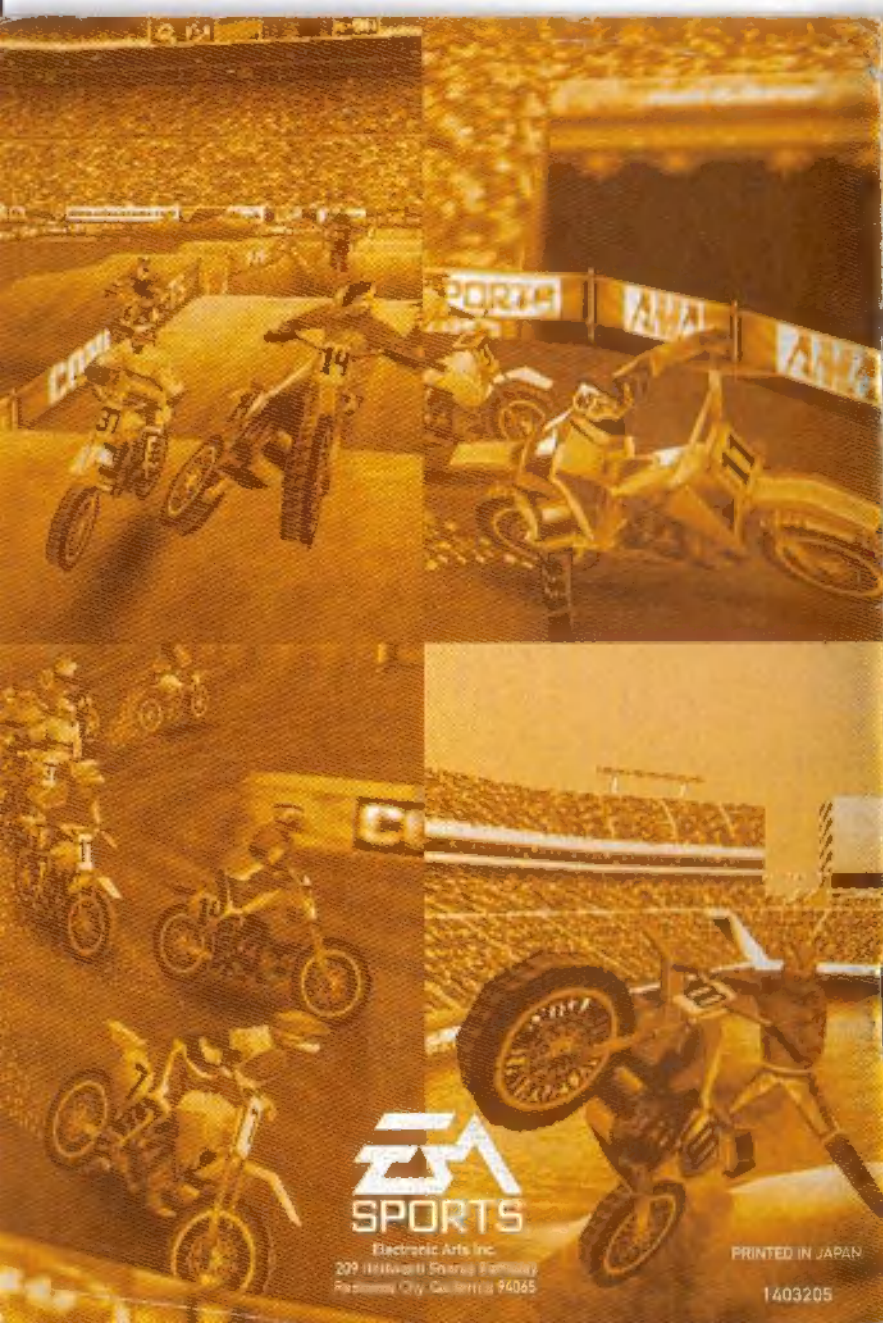


INSTRUCTION BOOKLET



Electronic Arts Inc.
 209 Hillwood Street, Redwood City, California 94065

PRINTED IN JAPAN

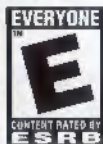
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EA SPORTS SUPERCROSS 2000

