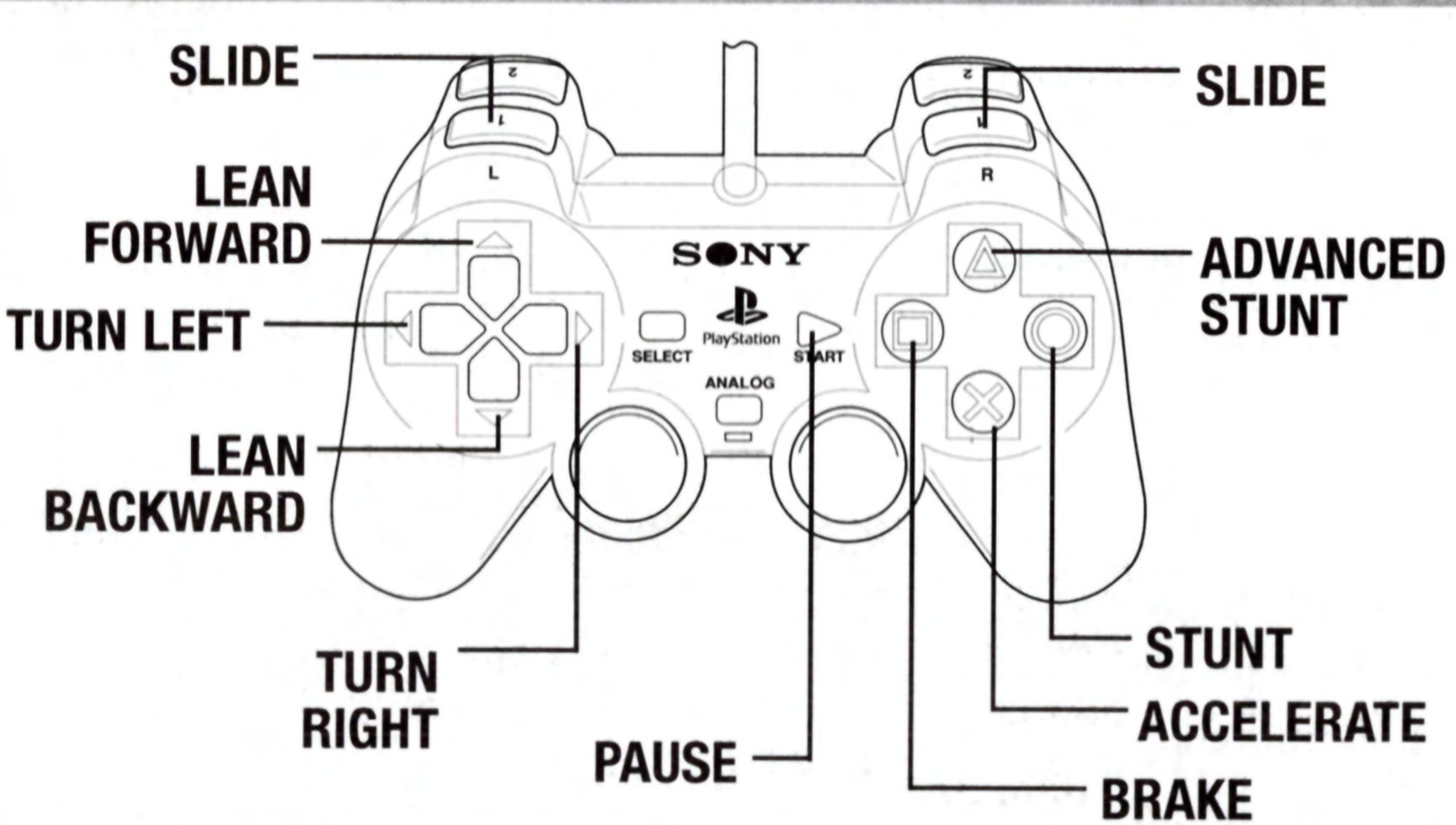
**Split Screen:** When playing with a friend, you can choose to split the screen horizontally or vertically.

**SECRET CODES:** If you've gained any codes, enter them here to alter the game in surprising ways.

**NOTE: During gameplay, you can pause the game and adjust the Camera Type option. All other options are not adjustable during the race.**

# DEFAULT CONTROLS

These are default controls. You can choose other configurations on the Controls option screen.




