

Dave Mirra FreeStyle BMX FAQ/Move List

by BCherone

Updated to v3.1 on Feb 3, 2001

This walkthrough was originally written for Dave Mirra FreeStyle BMX on the DC, but the walkthrough is still applicable to the PSX version of the game.

DAVE MIRRA FREESTYLE BMX v3.1

Dreamcast

By Brad Cherone (dirty2002@home.com)

**** NOTICE ****

This FAQ is created with the intention of giving you helpful guides to play with a game. If you misuse the information in anyway harmful to anyone, I cannot take responsibility. I do not support the breakage of law in anyway.

Everything in this FAQ is copyrighted to Brad Cherone. If you distribute this FAQ in any way, without my permission, I will use my rights according to the Berne Copyright Convention of 1976 and US Copyright Law, to do whatever I can to make yourself have a bad day. This page cannot be used in any printed or electronic media without my permission. I, Brad Cherone, and not you own this FAQ.

This FAQ is to be placed on GameFAQs (<http://www.gamefaqs.com>). I have already lost count of all the other FAQs that I have let other people use on their site, and feel the need to use this easy, user-friendly page. I suggest you do the same.

This FAQ can be found only at GameFAQs (<http://www.gamefaqs.com>). If you see that this is posted at another site, contact me at dirty2000@home.com and I will do the rest. I thank you for your support.

Dave Mirra Freestyle BMX is published by Acclaim (<http://www.acclaim.com/>) and developed by Z-Axis (<http://www.z-axis.com/>)

-----*

Table Of Contents

- I. UPDATES
- II. IN GAME CONTROLS
- III. GAME PLAY MODES
 - ProQuest
 - Session
 - Freeride
 - Two Player
- IV. RIDERS
 - Dave Mirra
 - Ryan Nyquist
 - Troy McMurray
 - Mike Laird
 - Chad Kagy
 - Tim Mirra
 - Kenan Harkin
 - Shaun Butler

- Leigh Ramsdell
- Joey Garcia
- Slim Jim Guy
- Amish Boy

V. TRACKS

- Challenge Tracks
- Competition Tracks

VI. TIPS

- Game Tips
- Editors Tips

VII. MOVE LIST

VIII. CODES AND SECRETS

- Codes
- Unlockable Secrets
- Gameshark Codes

IX. GLITCHES

X. E-MAIL Q&A

XI. CREDITS

-----*

I. UPDATES

Release 3.1 Changed email to my current one.

Release 3.0 Reformatted the FAQ to my new style.
 Fixed Grammar
 Added A Little

-----*

II. IN GAME CONTROLS

L/R: Spin Left/Right
 Y: Grind (when a grind able object is there)
 X: Trick Button
 A: Jump
 B: Modifier Button

-----*

III. GAME PLAY MODES

You will find the game play modes in this section, and a small description of each.

-----*

ProQuest

This is where you gain all your medals, and bikes, styles, and more. This is the game part of the game, where you do the tricks and challenges. Pretty much like taking a rider and leading him through a tour.

-----*

Session

Session is very similar to ProQuest, except you can't play levels that you have not completed in ProQuest. You get two minutes to do whatever you like. I use this only to break all my records.

-----*

Freeride

Again, very similar to ProQuest, except you do not play levels that you have not completed in ProQuest. You get unlimited time to do whatever you want. Better than Session, since you can do whatever you want, for how long you want. Use this to practice all your moves.

-*-----
2 Player

One of the funniest parts of the game, you play against your friends in a couple of different categories.

Best Run

Compete for the best score over a set time limit. Explore and use the entire level for maximum points.

Press right or left on the analog pad to set the time limit.

The best way to kick your friend's ass in this is to do as many tricks as you can. It's not a competition, where you are graded, but instead it's how many points you get. So rack up them points and you will win. Find a nice place where you can get many jumps off, and you can do it over and over. Use as many tricks as you can do, because after ten back flips, you start to get only 300 points.

High Five

A best-of-five series to see who can do the biggest single trick in 30 seconds.

Pull off the biggest trick you can do. I would find the biggest jump in the level and jump that, but if it's too far away, go to the next best jump that is within reachable distance. Do a jump, and then hit the modifier button to rack up the points.

B-M-X

The classic basketball game, adapted for BMX. One player does a trick and the other must match it or get stuck with a letter. The first rider to spell out the whole word loses.

The tip to this is doing tricks that involve Up Right, Up Left, Down Right, Down Left buttons. Those are the hardest to get off, and will cause problems for your opponent. Chances are he won't be able to do it. Again find the biggest jump and jump, doing the biggest trick you can do.

Random Spot

Best single tricks at five randomly chosen spots in the level. A 15 second time limit means you have to be quick. The winner is the one with the highest total score at the end of five rounds. Since there's only 15 seconds to pull off your trick, jump the closest jump and do the biggest jump you can do. This takes points, so make sure and use your modifier button. Make sure you don't crash either, your buddy can

just do a little bar spin or the like and beat you easily.

Wipeout

Each rider gets three chances to eat it. See who can inflict the most bodily harm in a single crash. This lasts 30 seconds. The most effective way I have seen is to find a place where the land just drops out from under you (I.e.: a pool), and then bail when you the land drops out from under you. You will skip for about 8000 points, or at least that is what I did.

Longest Grind

Three chances to see who can hold a grind the longest. Top grind wins it.

I do not like this challenge at all. All you have to do is find a grind where it keeps going (Read: Glitches), and you can get over 1000 feet with any of the Secret Bikes. To make it fun, I suggest you grab some non-secret bikes.

Highest Walltap

Try to get the highest wall tap in three attempts. Best tap wins. Use the level to your advantage.

Find a jump with a wall nearby. Then wall tap it. Just find the biggest jump, and chances are there is a wall nearby. At the top of your jump, wall tap, and then it is over. The higher the better.

Big Air Contest

Three chances to see who can get the biggest air. Each run lasts 30 seconds.

Get lots of speed, and find the biggest jump. My record is over 70 feet on Sleepy's Ditch. All you have to do is get big air, by using the Big Air tip (Read: Tips). Getting lots of speed is key for this one.

Furthest Jump

Who can jump the furthest? Find a good launch spot and see who can cover the most distance in the air. Three chances, top jump takes it.

Almost the same as Big Air contest, but it's for the longest jump, not highest. Speed is again the key for this. Find a good launch pad and then hit it with all the speed you have got. I find that small jumps give you the most distance, over steeper ones.

Longest Manual

See how your balance skill's stack up by going for the longest manual. Three chances each.

I love this one. Try and find the longest stretch of flat land and then manual it. Also, I suggest you use Non-Secret Bikes, as this gets boring when you can do it forever.

-*

IV. RIDERS

Learn about your favorite rider here, instead of waiting for the game to scroll down. Also get the riders signature tricks, and more information.

-*-----

Dave Mirra

When you finish the ProQuest with Dave Mirra, you unlock the Dave Mirra Video. A small video of some of Mirra's tricks.