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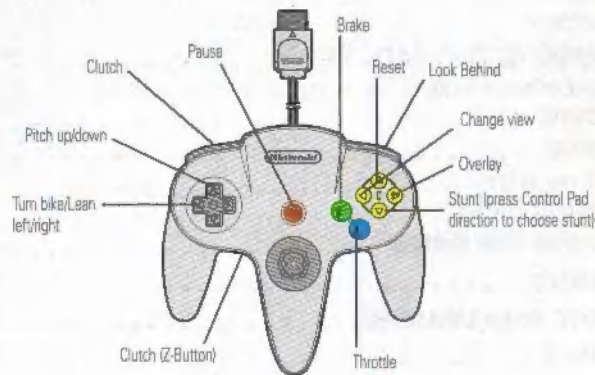


CONTROL SUMMARY

MENU CONTROLS

Highlight menu item	Control Pad ↑
Change highlighted item	Control Pad ↔
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button

EA SPORTS™ SUPERCROSS 2000 COMMANDS



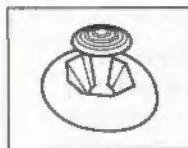
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



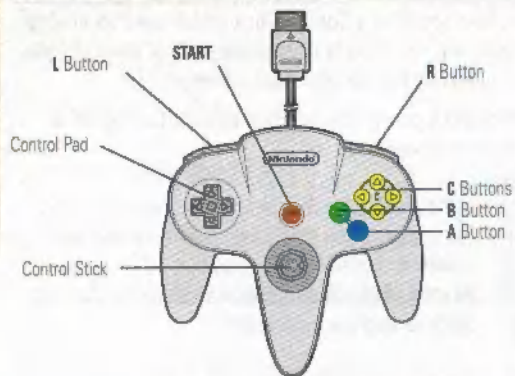
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

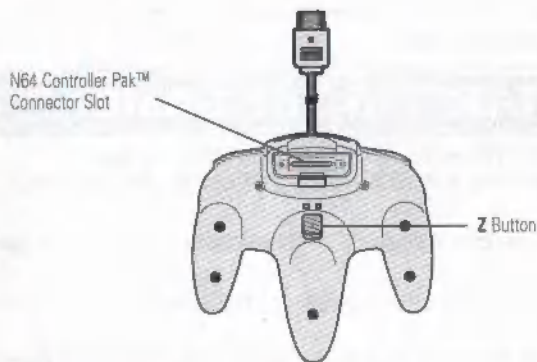
STARTING THE GAME

1. Turn OFF the POWER switch on your Nintendo 64 Control Deck.
WARNING: Never try to insert or remove a Game Pak when the POWER switch is ON.
2. Make sure a Controller is plugged into the controller socket 1 on the Control Deck.
3. If you're playing against a friend, plug the other Controller into controller socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.
5. Turn ON the POWER switch. The game logos appear. If you don't see them, begin again at step 1.

COMMAND SUMMARY



The Control Stick functions identically to the Control Pad throughout all menus and gameplay.



The Z and L buttons activate the same actions during gameplay.

WELCOME TO EA SPORTS SUPERCROSS 2000

Ride, race, and fly with style. *EA SPORTS Supercross 2000* puts you right in the middle of some serious moto action. Bust out with big air jumps and show off your sick tricks in the first authentic Supercross game. Whether you're goin' handlebar-to-handlebar with the Supercross pack or doin' it freestyle, this game has it all.

Hot Features:

- ◆ EA SPORTS Supercross Series racing—The only game so authentic they named a series after it. If it's in the series, it's in the game.
- ◆ 24 top Supercross and Freestyle riders such as Greg Albertyn, Jeff Emig, Kevin Windham, Mike Metzger, Mike LaRocco, and more.
- ◆ 16 real stadium tracks develop grooves and ruts as the race develops.
- ◆ Realistic motorcycle physics for greater control.
- ◆ Practice Race, Quick Race, Single Race, Season, and Freestyle modes.
- ◆ TV-style replays with exclusive StuntCam™ picture-in-picture window during tricks.
- ◆ Two-player split-screen gameplay.
- ◆ Race against yourself in a Ghost Ride to help improve your time around the track.
- ◆ Play-by-play commentary featuring Art Eckman of ESPN.
- ◆ Interactive Replay Cam—Break down all your passes, tricks and spills.