**NOTE: When using a DUALSHOCK analog controller, all steering is done using the left analog stick. With the advanced sensitivity of the analog stick, your rider turns at a rate dependent on the amount of pressure applied to the stick. You can choose from a slight turn to a hard turn.**

# CONTROL DETAILS

***ACCELERATOR:*** The Accelerator causes the bike to accelerate to top speed. Letting go of the accelerate button stops acceleration and the bike loses speed only to friction.

***TURN LEFT/RIGHT:*** Using the **DIRECTIONAL BUTTONS LEFT** or **RIGHT** causes the bike to turn and veer in the direction indicated. At high speeds, turning is slow. This can be used to navigate easy turns and weaves in the track. If the bike is traveling slowly, the bike turns sharply, allowing navigation of hairpin turns.

***SLIDE:*** Holding the **R1** or the **L1 BUTTON** in conjunction with the **DIRECTIONAL BUTTONS** causes the biker to put his foot out and slide in the direction indicated. This lets the rider turn more sharply than normal, while slowing the bike speed slightly. If you press the accelerate button while sliding, you do not accelerate as quickly. This can be used to navigate sharper turns than the normal turning, including sharp right angle turns and wide hairpins.

***BRAKE:*** The brake button causes the bike to quickly decelerate and stop. Pressing **RIGHT** or **LEFT** on the **DIRECTIONAL BUTTONS** while braking causes your rider to put his foot out as the bike is decelerating. This swings the back of the bike around, causing it to turn sharply while quickly losing speed. This can be used to navigate sharper turns than sliding allows, including the sharpest of hairpin turns.

## Advanced Ground Control

A control the advanced player will find useful is releasing suspension. When nearing the crest of a jump, push the **DOWN DIRECTIONAL BUTTON**, releasing it right at the crest of the hill. If you are using a **DUALSHOCK** analog controller, you can achieve the same effect by pushing the **LEFT STICK** (the **L3 BUTTON**) and releasing it at the crest. This gives a small boost to your velocity upon take off, giving you more air. This is very helpful when performing stunts that require more air time.

## Air Control

There is one way for your racer to get in the air – go over a jump or hill. The faster you are going at takeoff, the higher and farther the bike jumps, and the longer you are in the

air. Using the suspension release adds to the jump height and distance.

While in the air, control is fairly simple. Pushing the **DIRECTIONAL BUTTON UP** causes the bike to slowly tilt forward until it gets to a maximum tilt. Pushing the **DIRECTIONAL BUTTON DOWN** causes the bike to slowly tilt backwards until it gets to a maximum tilt. Only the most extreme tilts forward and backward cause the rider to crash on impact with the ground.

Pushing the **DIRECTIONAL BUTTON LEFT** or **RIGHT** causes the bike to slowly tweak left or right. This tweak involves a slight roll and yaw, causing the bike to go out to the side of the rider. With a tweaked landing, the bike quickly turns in the direction of the tweak.

## Stunts

While in the air, you can perform many crowd-pleasing stunts. These stunts can be combined with other stunts to form more complex actions. You may also hold many of the stunts in the middle, increasing the flair and difficulty of the stunt.

When in the air, press the ● **BUTTON** in conjunction with a **DIRECTIONAL BUTTON** or **ANALOG STICK** direction. You can perform advanced stunts by holding the ▲ **BUTTON** in conjunction with a **DIRECTIONAL BUTTON** or **LEFT ANALOG STICK** direction. Pressing the ● + ▲ **BUTTONS** simultaneously (plus a direction on the **DIRECTIONAL BUTTON** or **LEFT ANALOG STICK**) will yield additional stunt possibilities. (NOTE: The buttons listed here are for default configurations only.) Make sure you carefully judge the amount of air time you have. You must finish your stunt before you hit the ground or you'll crash and you won't get credit for the stunt.

## Combining Stunts

You can combine two or more stunts together while in the air. As long as you have enough air to perform the second stunt, you can successfully combine the two stunts. As soon as you've completed your first stunt, begin the button combo for your second stunt. Combined stunts equal higher points!

## Holding Stunts

Many stunts can be held. You need to hold down the **STUNT** or **ADVANCED STUNT BUTTON**. The racer holds at the mid-point of a stunt until you release the button. The longer you can hold a stunt, the more points you'll accumulate.