Information

Nickname: Miracle Boy
Hometown: Chittenango, NY
Lives: Greenville, NC

Years Riding: 20
Years Pro: 8
Height: 5'9"
Weight: 155 lbs
Birth date: April 4, 1974
Known For: Winning
Injuries: Lost Spleen, Broken Shoulder
Hobbies: Golfing
Quote: "Stay Strong"
Favorite Tricks: No Handed 540, Flair
Favorite Terrain: Anything and Everything
Best Ride Spot: Eastwood Ramp Park
Sponsors: Haro Bikes, Fox Racing, Adidas, Arnette, Slim Jim, Famous Fixins, Miracle Boy and Nyquist, Acclaim, Troy Lee Designs.

Air: >>>>>>>
Speed: >>>
Spins: >>>>>
Balance: >>>>>>

Bikes

Haro Mirra 540 Air
Air: >>>>>>>
Speed: >>>>
Spins: >>>>>
Balance: >>>>>>>

Haro Mirra 540 Air
Air: >>>>>>>
Speed: >>>>>>
Spins: >>>>>>
Balance: >>>>>>>

Haro Mirra Flair

Air: >>>>>>
Speed: >>>>
Spins: >>>>>>
Balance: >>>>>>

Haro Backtrail X2

Air: >>>>>>>>
Speed: >>>>>>>>
Spins: >>>>>>>>
Balance: >>>>>>>>

Haro Backtrail X3

Air: >>>>>>>>>>
Speed: >>>>>>>>>>
Spins: >>>>>>>>>>
Balance: >>>>>>>>>>

Haro Backtrail Pro

Air: >>>>>>>>>>
Speed: >>>>>>>>>>
Spins: >>>>>>>>>>
Balance: >>>>>>>>>>

Secret Bike

Air: >>>>>>>>>>>>>>
Speed: >>>>>>>>>>>>>>
Spins: >>>>>>>>>>>>>>
Balance: >>>>>>>>>>>>>>

Signature Moves

Can-Can Back Flip..... Down, Down, Down Right + (X)
Seat Grab, No Footer, Can-Can..... Right, Right, Up Right + (X)

-*-----
C. Troy McMurray

When you finish the ProQuest with Troy McMurray, you unlock the Exorcist mode. This makes it so your head spins when you ride.

Information

Nickname: McMurr-yay
Hometown: Denver, CO
Lives: Huntington Beach, CA

Years Riding: 17
Years Pro: 5
Height: 5'10"
Weight: 180 lbs
Birth date: February 2, 1973
Known For: Going Brakeless
Injuries: Broken collarbones, hips, knees
Hobbies: Lacrosse, Building
Quote: "Live"
Favorite Tricks: Any 360, truck diver fakies
Favorite Terrain: Denver
Best Ride Spot: Downtown Denver

Sponsors: S&M Bikes, TSA, Puma

Air: >>>>>>
Speed: >>>
Spins: >>>>>
Balance: >>>>

Bikes

S&M Holmes Classic

Air: >>>>>
Speed: >>>>>
Spins: >>>>>
Balance: >>>>>>

S&M Holmes Classic

Air: >>>>>>
Speed: >>>>>
Spins: >>>>>>
Balance: >>>>>>>>

S&M Next Generation Holmes

Air: >>>>>>>>
Speed: >>>>>>>
Spins: >>>>>>>>
Balance: >>>>>>>>>>

S&M Warpig

Air: >>>>>>>>>>
Speed: >>>>>>>>>
Spins: >>>>>>>>>>
Balance: >>>>>>>>>>>>

Secret Bike

Air: >>>>>>>>>>>>
Speed: >>>>>>>>>>>>
Spins: >>>>>>>>>>>>
Balance: >>>>>>>>>>>>>>

Signature Moves

Bar Spin, Seat Grab, Can-Can..... Right, Right, Down + (X)
No Handed, One Footer, Candy Bar, Back flip Down, Down Left, Left + (X)

-*-----
D. Mike Laird

When you finish the ProQuest with Mike Laird, you unlock the First-Person Mode. You can play the game through first person, instead of the third-person views.

Information

Nickname: None
Hometown: Virginia Beach, VA
Lives: Greenville, NC

Years Riding: 16
Years Pro: 4
Height: 5'10"
Weight: 150 lbs
Birth date: July 1, 1974
Known For: Going Big
Injuries: Broken jaw, broken wrist
Hobbies: Writing Ride BMX reviews
Quote: "Keep It Real"
Favorite Tricks: No handed 360, 360 tail whip
Favorite Terrain: Ramp Park
Best Ride Spot: Greenville City Park
Sponsors: Nirve Bikes, Fox Racing, Useless

Air: >>>>>>>
Speed: >>>>
Spins: >>>
Balance: >>>>>>

Bikes

Nirve Hypnotic

Air: >>>>>>>
Speed: >>>>
Spins: >>>>
Balance: >>>>>>

Nirve Hypnotic

Air: >>>>>>>
Speed: >>>>
Spins: >>>>>>
Balance: >>>>>>

Nirve Panic

Air: >>>>>>>>>
Speed: >>>>>>
Spins: >>>>>>>>
Balance: >>>>>>>>

Nirve Static

Air: >>>>>>>>>>
Speed: >>>>>>>>>>
Spins: >>>>>>>>>>
Balance: >>>>>>>>>>

Secret Bike

Air: >>>>>>>>>>>>>>>>
Speed: >>>>>>>>>>>>>>>>
Spins: >>>>>>>>>>>>>>>>
Balance: >>>>>>>>>>>>>>>>

Signature Moves

Candy Bar..... Down, Down Right, Down Right + (X)
180 Candy Bar.... Down Right, Down Right, Down Right + (X)

-*-----
Chad Kagy

When you finish the ProQuest with Chad Kagy, Bike Suspension Mode. It looks to me that you float sometimes, but other than that, there isn't a noticeable difference.

Information

Nickname: None

Hometown: Gilroy, CA

Lives: Gilroy, CA

Years Riding: 14

Years Pro: 4

Height: 5'7"

Weight: 145 lbs

Birth date: November 21, 1978

Known For: Stupid helmets, jumping big gaps

Injuries: 5 broken thumbs, concussions, etc

Hobbies: Motor cross, snowboarding

Quote: "You can do it, just go faster."

Favorite Tricks: Double Seat Grab

Favorite Terrain: Everything good

Best Ride Spot: San Jose Ramp Club

Sponsors: Fox Racing, TSG, Oakley, DC Shoes, San Jose Ramp Club

Air: >>>>>

Speed: >>>>>

Spins: >>>>

Balance: >>>>>>

Bikes

Kagy R.O.G.