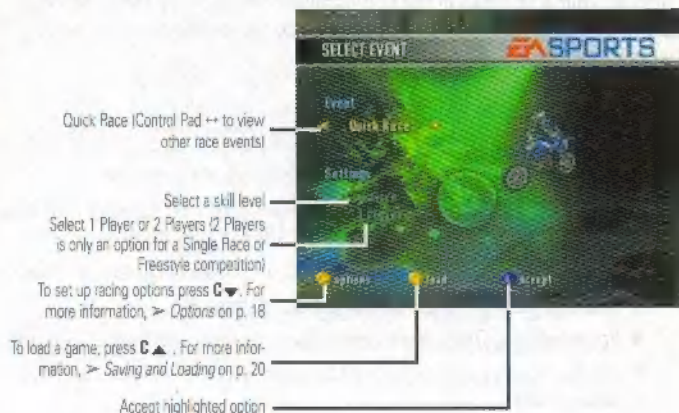


For more info about this and other titles, visit EA SPORTS on the web at www.easports.com.



SELECT EVENT MENU

From the Select Event menu, you can start a Quick Race, change your difficulty level, select number of players, change game options, load a game, or select between a Quick Freestyle, Single Race, Freestyle, Practice, and Season.



NOTE Default options are listed in bold in this manual.

EVENT

- QUICK RACE** Go directly into a race with the default settings. For a list of the settings, go to the Options menu from the Select Event menu.
- QUICK FREESTYLE** Begin a freestyle event with the default settings.
- SINGLE RACE** A single race set against the field at any one of the 16 Supercross or 5 Amateur venues. You can also race head-to-head against another rider.
- FREESTYLE** Bust out your best stunts and tricks in a freestyle competition. See who has the best tricks up their sleeve in a two-player freestyle competition.
- PRACTICE** Make a few solo runs around a track to get up to speed and then race against your Ghost.

SEASON Compete in an entire Season of 16 Supercross events.

SETTINGS

LEVEL Select the level of difficulty: **BEGINNER**, **ROOKIE** or **PRO**.

PLAYER Select between **1 Player** or **2 Players** (2 Players is only an option for a Single Race or Freestyle competition).

- To select an event, Control Pad ←→ to highlight the item and press **A** Button to accept.
- ◆ For detailed information about each of the Game Modes, > *EA SPORTS Supercross 2000 Events* below.

EA SPORTS SUPERCROSS 2000 EVENTS

QUICK RACE

Hop on your bike and take on a field of the best Supercross riders in the world in a five-lap race.

To start a Quick Race:

1. From the Select Event menu choose Quick Race and then press **A** Button or **START**. The race track appears with the upcoming race lineup.
 2. Press **A** Button again to begin the race.
- ◆ For more info on what happens when the race starts, > *Racing* on p. 16.

Note: QUICK RACE picks a rider and a track for you while using all the default game settings. To select a different rider and/or track with different game settings, select SINGLE RACE event.

- ◆ After each race, you have the option to race again. You can also watch a replay of the race or return to the Select Event menu.
- To race again, press **C**▼.
- To replay the race, press **C**▲.
- To return to the Select Event menu, press **A** Button.



Lean back when riding through the whoops section. Achieving the proper form through the whoops can dramatically improve a rider's performance.



Lean forward going into the face of a ramp up and pull back at the apex in order to achieve that essential high-flying effect needed to clear the "Triple".

QUICK FREESTYLE

Dive into a Freestyle competition.

To start a Quick Freestyle Event:

1. From the Select Event menu, select Quick Freestyle and then press **A** Button or **START**.
2. Press **A** Button again to begin the event.
 - ◆ For more information, > *Freestyle* on p. 10.