Here are a few stunts to get you started. See page 18 for more stunts!

**DIRECTIONAL BUTTON LEFT OR RIGHT + STUNT** = Can-Can

**DIRECTIONAL BUTTON LEFT OR RIGHT + ADVANCED STUNT** = Nac-Nac

**DIRECTIONAL BUTTON UP AND LEFT + STUNT** = Left Whip

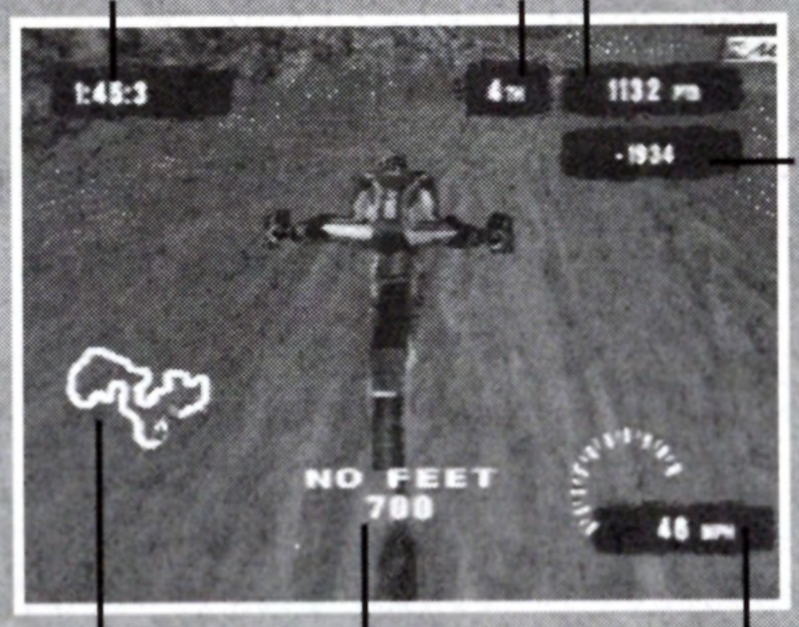
**DIRECTIONAL BUTTON DOWN AND LEFT + ADVANCED STUNT** = Barrel Roll

# THE SCREEN

## RACE MODE




## FREESTYLE MODE




# GAME MODES

Freestyle Motocross: McGrath vs. Pastrana offers a wide variety of racing modes. Let's take a look.

# CHAMPIONSHIP SERIES

## RACE

In Racing Mode, you are racing for the best overall record expressed in points. You'll race against five Motocross champions in a series of races. You accumulate series points based on your finish position. Minimum total series points are required to advance to the next race in the series. If you are using a **MEMORY CARD**, you will be prompted to save at the end of all the races in the series. You cannot save after each race.

There are four different series in Freestyle Motocross: McGrath vs. Pastrana:

**125cc Championship Series:** This series is designed for beginners and stresses learning the primary bike controls – gas, turning, brakes and slides.

**250cc Championship Series:** The 250cc Series is considered the medium difficulty level. These tracks are geared toward the player who has mastered advanced controls like foot turns and air control.

**250cc Custom Championship Series:** This Series moves you up to a much harder level of difficulty. You should have a firm grasp of all advanced controls and be ready to race on tracks that can be extremely difficult to navigate.

**Open Championship Series:** This series is only for those who have achieved an expert skill level. All the tracks are raced in the Open Series and your CPU opponents are brutally unforgiving. You can use any bike in the game and a few new bikes just for this event. There are a few 400-500cc bikes available or you can pick from a few experimental models that do not use standard engine size descriptions.

## FREESTYLE

This stunt competition lets you grab some air and show the ticket holders what they came for: outrageous, hair-raising stunts. Pull off as many high altitude maneuvers as you can in the time limit for a top score!

As in Championship, the Freestyle Series consists of four different brackets: the 125cc Freestyle, 250cc Freestyle, the 250cc Custom Freestyle and the Open Freestyle Series. Like the Championship Series, these races get incrementally

harder as you move up in the ranks. The real difference here is you'll have to pull stunts while you're racing! You'll also be awarded additional time for every checkpoint crossed or every clock power-up you get. Minimum total series points from each bracket are required to advance to the next series.