Air: >>>>>

Speed: >>>>>

Spins: >>>>>

Balance: >>>>>>

Kagy Believe

Air: >>>>>>

Speed: >>>>>>

Spins: >>>>>>>

Balance: >>>>>>

Kagy Regulator

Air: >>>>>>>>

Speed: >>>>>>>>

Spins: >>>>>>>>

Balance: >>>>>>>>

Kagy Pro

Air: >>>>>>>>>>

Speed: >>>>>>>>>>

Spins: >>>>>>>>>>

Balance: >>>>>>>>>>

Secret Bike

Air: >>>>>>>>>>>>

Speed: >>>>>>>>
Spins: >>>>>>>>
Balance: >>>>>>>>

Haro Mirra Pro

Air: >>>>>>>>>>
Speed: >>>>>>>>>>
Spins: >>>>>>>>>>
Balance: >>>>>>>>>>

Secret Bike

Air: >>>>>>>>>>>>>>
Speed: >>>>>>>>>>>>>>
Spins: >>>>>>>>>>>>>>
Balance: >>>>>>>>>>>>>>

Signature Moves

Can-Can, Back Flip..... Up, Down, Up + (X)
Double Peg Grab, Back Flip.... Down, Up, Down + (X)

-*-----
Kenan Harkin

When you finish the ProQuest with Kenan Harkin, you unlock Stick Crash mode. Instead of bouncing around, you just land and no bounces.

Information

Nickname: Hark Dog
Hometown: Center Moriches, NY
Lives: Woodward, PA

Years Riding: 17
Years Pro: 4
Height: 5'11"
Weight: 165 lbs
Birth date: June 13, 1974
Known For: 360 back flips & being a TV host
Injuries: Broken collarbone, wounded ego
Hobbies: DJing, Reptiles
Quote: "I'm a loud guy in BMX"
Favorite Tricks: 720s, 360 back flip
Favorite Terrain: Ramps
Best Ride Spot: Woodward Camp
Sponsors: Specialized Bikes, Fox Racing, Woodward Camp, Speed Stick, Mountain Dew

Air: >>>>
Speed: >>>>>
Spins: >>>>>>>
Balance: >>>>

Bikes

Specialized Fatboy 415
Air: >>>>

Speed: >>>>>
Spins: >>>>>>>
Balance: >>>>>

Specialized Fatboy 415

Air: >>>>>
Speed: >>>>>>>
Spins >>>>>>>
Balance: >>>>>>>

Specialized Fatboy 415 FSX

Air: >>>>>>>
Speed: >>>>>>>
Spins: >>>>>>>
Balance: >>>>>>>

Specialized Fatboy 415 Pro

Air: >>>>>>>>>
Speed: >>>>>>>>>
Spins: >>>>>>>>>
Balance: >>>>>>>>>

Secret Bike

Air: >>>>>>>>>>>
Speed: >>>>>>>>>>>
Spins: >>>>>>>>>>>>>
Balance: >>>>>>>>>>>

Signature Moves

Decade, Back flip..... Right, Left, Down + (X)
Double Seat Grab, Decade... Right, Left, Up Right + (X)

-*-----
Shaun Butler

When you finish the game with Shaun Butler, you get Night Vision mode.
It puts a tint of green on everything, and really annoys me.

Information

Nickname: Lumber
Hometown: Fullerton, CA
Lives: Huntington Beach, CA

Years Riding: 12
Years Pro: 7
Height: 5'7"
Weight: 160 lbs
Birth date: June 29, 1976
Known For: Being a party animal
Injuries: Broken shoulder, wrist, collarbone
Hobbies: Chillin', Taking beach rides
Quote: "Money can't buy you respect"
Favorite Tricks: Table Top 360
Favorite Terrain: Dirt and mini ramp
Best Ride Spot: Posh Trails, PA
Sponsors: S&M Bikes, UGP, Fox Racing, Osiris, Pro-Tec

Air: >>>>
Speed: >>>>>>
Spins: >>>>>>
Balance: >>>

Bikes

S&M Dirtbike Classic

Air: >>>>
Speed: >>>>>>
Spins: >>>>>>
Balance: >>>>

S&M Dirtbike Classic

Air: >>>>>
Speed: >>>>>>
Spins: >>>>>>
Balance: >>>>>>

S&M Next Generation Dirtbike

Air: >>>>>>>
Speed: >>>>>>>>
Spins: >>>>>>>>
Balance: >>>>>>>>

S&M Call Girl

Air: >>>>>>>>>>
Speed: >>>>>>>>>>
Spins: >>>>>>>>>>
Balance: >>>>>>>>>>

Secret Bike

Air: >>>>>>>>>>>>
Speed: >>>>>>>>>>>>>>>>
Spins: >>>>>>>>>>>>>>>>
Balance: >>>>>>>>>>>>>>>>

Signature Moves

One Footer, Tabletop..... Up, Left, Left + (X)
Seat grab, Super flip..... Down, Up Right, Up Right + (X)

-*-----
Leigh Ramsdell

When you finish ProQuest with Leigh Ramsdell, you unlock Super-Crash mode. It makes you roll around more and get long crashes.

Information

Nickname: None
Hometown: Chapel Hill, NC
Lives: Chapel Hill, NC

Years Riding: 22
Years Pro: 3

Height: 5'7"
Weight: 160 lbs
Birth date: August 1, 1970
Known For: Performing highly skilled crashes
Injuries: Broken arm, lots of concussions
Hobbies: Writing Ride BMX music reviews
Quote: "If you love it, stick with it"
Favorite Tricks: 540 Variations, Rail Tricks
Favorite Terrain: Hardcore street
Best Ride Spot: Chapel Hill
Sponsors: DK Bikes, JCNO, TSG, DC Shoes, Fox Racing, Arnette, Maxxis,
Tires, Useless

Air: >>>>
Speed: >>>>>
Spins: >>>>
Balance: >>>>>>>

Bikes

DK Eight Pack

Air: >>>>>
Speed: >>>>>
Spins: >>>>
Balance: >>>>>>>

DK Six Pack

Air: >>>>>>>
Speed: >>>>>>>
Spins: >>>>>
Balance: >>>>>>>

DK General Lee

Air: >>>>>>>>
Speed: >>>>>>>>
Spins: >>>>>>>
Balance: >>>>>>>>

DK S.O.B.

Air: >>>>>>>>>>
Speed: >>>>>>>>>>
Spins: >>>>>>>>>>
Balance: >>>>>>>>>>

Secret Bike

Air: >>>>>>>>>>>
Speed: >>>>>>>>>>>>
Spins: >>>>>>>>>>>
Balance: >>>>>>>>>>>>>

Signature Moves

Double Front Flip..... Up, Up, Up + (X)
One Hander, Decade.... Right, Left, Right + (X)

-*-----
Joey Garcia

When you defeat the game with Joey, you unlock Ghost Rider mode. It makes the rider invisible. Sort of fun, except you can't see when you do no handers.