SINGLE RACE

Take on a field of riders at any venue, or challenge another rider to a head-to-head battle around the track.

SINGLE PLAYER RACE

To start a Single Player race:

1. From the Select Event screen, highlight SINGLE RACE, make sure 1 PLAYER is selected, and then press **A** Button to access the Select Track screen.
 - To toggle between 1 and 2 Players, Control Pad \uparrow to highlight player options under settings. Then toggle between 1 and 2 PLAYERS using Control Pad \leftrightarrow .
2. From the Select Track screen, you can select from any of the 16 Supercross or five Amateur venues. After you've highlighted your track, press **A** Button.
3. Next, choose a rider. You can select from 24 Supercross and freestyle riders or create your own rider. For more information, > *Create Rider* on p. 14.
4. After a rider is selected, you can customize your bike. Once a bike is tweaked the way you like it, press **A** Button again to go to the race. For more information, > *Customize Bike* on p. 15.

HEAD-TO-HEAD



To start a Head-to-Head race:

1. From the Select Event menu, highlight SINGLE RACE, make sure 2 PLAYERS is selected, and then press **A** Button.
2. Next, select a track, select your riders and customize your bikes in order to begin the race.
 - ◆ In 2-Player mode, both riders view the course on a split screen. Rider 1 appears at the top of the screen—Rider 2 at the bottom.



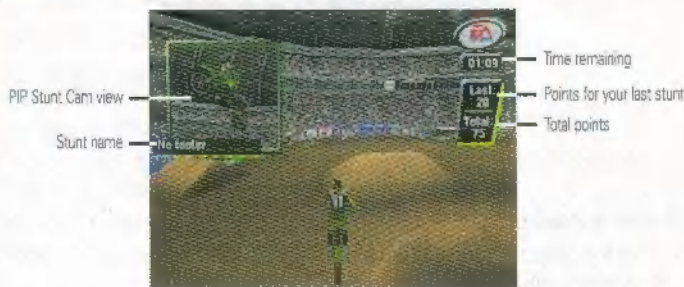
Fan your clutch through the turns to help slide the back end of the bike around the hairpins.



This is Supercross, not Superbikes, so you need to use your brakes. Be careful not to go into turns too hot; heed the warning or your penalty may be painful.

FREESTYLE

Show off your airborne skills and stunts in a freestyle event. Compete against yourself or against another rider. It doesn't matter, as long as you give the crowd the big tricks and showboatin' they came to see.



FREESTYLE SCORING

- ◆ Every rider has 2, 3 or 5 minutes to perform as many stunts as they can. The goal is to tally as many points as possible in the allotted time.
- To change the allotted time, go to the Options menu before entering the event, then select your time from the Settings menu.
- ◆ If there is a tie between two riders at the end of regulation, an extra minute of overtime automatically kicks in.
- ◆ Points are awarded for successfully completed stunts, based on a point rating for each stunt. Bonus points are awarded for lengthy (in terms of time) and high jumps, but only for those jumps in which one or more stunts are successfully completed.
- ◆ If the bike crashes upon landing or very shortly thereafter, no points are scored for any stunts or bonuses during that jump.
- ◆ At the end of the user's performance the TOTAL points are tallied by adding: Point accumulation from stunts, Big Air and Style Points.

POINT SYSTEM

How to perform a Stunt:

While you're in mid-air over a huge kicker, press **C** or **C** + **Control Pad** to perform one of the crazy freestyle tricks.

SINGLE BUTTON STUNTS

STUNT	POINTS	BUTTONS
No Hander	10	Control Pad ▲
No Footer	10	Control Pad ▼
Nac Nac	20	Control Pad ▲
Pancake Whip	20	Control Pad ▼

DOUBLE BUTTON STUNTS

STUNT	POINTS	BUTTONS
Rear Fender Grab	30	Control Pad ▲ / ▼

TRIPLE BUTTON STUNTS

STUNT	POINTS	BUTTONS
Heel Clicker	70	Control Pad ▼ / ▲ / ▲

There are even more sick stunts that you can perform. Be creative and see what you discover during one or your mid-air flights. We've given you a few stunts. It is up to you to uncover the rest. There are a total of 17 you can perform.