The Freestyle Series Menu selections are the same as in Championship so refer to "Championship Series Menu" for info. If you are using a **MEMORY CARD**, you'll be prompted to save at the end of all the races in the series. You cannot save after each race.

## Freestyle Scoring

To successfully perform a stunt, you must complete it before hitting the ground. If done successfully, you are awarded points for the stunt. Each stunt has a base score. This can be augmented or multiplied based on combining additional stunts or holding the stunt.

## Combos

When you combine two stunts together, the base stunt points are added together. Additionally, a multiplier is placed on the base score depending on its position in the stunt combo. The first stunt in a combo is worth its base score, the second stunt twice its base, the third three times its base, and so on.

## Holding a Stunt

Many stunts can be held at their midpoint. When a stunt is held, it is awarded a base score, then additional points are added in depending on the length of the hold. After 2 seconds, the score value doubles for a stunt. Held stunts can be freely combined with other stunts.

## Other Effects on Scoring

If you perform the same stunt too many times in the same event, the base score for that stunt slowly goes down, eventually getting to roughly ten percent of your original base score.

You are awarded full points the first three times a stunt is performed. The amount a stunt is worth is reduced twenty percent for every repetition after three. Once you've performed the stunt eight or more times, it is worth ten percent of the original value.

## Scoring Example

Your rider jumps off a hill and performs a Can-Can. You hold the Can-Can for 1 second. You finish the Can-Can and land cleanly. You are awarded 300 points for the Can-Can and 150 extra points for the hold of the Can-Can, for a total of 450 points.

Then you jump off a high hill and perform a superman, which is held for 0.5 seconds. Coming out of the superman, you perform a Rodeo. This is your first superman and fifth Rodeo. You are awarded 3,800 points for the superman, plus 50 points for the hold of the superman. You are also awarded 360 points for the Rodeo (it's your fifth one), and that value is multiplied by two since the Rodeo is the second stunt in a combo. You are awarded 3,850 + 720 points for a total of 4,570 points.

# CHAMPIONSHIP SERIES MENU

Before each race in a series, you'll come to the Championship Series Menu with the option to select either Race or Freestyle. Once you've selected a series, you'll have the following options:

**Series Class Select:** Select from among the following bike

classes (if unlocked): 125cc, 250cc, 250cc Custom and Open.

**Bike Select:** Pick the bike that best suits your riding style. Bikes differ in appearance and top speed/acceleration ratios. You can pick the color of your bike! At the Bike Select screen, you can adjust the default colors of your bike between sixteen different colors.

**Start/Garage:** The Garage is where you can adjust the settings of your bike, and change tires and exhaust depending on the track and weather. You can also select "Practice" from the Garage for a solo run on your next course, and adjust volumes and controller configurations here. Start will bring you to the Race Start.

# SINGLE EVENT

## RACE

Single Race is a single track race against computer opponents on any unlocked track in Freestyle Motocross: McGrath vs. Pastrana. This mode is an excellent way to get to know a track. Without the pressure of a series, you can feel free to explore the open vistas and seek out all the secrets and shortcuts!

## FREESTYLE

Single Freestyle is another single track event against computer opponents on any unlocked track. You can try out some experimental stunts while studying the track to become an unbeatable motocross machine!