Information

Nickname: El Jefe
Hometown: Gilroy, CA
Lives: Gilroy, CA

Years Riding: 17
Years Pro: 5
Height: 5'11"
Weight: 180 lbs
Birth date: April 16, 1978
Known For: Smooth style
Injuries: Double knee reconstruction
Hobbies: Motor cross, Surfing
Quote: "Don't let a win get to your head..."
Favorite Tricks: Tail whip, Fufano
Favorite Terrain: Any and all
Best Ride Spot: San Jose Ramp Club
Sponsors: Fox Racing, UGP, Airwalk, Maxxis Tires, San Jose Ramp Club

Air: >>>>
Speed: >>>>
Spins: >>>>>>
Balance: >>>>>>

Bikes

Garcia Mechanical

Air: >>>>>
Speed: >>>>
Spins: >>>>>>
Balance: >>>>>>

Garcia Mechanical Comp

Air: >>>>>>>
Speed: >>>>>
Spins: >>>>>>
Balance: >>>>>>>

Garcia Mechanical Trail

Air: >>>>>>>>
Speed: >>>>>>>
Spins: >>>>>>>>
Balance: >>>>>>>>>

Garcia Boss

Air: >>>>>>>>>>
Speed: >>>>>>>>>>
Spins: >>>>>>>>>>
Balance: >>>>>>>>>>>

Secret Bike

Air: >>>>>>>>>>>>
Speed: >>>>>>>>>>>>

Spins: >>>>>
Balance: >>>>>

Amish Witness

Air: >>>>>
Speed: >>>>>
Spins: >>>>>>>
Balance: >>>>>>>

Amish Barn Raiser

Air: >>>>>>>
Speed: >>>>>>>
Spins: >>>>>>>>>
Balance: >>>>>>>>>

Amish Rumspringa

Air: >>>>>>>>>
Speed: >>>>>>>>>
Spins: >>>>>>>>>>>
Balance: >>>>>>>>>>>

Secret Amish Bike

Air: >>>>>>>>>>>
Speed: >>>>>>>>>>>
Spins: >>>>>>>>>>>
Balance: >>>>>>>>>>>

Signature Moves

No Footed, One Hander, Superman..... Right, Up, Left + (X)
Crotch Rocket, Back Flip..... Left, Down, Right + (X)

-*

V. TRACKS

Doing the courses out of order will change some of the prizes you get. Like you will not unlock Slim Jim Guy if you do not complete the Vail Trails. Some of the prizes also rely on how many challenges you have completed.

-*-----

Challenge Tracks

These are the tracks that you have to complete the challenges on. You will find out how to defeat them in this section.

Greenville - Vail Trails

Welcome to Greenville, NC! Just beyond Dave's backyard is a training ground of dirt jumps, ramps, and obstacles on which to learn your skills. Get comfortable with tricks, find the best lines, and watch out for the train!

Amateur Challenges
~~~~~

1. Jump Over The First Dirt Mound  
Very easy. Go straight and left to the first mound. Press (A) to jump before you go over the slant, and land. Easy.

## 2. Jump Over The Log In The Road (Without Touching It!)

Another easy one. Go straight from the starting point and press (A) to bunny hop over the log.

## 3. Hit The Four Electric Boxes.

The boxes are located at a) behind starting point, b) straight and right in front of the fence, c) straight and right behind the fence, d) follow the fence to the left and you will see it.

## 4. Score Over 5,000 Points In A Run.

Do as many tricks as you can. Try to get variety and combos in to make your score soar!

Prize: NEW LEVEL! Tackle some true street beyond the fence at Greenville Park.

## Pro Challenges

~~~~~

1. Jump The Creek Gap.

Just a regular jump. Go straight, turn left before the train and there is the creek jump after the tunnel. Swing around on the other side and do a jump.

2. Jump Over The Tree Trunk.

After you do the creek jump, keep going straight and jump at the ramp right before the tree. This will push you way over the tree, for the easy challenge.

3. Use The Trailer To Jump Over The Fence.

Turn right at the starting area to find a hole in the fence. Go through the hole and to the left will be two trailers. Go past the first one, and then line up to jump on the second one. Jump over the fence using this trailer.

4. Score Over 15,000 Points In A Run.

Do as many tricks as you can. Try to get variety and combos in to make your score soar!

Prize: NEW SPONSER! (Random with each rider)

Hardcore Challenges

~~~~~

### 1. Jump Over The Flatbed Car Of The Freight Train.

Time this well and you will be able to do it with ease. Just go straight and there's the train, wait for the flatbed and then go and jump!

### 2. Grind The Phone Line.

After doing the flatbed jump, go around the track and go to the wooden ramp and jump off it just to the left of the white mark down the middle. If you do this correctly, you will hit the side of the first trampoline, then go to near the middle of the second one. Press the grind button when you are close to the pole to grind the cable.

### 3. Jump Up To The Roof Of The House.

From the starting point, go into the hole in the fence to the right. Go all the way to the metal ramp to your right, brake, and line up with the telephone mound. Go and jump like normal.

#### 4. Grind More Than 180 Feet On The Power Lines.

The most difficult to do, I could barely do it with the third bike of Nyquist. You need balance and (Y) for balance, and you also need some speed. Jump up to the roof, and about midway through, bunny hop onto the cable and don't touch anything until you start leaning, then adjust the best you can and hope you can stay on.

Prize: TIP! (Look at Tip section).

-----  
Greenville - Greenville Park  
-----

A great introduction to street riding, the Greenville Ramp Park has grinds, jumps, and a great spine. Beyond the Park fences, the loading docks offer big transfers and secret grind edges for maximum points.

#### Amateur Challenges

~~~~~

1. Pull A 360 Over The Ramp Park's Box Jump.

Straight and to the left slight is the park's box. Jump normally and then press (L) or (R) triggers to spin to a 360.

2. Grind More Than 50 Feet Anywhere.

You can do this many places, but I like this spot. Go straight and then left passed the fence. Keep going straight until you see bushes. Then grind the cement things that hold the bushes.

3. Grind The Four Wooden Crates.

From the start, head passed the fence like in #2 and next to the building should be a box, grind it. Now, turn around turn right. Next to the fence (that's on the left) there is another box that says grind on it. Grind it. Now, go to the place where you do the 50 feet grind. At the end of it, there is a another box, grind that too. Now, head to the right and go straight passed the semi-truck. To your left will be the last box.

4. Score Over 10,000 Points In A Run.

Do as many tricks as you can. Try to get variety and combos in to make your score soar!

Prize: NEW LEVEL! Now work on your vert skills at the Backyard Pools.