BONUS POINTS

BIG AIR

- ◆ Big Air points are awarded for extremely high jumps.

STYLE POINTS

- ◆ Style points are awarded for holding your stunt for an extended period of time.



You can earn Style points by holding a stunt in mid-air. After you select your stunt combo, release the Control pad button while holding down C.

PRACTICE RACE

Take a ride around every track and fine tune your bike to best suit your racing style. Test each corner and take on every jump. This is where you can hone your riding skills before racing for the checkers.

- ◆ Begin a Practice race by selecting PRACTICE from the Select Event menu and press A Button.

At the end of every Practice race, you have the option of saving a Ghost image of your race, and then racing again in Ghost Mode. Here, your Ghost rider joins you on the track while you race again. The Ghost rider replicates your previous race so you are competing against yourself.

When a Practice race ends:

- Highlight RACE AGAIN and press A Button to run a few more laps around a track.
- If you want to race against yourself, highlight USE THIS AS A GHOST, and press A Button. Once you select this option, RACE AGAINST GHOST appears. Select that option to begin a new race in Ghost mode, otherwise you can choose to RACE AGAIN by yourself.
- To return to the Select Event menu, select END RACE and press A Button.

SEASON

Compete in a 16-race season. If you start off at the bottom of the standings, don't worry about it, you'll have plenty of races to catch up—assuming you don't wait too long to make your move.

At the end of each race, riders are given points according to how they finished in the race. The points are then added to the season points standings and can be viewed at the end of each race. The rider who collects the most points at the end of the season is declared the EA SPORTS Supercross Champion.

To begin a racing season:

1. From the Select Event menu, select SEASON then press A Button to access the Select Rider screen.
2. After a rider is selected or created, press A Button to advance to the Season menu.
3. Select START RACE to begin your competition.

Rank	Rider	Overall Total	Last Race Rank	Last Race Points	Last Race Time
1	Jedi King	28	3	20	00:44.05
2	Larry Smart	17	7	12	00:58.73
3	Mike LaRocca	15	3	12	00:52.74
4	Kyle Wickham	13	4	10	00:55.94
5	John Reed	11	5	11	01:02.73
6	Robin Raymond	10	6	10	01:05.90
7	Tom Terry	9	7	9	01:05.90
8	Mike Fray	8	8	8	01:08.15

- After your race, press A Button to return to the Season menu. From here, you can move on to the next race on the schedule.

SEASON MENU

- START RACE Start the next race of the season.
- CALENDAR View the season race schedule.
- STANDINGS View the rider season point standings.
- STATISTICS View the rider individual race point standings.
- QUIT Return to the Select Event menu.

GETTING TO THE RACE TRACK

SELECTING A VENUE

EA SPORTS Supercross 2000 offers 16 of the most challenging Supercross tracks you can imagine. In addition there are five Amateur tracks which allow you to hone your skills. Each track has its own unique style that can grind up even the best riders.



RIDERS

EA SPORTS Supercross 2000 features a full grid of Supercross and freestyle riders.



To select a rider:

- Control Pad ↓ to highlight the rider of your choice and press A Button to accept.

To create a rider:

1. From the Select Rider screen, press C ◀ . The Enter Rider name screen appears.
2. Create a name for your custom rider and press A Button to accept.
 - Control Pad ↓ to scroll letters.
 - Control Pad → to advance letters.
 - Press B Button to delete letters.
 - Press C ◀ to Cancel.
3. Select a number for your rider and press A Button to accept. Your created rider joins the field. You'll be able to select between numbers 1 and 9 for a created rider.
 - To cancel or delete, press C ◀ after a rider is created.

CUSTOMIZE BIKE

Adjust your bike so that it best suits your racing style.