## COMBO

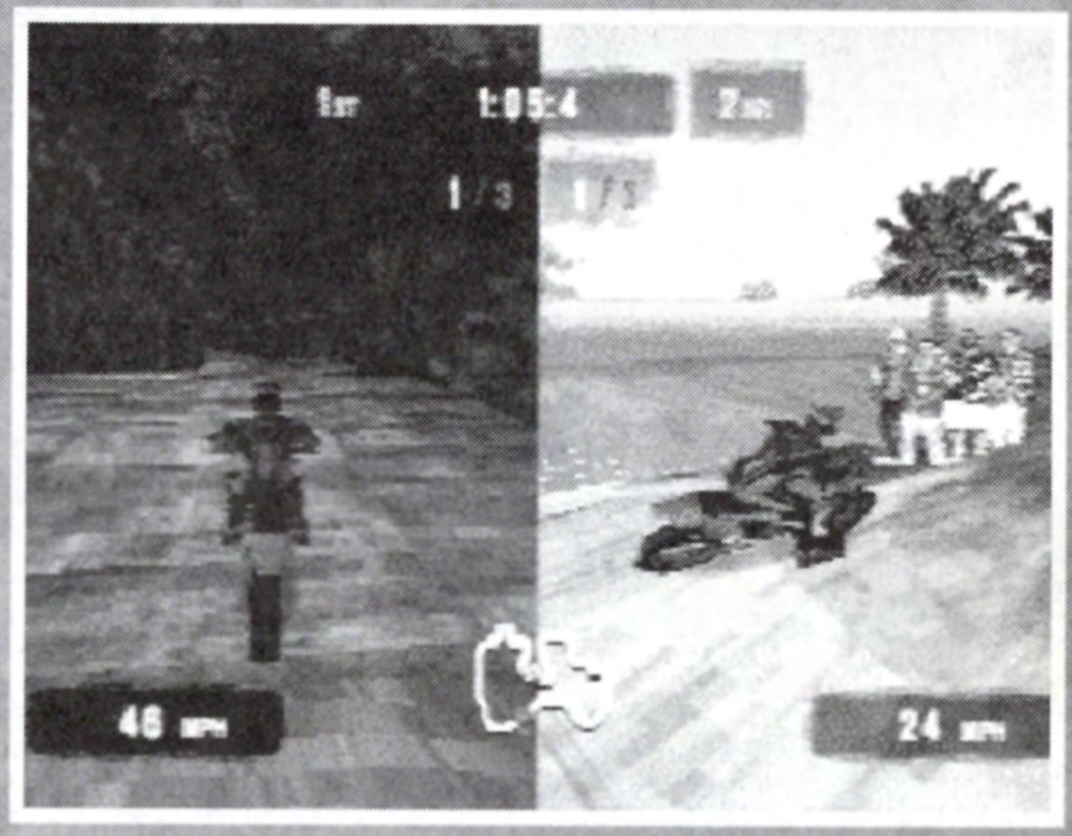
Single Combo is a unique blending of racing and tricks. This is an event where your two scores and placements are combined for a final score.

# TIME TRIALS

This mode allows you to race on unlocked tracks without the bother of any computer opponents. With no distractions, you can focus on the track and your machine's performance. Take some time to master both and it'll pay off big time in a Series Mode.

# MULTI-PLAYER

All Multi-Player events in Freestyle Motocross: McGrath vs. Pastrana are 2-Player, split-screen where you can switch between a horizontal or vertical split. Grab a friend and check these Multi-Player motocross modes out! The same menu selections available in Championship and Freestyle Series are available in the Multi-Player mode. Refer to "Championship Series Menu" on page 14 for more info.



## Race

It's just you and your pal on the open road in Race Mode. You can race on any unlocked track and try to outstrip your bud in a flat-out race to the finish.

## Freestyle

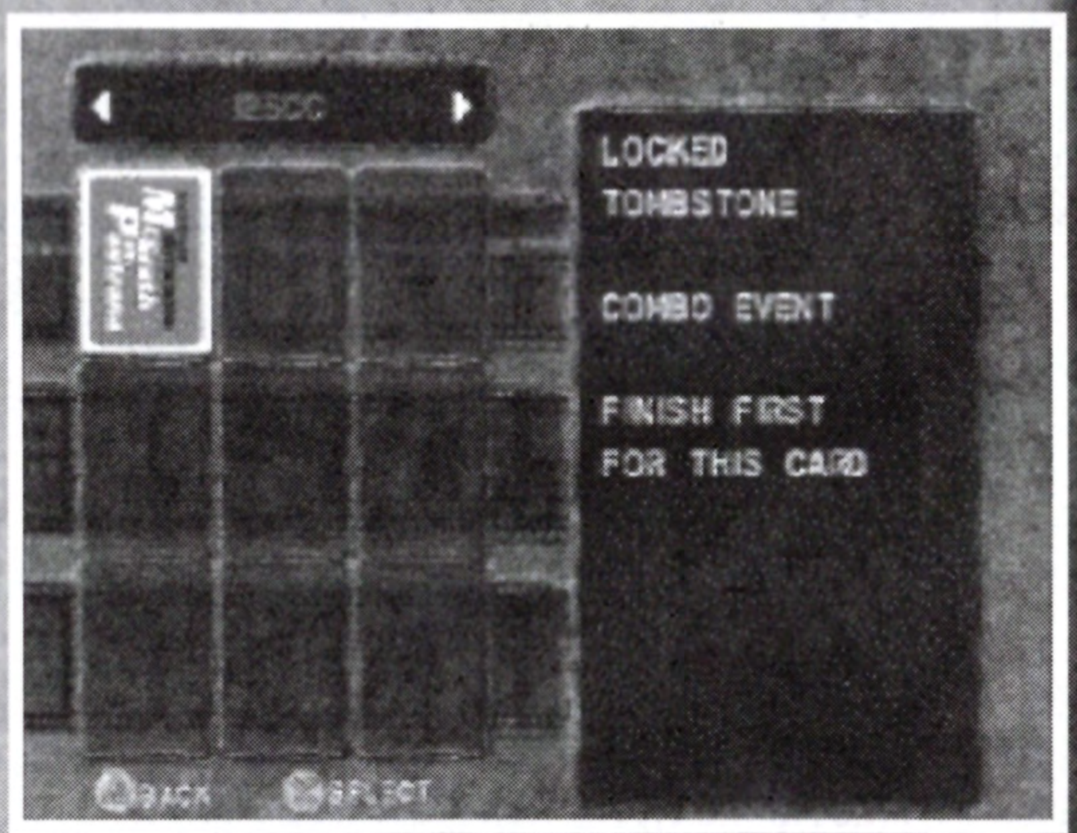
This is a timed freestyle event on any open freestyle track. You and your friend perform stunts until the time runs out. The high scorer wins!