Pro Challenges

~~~~~

##### 1. Transfer Over The Fence (Jump From Ramp To Ramp)

At the start turn around and to the right is the jump where you will jump. Get enough speed by going up and down the ramps, and when you are ready, press Up+(A) to jump over the fence and onto the second ramp.

##### 2. Transfer Over The Cargo Box.

After doing the fence transfer, this jump will be to your left, assuming you stopped right after you landed. To do this jump you need to back way up, and get some speed. Then doing the big air trick (listed in tips), to get a big boost up and over the cargo box. Remember to sort of do it slanted so you can clear the box.

##### 3. Grind The Tops Of The Four Warehouse Doors To Open Them.

After doing the transfer over the cargo box, keep going and jump at the |STOP| painted on the ground, and grind the little door to open it up. The next door is right around the corner and you will probably need to

circle around again to do it. Do the same thing you did for the first door (also the remaining two). Now, go down the street and follow the little plants on the left until you see another |STOP|, and do the jump again. Now, turn left and there is the final door. Jump and grind it to complete this.

#### 4. Score Over 25,000 Points In A Run.

Do as many tricks as you can. Try to get variety and combos in to make your score soar!

Prize: NEW SPONSER! (Random with each rider)

### Hardcore Challenges

~~~~~

1. Grind The Warehouse Roof.

Go straight and turn left and you will see the warehouse. Do the same thing you did in the grinding of the four doors and you will be able to get to the roof.

2. Jump Between Warehouse Roofs.

Stay on the roof, and stop in the middle of the highest part. Now, aim for the middle building, which is a trampoline. Ride and jump onto it, and hope you make it to the other side (which you most likely will).

3. Grind Each Of The Four Sections Of The Rooftop Cable.

Being on the second warehouse, you can complete 1/2 of this part (unless you have a good bike, which you should not if you haven't used any codes). Find the cable, look at it, turn around and go all the way to the other side. Turn back towards the cable and then go! Grind as much of it as you can. If you can do it all, then go to the next section. If you weren't able to do it all the way, get back on the first warehouse, and finish it from there. You can also start from this side and go downwards, but I think it's more time saving to do it my way.

4. Jump Through Four Warehouse Windows.

You know those warehouse doors you opened? Now you will break the windows. All you have to do is lineup with the windows, and jump through them. Easy enough.

Prize: TIP! (Look at Tip section).

Greenville - Backyard Pools

An empty pool is a beautiful thing Take advantage of the ones in these Greenville backyards to practice your big air tricks. With enough air, you might make it to the roof!

Amateur Challenges

~~~~~

#### 1. Knock Over The Four Long Blue Deck Chairs.

These are the blue long deck chairs. From the starting point, turn left and go straight. To the left will be one of them. Now, get out of that area and follow the path of jumps on the left. Right around the corner of the house is another chair. Hit it and continue going straight, passed the little pool on the left, right there is the third chair. The last chair is on the half-pipe right in the middle of everything.

#### 2. Clear 30 Feet Of Air (Use The Height Meter)

From the starting point, go straight and somehow jump over the fence. Just grind and lean is the way I do it. Go up the little slide looking thing. Turn around and go full speed into the big pool. Use the big air trick (look in the tips section) and you will do this easy.

### 3. Pull A 540.

I do this when doing the 30 feet of air jump. Just do them together and you will kill two birds with one stone.

### 4. Score Over 15,000 Points In A Run.

Do as many tricks as you can. Try to get variety and combos in to make your score soar!

Prize: NEW OUTFIT! (Random with each rider)

## Pro Challenges

~~~~~

1. Transfer From Pool To Pool.

Easy jump. From starting point, turn into the first pool and jump at the ramp to the other pool's ramp.

2. Grind The Green Lawnmower.

From the starting point, go towards the half-pipe, but don't go on it, instead go past it and turn behind it. There is a green lawnmower, depending on which way you went, it'll be on your left or right.

3. Transfer From The Pool To The Roof.

In the pool next the green lawnmower, this is where the jump is. Go into the pool and jump on the ramp to the roof. Another simple jump.

4. Score Over 35,000 Points In A Run.

Do as many tricks as you can. Try to get variety and combos in to make your score soar!

Prize: NEW BIKE! Your bike sponsor sent you an upgraded bike that boosts your ratings!

Prize: NEW LEVEL! Pack your bags, 'cause you're headed to Woodward Camp! The fun begins on the trail.

Hardcore Challenges

~~~~~

### 1. Grind The Clothesline

From the start, go straight, turn left into the half-pipe, go through the middle, then up the slant on the house. Ride up that, and to the left is the clothesline. Grind it and you've got it.

### 2. Get Into The Secret Pool.

Use the same tactic in the 30-foot jump to get over to the pool. Not very secret, but you already knew that.

### 3. Grind The Red Lawnmower.

In one of the corners of the secret pool lot, there is the mower. Grind it to break the wood fence for easy access to the pool.

### 4. Transfer From One Rail To The Other Between Pools.

No doubt the hardest challenge in the game, it took me forever to pull this one off. You have to do a Up+(Y) grind, and then jump off, and hit the other rail. This one is so hard and those are the only tips I can give you.

Prize: TIP! (Look at Tip section).

Prize: Rider only special trick (Look at Rider section).

-----  
Woodward - Woodward Trails  
-----

Set in rural Pennsylvania, Woodward Camp has fast become the premier training ground for the superstars of BMX Freestyle. Now's your chance to polish your dirt skills.

Amateur Challenges

~~~~~

1. Clear Each Jump In The Six-Pack.

Right in front of you is the six-pack. Maintain your control and you should have no problem doing this one.

2. Jump The Muddy Creek.

After doing the six-pack, go straight and then make a sharp right turn before the smaller ramp. Turn left to find the muddy creek. Same old easy jump.

3. Break Off Four Cabin Doors.

From the start, turn 45 degrees to your left and there is the first door. Turn left between the buildings, and then turn right and the second door is on your left. Now stop before going through the four-way. The two remaining doors are now on your left and right. Break them off to complete this challenge.

4. Score Over 20,000 Points In A Run.

Do as many tricks as you can. Try to get variety and combos in to make your score soar!

Prize: NEW SPONSER! (Random with each rider)

Pro Challenges

~~~~~

1. Pull A Back flip Over Each Jump In The Six-Pack.

The same as before, but this time press Down+(X) to do a back flip over each of the jumps. Sort of hard to keep your balance.

2. Fastplant Over The Woodward Sign.

Go to the muddy creek. If you turn far enough, you will be able to look directly at the Woodward sign. Go up the ramp and use the big air trick (look in the Tips section). When at the highest point, press Left+(A) to fastplant.

3. Jump The Four Golf Carts.

Go forward and then stop, and turn around before you go off the first jump. Ride back up the platform and do a Up+(Y) grind. This will bring you over the first golf cart. Go back down the hill, and turn left at the first separation of two buildings. Turn right at the first turn. Now, on the second walkway, ride up it and then jump off at the end. The third one is now to your right. Swing around and line up, then jump it. The fourth one is straight to your left. Go on the bridge, stop and go into the muddy area. You might need to have some speed, so you might want to go past this and then go into the muddy area on your way back. Jump up the small ramp, and do a move, such as the toboggan, the lifts your bike up a few notches. That way your back tire will not hit the



cart.

#### 4. Score Over 40,000 Points In A Run.

Do as many tricks as you can. Try to get variety and combos in to make your score soar!

Prize: NEW LEVEL! Get ready for a midnight session in the infamous Lot 8.

#### Hardcore Challenges

~~~~~

1. Pull A 360 Over Each Jump In The Six-Pack.

The same as the two before it, but this time you have got to spin. Try and keep your bike point forward when you take off and also when you land. This will keep you from losing control of your bike.