- cc** Select between a 250cc or 400cc engine. A 250cc is a classic two-stroke engine Supercross bike with a steep power band. 400s are newer to the world of Supercross with a smoother power band and are easy to recognize by their tough rumbling sound.
- TRACTION** When set toward SLICK, your bike will slide easier around turns but braking will be less effective. When set toward ROUGH, your bike slides less but may work better if your gearing is set for better acceleration.
- GEARING** When set toward ACCEL, your top speed is not as fast when set toward HIGH, but your bike is more manageable and has better punch at lower speeds. When at top speed, your bike will be able to achieve maximum speed but the bike is more difficult to handle.
- SHOCKS** With a SOFT setting, your bike has an easier ride because your softer shocks soak up all the bumps. When set toward STIFF, your ride is a bit more hard, as you get bigger air on your jumps but the bike will be less forgiving.

RACING

AT THE GATE

Before the race starts, check out the starting lineup. All riders begin at the starting gate, so a quick jump off the line is crucial if you want to grab the hole shot. Every rider that gets past you going into the first turn is a rider that you'll have to try to pick off during the race.

UPCOMING RACE		Rider's hometown	Event	Rank
Stadium	Edison Int'l Field	Main Event		
Riders	Joel Erwig	#11 Kansas City, Kansas	1	
	Steve Leason	#24 Glendale, California	8	
	Greg Albertyn	#8 Johannesburg, South Africa	3	
	Lance Small	#35 Auburn, Washington	10	
	Robbie Reynard	#17 Tulsa, Oklahoma	6	
	Mickael Pichon	#3 LeMans, France	2	
	Daniel Huffman	#31 San Valley, California	9	
	Mike Metzger	#10 Huntington, Oh, GA	1	
	Kevin Windham	#13 Baton Rouge, LA	5	
	Tim Ferry	#20 West Palm Beach, FL	7	



Hold your clutch in at the Start Gate and try popping it at just the right time when the gate drops. This will help you get the jump you need on the other riders.

DURING THE RACE

As soon as the starting gate drops, take off and race for the checkered flag.



CURRENT LAP TIME

This is where your current lap time is tracked. Try to decrease your time every lap.

BEST

After completing each lap around the track, your best lap time is recorded and posted on the screen. This is the time to beat on every lap.

PREV LAP

Once a lap is completed, your time is recorded until you finish another lap.

LAP NUMBER/TOTAL LAPS

While you're racing around the track, it's difficult to remember what lap you're on. Use the Lap Number/Total Laps display for guidance.

CURRENT PLACE

Your position in the field of competitors.

- ◆ If you collide with a wall or another rider and fall off, you'll continue the race from a point near where you last had control of your bike.



Perhaps where many races are won or lost is the rhythm section. It's essential to establish a good rhythmic flow through these severe undulating sections of the track. Your ability to balance your throttle control and make good jump calculations may become the key factor for determining your success.



Your ability to evaluate a good racing line going into turns will either have you dancing on the podium or eating your opponent's roost. Typical racing lines might be to size up your opponent to undercut him on the inside or use the outside berm to try and maintain some momentum and rocket past him.

PAUSING THE GAME

You can Pause the action to fine-tune your environment, adjust your sound, screen, and settings to get the most out of your race.

➔ To pause a race, press **START**.

RESUME	Continue racing.
AUDIO	Adjust the sound and music in the game.
VISUAL	Customize your display.
CONTROLLER	Select your controller configuration.
END	Quit the race and return to the Select Event menu.
RESTART	Restart your race (only available in single race, freestyle or practice event modes).

◆ For more information on the Pause menu options, > *Options* below.

OPTIONS

You can set up the game options from any of the menus before entering a race. Press **C** ▼ to enter the Options menu. Control Pad ↔ in order to scroll through the different options menus.

SETTINGS	Set up the perfect race.
RIDERS	Choose between 1-10 riders on the track.
LAPS	Select the number of laps for a race (up to 20). The default is set to 5.
RACE ALL HEATS	Toggle heat races ON/OFF . When ON , riders have to qualify for the Main Event.
FREESTYLE TIME	Set your time for a Freestyle Event to 2, 3, or 5 minutes.
DIFFICULTY	Adjust the Difficulty Settings of the game.
LEVEL	Select your difficulty level to BEGINNER , ROOKIE or PRO .
INVISIBLE WALL	Turn the invisible wall ON/OFF . When ON , the rider will stay on the track throughout the race.
LEAN ASSIST	Race with the Lean Assist ON/OFF . When ON , This reduces the impact of the rider leaning forward and back (weight shifting).