## Combo

This is a hybrid race/freestyle event on any unlocked track. As you and your friend race around the track, try to pull off as many amazing stunts as possible. When one of you crosses the finish line, the race is over and points are totaled. The player with the most stunt and race points is the winner!

# CARD ROOM

To reward your hard work, Freestyle Motocross: McGrath vs. Pastrana incorporates an extensive Card Room feature. By winning Time Trials, Freestyle Events, Combo Races and Special Tasks, you can gain secrets and cards that reveal sections of concept art and additional photos of McGrath and Pastrana. As enough cards are revealed, a secret is unlocked in the game.




There are four pages in the Card Room, each with nine cards. Each page represents a bike class. The Card Room is selected from the Main Menu. Each card slot is selectable with the **DIRECTIONAL BUTTONS** and the side column will give details on how to collect this card in the game.

# STUNTS

| DIRECTIONAL BUTTON | STUNT | ADVANCED STUNT | STUNT + ADVANCED STUNT |
|---|---|---|---|
| **Center** | No Hands | No Feet | Nothing |
| **Up** | Surfer | Cliffhanger | Recliner |
| **Down** | superman | Cordova | Rodeo |
| **Right** | Can-Can | Nac-Nac | Double Can-Can |
| **Left** | Can-Can | Nac-Nac | Double Can-Can |
| **Up-Right** | Right Whip | Backflip | n/a |
| **Up-Left** | Left Whip | 360 Degree | n/a |
| **Down-Right** | Heartattack | Indian | n/a |
| **Down-Left** | Candybar | Barrel Roll | n/a |

# HINTS & TIPS

- When you're moving at more than 25 mph, press **DOWN** on the **DIRECTIONAL BUTTON** then release. You will bunnyhop even on flat land. Great for instant stunts! The bunny hop really comes in handy when you're racing at speeds upwards of 40 mph. You can do a bunnyhop and jump high enough to perform easy tricks like No Hands, Can-Can and Cliffhanger for an easy couple of hundred points. You shouldn't try this with any of the big air stunts unless you want to eat dirt.
- If you are coming up to a jump, press **DOWN** on the **DIRECTIONAL BUTTON** and release it at the crest of the hill to get a boost. If you quickly press **UP** on the **DIRECTIONAL BUTTON**, you will cut your arc and travel further as opposed to higher.
- Avoid hills and ramp jumps during modes where your priority is beating the CPU rider or if you are up against the clock (i.e. Championship Race or Time Trials). The inclines of ramps and hills will slow you down, costing you precious time.
- Throughout the levels there are a number of short cuts and detours that can give you a leg up on your opponents. However, some of these detours are brutally hard and should be well rehearsed in Practice Mode before attempted in competition.

**Thanks to Steve Guillaume for these great tips!**

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