2. Jump up to the warehouse roof.

Use the big hill at the end of the six-pack to do this. Get some speed by going past the golf cart and using the nook on the right to not jump and gain more speed. Go up the ramp and jump at the very top. This should send you up to the roof.

3. Grind Four Wires Between The Cabins.

From the start, do a complete left spin to look at the ramp that will catapult you onto the roof. Do this and get on the roof. Now, the grind is on the other side, to the right. Grind this, and get to the other side. The second cable is on the left side of the house, near the middle. Grind this and get to the other house. The next cable is at the top most point of the house. Get there, grind it. The last grind is to the right and also on the top most part of the cabin. Grind it to complete this challenge.

4. Grind Two Mini-Bulldozers To Open The Tent Bowl Area.

From the start, go down the right side of the six-pack. Use the little ramp, not the dirt one, to get to the bulldozer. Jump off and grind to get the first one. If you follow the bulldozer, it will open a nice chunk of fence to go through. There are three ways I have figured out. I have been able to do this grind is by going into the bowl, and then jump out at the bend. This will send you flying towards the last bulldozer. Then, I did it by going off the roof and making a nicely timed jump and grind. The last one is the easiest. When looking down from the roof, there is a small section on the left of wood. Go there, go to the end. Turn and aim. Go forward and then jump and grind. Very easy. Grinding the dozers breaks the fences down, giving easy access.

Prize: TIP! (Look at Tip section).

Woodward - Lot 8

Woodward Camp's famous Lot 8 is a challenging and technical street course, with enough terrain to bust every kind of trick. Shred it up and prove you belong among the sport's best riders.

Amateur Challenges

~~~~~

##### 1. Transfer Across The Fun-Box.

To find the fun-box, go down Mt. Everest (that's the starting point), and then make a hard U-Turn. The thing in the middle with the three ramps, a grind in the middle, and a rail on the smaller side. Just go

off the big side and transfer onto the left side. Easy as pie.

## 2. Do A Flair (180 Back flip) In The Bowl.

From the starting point, go straight and over the first ramp, make the turn to the right, and keep going straight. Go over the light brown wood, and viola! Bowl time. To perform a flair, press Down+(X) and do a 180.

## 3. Grind Four Fences Around Lot 8.

From Everest, turn around and go down. The first two fences are both on that little up and down things thing. Grind those two, then head left, to the ramp that says Woodward, and has a fence above it. You guessed right, that's the third fence. Grind it. When coming down, make a right and go between the half-pipe. Stop before below the bridge. Turn around and go up that steep ramp. At the top of it is the last fence.

## 4. Score Over 25,000 Points In A Run.

Do as many tricks as you can. Try to get variety and combos in to make your score soar!

Prize: NEW SPONSER! (Random with each rider)

## Pro Challenges

~~~~~

1. Grind The Tower Above The Bowl.

In the same place as the last fence. Jump and grind a side of the roof. Very easy if you've done the fence challenge.

2. Transfer Between The Two Corner Quarterpipes.

From Everest, go down, and up the ramp, then turn under the bridge. Break there. Turn around and there's the corner quarterpipes. Go up the one, and then come down on the other. Simple as cake.

3. Walltap All Four Fire Alarms.

A very fun activity. First, go down Everest, then break. Come back up Everest and jump. The first fire alarm will be there. To walltap, press Right+(A). When you land, go right and you will see another alarm. Go up to the ramp that leads to it and walltap. Now, go down the ramp, and go straight. Turn left after the bowl, and the third alarm will be on the wall to your right. Go straight and hit the ramp the leads to the bridge and walltap. When you land, turn of to the left, and head towards the fun-box. See that thing on the far wall? That's the last alarm. Go up to it, hit the ramp, then walltap. Completed.

4. Score Over 45,000 Points In A Run.

Do as many tricks as you can. Try to get variety and combos in to make your score soar!

Prize: NEW LEVEL! Titanic, the biggest half pipe in the world, awaits. Get ready for some serious air.

Hardcore Challenges

~~~~~

### 1. Back flip Off The Fun-Box Rail.

Go to the fun-box. Back up, and get some major speed. Up+(Y) grind the rail, and then press Down+(X) to finish the move and the challenge.

### 2. Do A Front Flip Over Mt. Everest Fence.

An easy one. Jump when you get near the top, and press Up+Up+(X) to do a front flip. You must do this really fast or you won't have enough

time to pull it off.

### 3. Transfer Up The Bridge Guardrail.

Pretty easy. Pick up lots of speed off of Everest and then hit the ramp to the left and as soon as you jump, press (Y) so your man tries to grind. Pretty simple too.

### 4. Manual The Tower.

Get some speed, and go up the tower. When you jump off, press Down+Hold Down and hope you hit the roof. If not, try again. All you need is a little tap, you don't have to do more then one second of that baloney.

Prize: TIP! (Look at Tip section).

---

## Woodward - Titanic

---

The huge half pipes of Woodward Camp's immense vert course will get you the biggest air anywhere. This is your chance to practice the hardest vert tricks before you get to competition.

### Amateur Challenges

~~~~~

1. Transfer Across The Titanic Channel.

Kind of easy. From the start, go down and go up the other side at a slant to do this one. Just like any other transfer, except it's real big.

2. Clear 35 Feet Of Air.

From the start, go down and then do the big air trick (see Tips! section). This may take a couple of tries, but if you hit it just right, you'll be able to soar over 35 feet.

3. Jump Over The Titanic Channel Gap.

From the start, go left. Go all the way until you reach a rail, and then go up the rail. Keep going straight and jump at the ramp and bang! You've got it.

4. Score Over 30,000 Points In A Run.

Do as many tricks as you can. Try to get variety and combos in to make your score soar!

Prize: NEW OUTFIT! (Random with each rider)

Prize: Rider only special trick (Look at Rider section).

Pro Challenges

~~~~~

#### 1. Jump Over The Mini Channel Gap.

From the starting point, go down and right. Then turn left and the jumps you go between is the mini channel. Get up there by using the ramp farther down the road. Stop in front of the jump and then turn away from it. Go up the ramp, and come down with blazing speed. Jump like normal across the gap.

#### 2. Grind Both Blue Lifts To Open THE CAGE!

From the starting point, don't move. Instead, turn right. There is the first lift you need to grind. Ride over it, and then swing back around to find an easy ramp up to it. Go back and up the starting ramp and stop. Look out like when you start out. Now, spin left and go forwards.

There's the next one. Just jump up to grind it.

### 3. Pull A 900

Do the same thing as you did to get the 35 feet of air. Now, spin in the air to get a 900. This could take a bit to master, but you will eventually get it.

### 4. Score Over 50,000 Points In A Run.

Do as many tricks as you can. Try to get variety and combos in to make your score soar!

Prize: NEW BIKE! (random with each rider)

Prize: NEW LEVEL! Time to enter your first competition. The Pro Tour starts at Sleepy's Ditch

## Hardcore Challenges

~~~~~

1. Jump Over The Drop-In Fence Into The Cage.

From the starting point, go straight down and then straight back up. Jump when you are almost to the top of the ramp and you will glide easily over the fence.