MAX SPEED	Ride with 90% , 100% or 110% of your bike's maximum speed potential.
COMPETITION SPEED	Set the competition's maximum speed potential to 90% , 100% or 110% .
COLLISION SENSITIVITY	Set the Collision Sensitivity for track and rider objects to 80% , 90% or 100% .
BREAKING EFFECTIVENESS	Ride with 100% , 110% or 120% of your bike's maximum braking effectiveness.

◆ Difficulty Level is set to custom when you change any of the default settings.

AUDIO	Adjust the sounds of the game.
SOUND FX VOLUME	Adjust the volume of sound FX.
MUSIC VOLUME	Adjust the volume of the menu music.
ENGINE VOLUME	Adjust the volume of the motorcycle engine.
SPEECH VOLUME	Adjust the volume of the commentary.
MENU AUDIO	Set the menu audio to RANDOM MUSIC/OFF . When set at Random Music, the computer plays one of the seven music tracks.
IN-GAME AUDIO	Set the in-game audio to PLAY-BY-PLAY/RANDOM MUSIC/OFF . When set at Play-By-Play, you'll hear Art Ackman's commentary during the race. When set at Random, you'll race to music.
OUTPUT	Set the audio to STEREO/MONO/OFF .
VISUAL	Set up the display of the game.
PIP	Turn the StuntCam picture-in-picture ON/OFF (only active when performing stunts).
CAMERA	View the action from one of the five different camera angles.
OVERLAY	Adjust the in-game display to NONE/TIMER/SPEEDO/FULL .
HELP ARROW	Turn the racing Help Arrow OFF/FIRST LAP/ON . The Help Arrow points you through the turns.

RESOLUTION

Adjust the screen resolution to **MEDIUM/HIGH**. (High resolution requires the 4 MB expansion pak).

SPEEDOMETER CONTROLLER

Set the speedometer to **MPH/KPH**.

Select from one of four different controller configurations.

CREDITS

See who really "is in the game."

To edit an option:

- Control Pad ←→ until the desired sub-option setting appears.

SAVING AND LOADING

Save and Load a race or season from your Controller Pak.

To Save Game Settings:

- From the Options screen press **C** ◀. Follow the on screen prompts to complete saving your settings.

To Save a Season:

- From the Season screen press **C** ◀ to bring up the Save screen. Highlight create new and press **A** Button to save your current season.

To Load:

1. From the Select Event menu, press **C** ◀ to load a game.
2. Highlight the saved game you wish to load and press **A** Button to accept.

To Delete:

- From the Options menu press **C** ▶ to go to the Controller Pak screen.
- Highlight the saved game you wish to delete and press **A** Button to delete the file.

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MUSIC

"The Next Big Thing"

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Written by Mike Herrera
Produced by Jerry Finn
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Words and Music by Chris Cheney
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By Arrangement with Warner Special Products

"I Want A Day"

Performed by The Living End
Words and Music by Scott Owen
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"Over It"

Performed by Pulley
From the self-titled album
Written by Pulley
Produced by Ryan Greene
© 1999 X-Members Music/In The Jerk Music/Westbeach Music (BMI)
Courtesy of Epitaph
(P) 1999 Epitaph

"Perfection"

Performed by All
From the album Mass Nerder
Written by Stephen Egerton and Bill Stevenson
Produced by Stephen Egerton, Bill Stevenson and Jason Livermore
© 1998 Dome O'Crome (ASCAP)/Drum Ogre (BMI)
Courtesy of Epitaph
(P) 1998 Epitaph

"Babbie"

Performed by 40 Watt Domain
Written by Drew Lynn
© 1998 Published by Drew Lynn Publishing (BMI)
Recording Courtesy of 40 Watt Domain

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