2. Grind The Woodward Sign Between The Two Stone Towers.

From the starting point, go straight and get onto the roof. Turn to your right. Aim for the corner of the right tower. Go and grind on it, and lean over so either you fall or you get on there. Stop, and then aim for the sign. Get some speed, jump, and then grind. That's all.

3. Pull A Double Back flip.

From the starting point, go straight and do the big air trick (see Tips! section) and then press Down+Down+(X) to do the double back flip. Very easy, may take some time to do, but overall, not a very hard one.

4. Grind Transfer From The Sign To The Rail Below.

This one takes balance and speed. Go up through the rail side and stop. Turn carefully into the little section that leads to the sign. Now get some speed, not too much and then grind the sign. Time this perfectly and jump down and grind. This takes lots of practice, and luck.

Prize: TIP! (look at Tip section).

-*-----

Competition Tracks

Competition tracks are simple. You take two runs at one track and try to pull off some of the best varieties and jumps you can do. I suggest that you keep it simple and do many combos. Grinds and wall taps are very helpful with this. Pull the big jump off once in a while, but for the most part, don't crash, and do smart jumps. Do not do stuff you know you cannot do.

----- Pro Tour - Sleepy's Ditch

Built up from the sweat and shovels of devoted dirt jumpers, Sleepy's Ditch steps into the spotlight as the first competition level. Impress the judges with a clean run through the trails and finish strong in the ditch.

Bronze Prize: NEW RESPECT! You got great coverage n the latest PROPS video magazine!

Silver Prize: TIP! (look at Tip section).

Gold Prize: NEW LEVEL! The next step on the Pro Tour is the Eastwood Ramp Park.

Pro Tour - Eastwood

Slim Jim sponsored and Mirra owned, the Eastwood Ramp Park is your baptism into the elite facilities of BMX. Experiment with indoor and outdoor trick lines to get the judges' attention.

Bronze Prize: NEW RESPECT! You're on the cover of Ride BMX magazine!

Silver Prize: TIP! (look at Tip section).

Gold Prize: NEW LEVEL! Finish up the Pro Tour at the legendary San Jose Ramp Club

Pro Tour - San Jose

Representing Nor Cat, the San Jose Ramp Club showcases a L-O-N-G vert ramp dividing two warehouses. Get those big vert tricks dialed to win your ticket to the Acclaim Max Games.

Bronze Prize: NEW OUTFIT! (random with each rider)

Silver Prize: TIP! (look at Tip section).

Gold Prize: NEW LEVEL! You've made it to the Acclaim Max Games! The first event is the dirt competition.

Gold Prize: NEW BIKE! (random with each rider)

Acclaim Max Games - Dirt

Carved into a magnificent beach cliffside, winning the Acclaim Max Games Dirt competition demands huge air and long jumps. Take the traditional path down or find your own line for huge air.

Bronze Prize: NEW OUTFIT! (random with each rider)

Silver Prize: TIP! (look at Tip section).

Gold Prize: NEW LEVEL! Next up at the Acclaim Max Games is the street competition. Head to Pier 10!

Acclaim Max Games - Street

The Acclaim Max Games have moved in and taken over Pier 10. Use the top quality street course or invent your own lines around the pier. But don't fall in the water because this is shark country!

Bronze Prize: NEW RESPECT! You're on the cover of Snap magazine!

Silver Prize: TIP! (look at Tip section).

Gold Prize: NEW LEVEL! The Acclaim Max Games conclude with the vert competition at Shilo Dunes. Good Luck!

Acclaim Max Games - Vert

An abandoned missile silo in the desert, Shilo Dunes is a great place to show off. Call on your perfected vert skills to work the enormous t-shaped vert ramp. Use the 'fan support' to 'blow away' the judges.

Bronze Prize: NEW RESPECT! You're on the cover of Strength Magazine

Silver Prize: TIP! (look at Tip section).

Gold Prize: SECRET! You unlocked a secret character: the Slim Jim Guy!

Gold Prize: NEW BIKE! You unlocked the secret bike.

Gold Prize: SECRET! (look at Riders section to see who unlocks what)

VI. TIPS

I will give you the tips you get from beating certain challenges, and even some of my very own homemade stuff. Learn them well to become great.

Game Tips

During the game, you get tips. Here is the collection of tips that I have gotten.

Change cameras during replays using the jump button, freeze action with the trick button.

A better bike lets you get more air and pull harder tricks.

Save yourself from crashing with quickly executed walltaps, fastplants, and grinds

Hold down the Jump button during grinds or stalls to jump out with more air.

Alley-oop air tricks are worth more than rotating forward.

When crashing, try holding the Grind button to grab an edge.

Modify tricks for bigger points by quickly hitting the Modifier button.

Hold the trick button as long as possible to rack up points.

To get big air, press the Jump button at the base of a jump and release it at the lip.

Use manuals and nose wheelies to keep a trick set alive.

Use the whole course during competitions to ensure higher scores from the judges.

Try double-tapping directions to get lots of trick variations.

-*-----
Editor's Tips

Don't try to squeeze a trick in. Chances are you will wreck yourself before you do anything worth anything.

Save yourself from crashing by grinding. Don't rely on it though, because some places don't have a grind area.

When in competition, use every single place to do your tricks. Staying at one place will get you at the bottom of the list.

-*
VII. MOVE LIST

- Back flip..... Down + (X)
- Barspin..... Down + (B)
- Barspin Seat Grab..... Down, Up Right + (B)
- Barspin to Barspin Back.... Down, Down + (B)
- Bus driver..... Down, Right + (B)
- Can-Can..... Right + (X)
- Can-Can Back flip..... Right, Down + (X)
- Can-Can Lookdown..... Left, Right + (X)
- Candy Bar..... Down Left + (X)
- Candy Bar Back flip..... Down Left, Down + (X)
- Candy Bar Lookdown..... Left, Down Left + (X)
- Crooked Grind..... Down Left + (Y)
- Crotch Rocket..... Up Left, Up Right + (B)
- Decade..... Right, Left + (X)
- Disaster..... Left + (Y)
- Double Back flip..... Down, Down + (X)
- Double Peg Grind..... (Y)
- Double Peg Stall..... (Y)
- Double Seat Grab..... Up Right, Up Right + (B)
- Double Tail whip..... Down Right, Down Right + (X)
- Fastplant..... Left + (A)
- Feeble Grind..... Right + (Y)
- Frontflip..... Up, Up + (X)
- Icepick Grind..... Down + (Y)
- Icepick Stall..... Down + (Y)
- Indian..... Down Left, Down Left + (B)
- Lip Slide..... Up Left + (Y)
- Luc-E Grind..... Up Right + (Y)
- Manual..... Down, Down
- No Footed Barspin..... Down Left, Down + (B)
- No Footed Can-Can..... Right, Right + (X)
- No Footed One Hander..... Down Left, Right + (B)
- No Footed Seat Grab..... Down Left, Up Right + (B)
- No Footed X-Up..... Down Left, Up + (B)
- No Footer..... Down Left + (B)
- No Handed Barspin..... Down, Down Right + (B)
- No Handed One Footer..... Left, Down Right + (B)
- No Hander..... Down Right + (B)
- Nose Wheelie..... Up, Up
- Nosepick..... Up Left + (Y)

Nothing..... Down Left, Down Right + (B)
 One Footed Barspin..... Left, Down + (B)
 One Footed Seat Grab..... Left, Up Right + (B)
 One Footed X-Up..... Left, Up + (B)
 One Footer..... Left + (B)
 One Hand One Footer..... Right, Left + (B)
 One Hand X-Up..... Right, Up + (B)
 One Handed Seat Grab..... Right, Up Right + (B)
 One Hander..... Right + (B)
 Rocket Air..... Up Left, + (B)
 Rocket Barspin..... Up Left, Down + (B)
 Rocket One Footer..... Up Left, Left + (B)
 Rocket One Hander..... Up Left, Right + (B)
 Rocket No Hander..... Up Left, Down Right + (B)
 Rocket X-Up..... Up Left, Up + (B)
 Seat Grab..... Up Right + (B)
 Smith Grind..... Left + (Y)
 Sprocket Grind..... Down Right + (Y)
 Suicide No Hander..... Down Right, Down Right + (B)
 Super flip..... Up Right, Down + (X)
 Superman..... Up Right + (X)
 Superman Indian..... Up Right, Up Right + (X)
 Switch Footer..... Left, Left + (B)
 Switch Hander..... Right, Right + B)
 Tabletop..... Up + (X)
 Tabletop Back flip..... Up, Down + (X)
 Tail Tap..... Down Left + (Y)
 Tail whip..... Down Right + (X)
 Tail whip Back flip..... Down Right, Down (X)
 Toboggan..... Up Right +(X)
 Toboggan Back flip..... Up Left, Down + X)
 Toothpick Grind..... Up + (Y)
 Toothpick Stall..... Up + (Y)
 Turndown..... Left + (X)
 Turndown Back flip..... Left, Down + (X)
 Un-Turndown..... Left, Left + (X)
 Wall Tap..... Right + (A)
 X-Down..... Up, Up + (B)
 X-Up..... Up + (B)
 X-Up Seat Grab..... Up, Up Right + (B)

-*

VIII. CODES AND SECRETS

 Need to beat a certain level? You can with these finely tuned cheat codes and Gameshark codes. Beat the final level, finally.

-*-----

Codes

 Slim Jim: Down, Down, Left, Right, Up, Up, Y at rider selection screen.

All Bikes: Left, Up, Right, Down, Left, Down, Right, Up, Left, Y at bike selection screen. You must do this with each rider.

All Levels: Left, Up, Right, Down, Left, Down, Right, Up, Left, Y at level selection screen. You must do this with each rider to unlock every level.

All Styles: Left, Up, Right, Down, Left, Down, Right, Up, Left, Y at

style selection screen. Must do this with each rider to get all styles.

-*-----
Unlockable Secrets

Amish Boy: Beat the game with every character to unlock this guy.

-*-----
Gameshark Codes

All Cheats Unlocked.....	19945CB1000000FF
All Characters Unlocked.....	76ADD92200000C03
Dave Mirra Movie Unlocked.....	917840D70000007F
Ryan Nyquist Movie Unlocked.....	A3131BAE0000007F
Amish Boy Movie Unlocked.....	80B3C73D0000007F
All Levels Unlocked - Dave Mirra.....	6DDB21C20000000C
All Bikes Unlocked - Dave Mirra.....	292729C600000005
All Outfits Unlocked - Dave Mirra.....	FFCDDCA600000005
Gold Medal Sleepy's Ditch - Dave Mirra.....	9CBC40C800000003
Gold Medal Eastwood - Dave Mirra.....	A2AB1BAE00000003
Gold Medal San Jose - Dave Mirra.....	C307ADC700000003
Gold Medal Dirt - Dave Mirra.....	8853C73F00000003
Gold Medal Street - Dave Mirra.....	A3571BAE00000003
Gold Medal Vert - Dave Mirra.....	B3CE70B200000003
All Levels Unlocked - Ryan Nyquist.....	6DDB21C20000000C
All Bikes Unlocked - Ryan Nyquist.....	292729C600000005
All Outfits Unlocked - Ryan Nyquist.....	2393297A00000005
Gold Medal Sleepy's Ditch - Ryan Nyquist.....	A7571BAE00000003
Gold Medal Eastwood - Ryan Nyquist.....	B7CE70B200000003
Gold Medal San Jose - Ryan Nyquist.....	D944C9E000000003
Gold Medal Dirt - Ryan Nyquist.....	D958C9E000000003
Gold Medal Street - Ryan Nyquist.....	F79DDCB900000003
Gold Medal Vert - Ryan Nyquist.....	119C5CAE00000003
All Levels Unlocked - Troy McMurray.....	38316E780000000C
All Bikes Unlocked - Troy McMurray.....	6513217E00000005
All Outfits Unlocked - Troy McMurray.....	51E33D6800000005
Gold Medal Sleepy's Ditch - Troy McMurray.....	1D905CAE00000003
Gold Medal Eastwood - Troy McMurray.....	2BDF297A00000003
Gold Medal San Jose - Troy McMurray.....	455655F600000003
Gold Medal Dirt - Troy McMurray.....	2BE7297A00000003
Gold Medal Street - Troy McMurray.....	456E55F600000003
Gold Medal Vert - Troy McMurray.....	5DAF3D6800000003

-*
XI. GLITCHES

You can grind through walls.

You can wall tap and foot plant through walls.

Sometimes when you hit a wall you start spinning really fast.

On the Acclaim Street competition, you can ride upside down on the bottom of the bridge.

You can get stuck in certain objects and keep falling uncontrollably. Sometimes you have to restart your Dreamcast, but most of the time it will fix itself automatically.

You can grind forever on certain places.

-----*

X. E-MAIL Q&A

Q. Can I post your FAQ on my web page?

A. I only let <http://www.gamefaqs.com> host my pre-final FAQs. After I finish the final draft, you can E-mail me at dirty2000@home.com to ask for permission. For versions, look at the bottom or top of the FAQ. Do NOT use without my permission, even if <http://www.so-and-so.com> says it is ok, do not use it without written or E-mailed permission.

-----*

XI. CREDITS

Acclaim, publishing the game made it available to all of us.
Z-Axis, the ones who made this game, and giving me the opportunity to make a FAQ.
SEGA, for making the Dreamcast.
GameFAQs for hosting all of my FAQs, and for their continued support of me.