

MOTOCROSS MANIA 3



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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

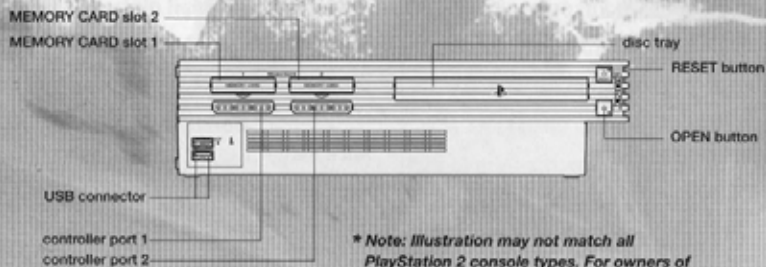
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- 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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Getting Started



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your Playstation 2 computer Entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the indicator is green, press the OPEN button and the disc tray will open. Place the Motocross Mania 3 disc on the tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Menu/Sub Menu Navigation

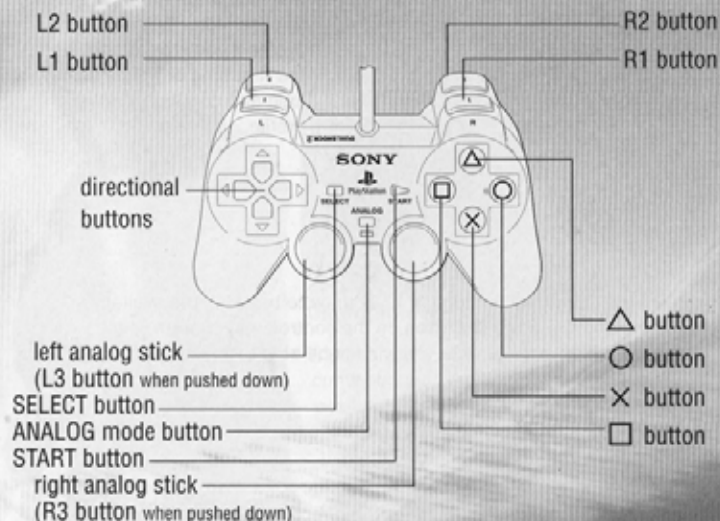
Throughout this manual **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (**↑**, **↓**, **←** and **→** depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the **×** button. To go back to the previous menu and/or cancel the previous selection, press the **○** button.

Quitting a game in Progress

To quit a game in progress, press the START button during the game. The pause Options Screen will appear. Select Quit then confirm by selecting Yes. You'll then return to the Main Menu.

Default Controls

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Control	Function	Control	Function
L1 button	Attack Left	R1 button	Attack Right
L2 button	Speed burst	R2 button	Preload
Up directional button	Lean Forward	△ button	Mania Mode
Left directional button	Steer Left	○ button	Stunt
Right directional button	Steer Right	× button	Accelerate
Down directional button	Lean Back	□ button	Brake / Move Back
LEFT analog stick	Steer / Lean	RIGHT analog stick	Accelerate / Brake
SELECT button	Change Camera	START button	Pause / Resume

Profile Setup



The first screen you will see when beginning Motocross Mania 3 is the Profile Page. Choose either Create New Profile if you are starting for the first time or Profile List to load and continue a current profile.

Press the directional buttons **↑** or **↓** to cycle between the available options and press the **X button** on the controller to confirm your selection. If no profiles exist you will not be able to choose Profile List.

Create New Profile

To enter a new profile name Press the directional buttons **↑** or **↓** to change the character then press the directional buttons **←** or **→** to change the current selection.

Once you are happy with your profile name press the **X button** on your controller to advance to the Main Menu.

Profile List

To load a previously saved profile, Press the directional buttons **↓** or **↑** to cycle the current saved profiles and press the **X button** on your controller to confirm your selection.

Main Menu



Championship

The championship races are not conventional 3 lap races where the position you cross the line in becomes your place. In MXM3 it's about surviving the length of the race. Races have a set number of laps and a required finishing position (see **Championship** pages 15 - 16) but there is no longer a need to get all the way to the finish. Riders can dispose of their opponents by using the games cool combat system. Races become a last man standing event where you either knock other riders out of the race by disconnecting them from their bikes or avoid combat to get to the line without being knocked off yourself.



Single Race

Single Race allows you to choose a race mode and compete in a single event on any of the available circuits with any characters and bikes.

Normal Race

Compete in a race where an opponent cannot knock you out of the race. In race mode it is a simple race with the first one over the line winning. If a rider is knocked from their bike they will be remounted and allowed to continue the race.

Last Man Standing

Last man standing races are the same format as the championship events. In this mode players must avoid being knocked from their bike, and either destroy their opponents or safely cross the line.

Time Trial

Your aim is to set a new fastest time on any of the unlocked circuits. If you beat any one of the top ten times during the session a new time appears on the board in place of the time it has dislodged.

Freestyle

The freestyle event is a special stadium based event where the riders compete against each other over a number of obstacles to score points by performing tricks.

Multiplayer

Choose from a number of different multiplayer game modes. See Multiplayer and Mini Games page 18 - 19

Mini Games

Choose from a number of different mini games including Battle Royal and Bomb Tag. See Multiplayer and Mini Games page 19

Options

Setup numerous gameplay options as well as sound and video settings. See **Options** page 18 - 19.



Combat

Basic Combat Moves

Attack Left
Attack Right
Shoulder Barge
Double Hit

L1 Button
R1 Button
Directional button **↑** + **R1** / **L1** button
Directional button **↑↑** + **R1** / **L1** button



Ground Attacks

Cool ground combat moves that do more damage than standard attacks but will give a disadvantage while being performed... NO Steering!! There are 4 ground attacks you can perform:

Rodeo Directional button **↓** + Stunt Button
Pummel Spin Directional button **↑** + Stunt Button
Flip Kick Left Directional button **←** + Stunt Button
Flip Kick Right Directional button **→** + Stunt Button



Air Attacks

Showing off and kicking ass at the same time... could it be any better? Air attacks allow players to earn points, which translate to cash rewards as well as giving the player the ability to take out opposing riders.



Suicide	Directional button ↓ + Stunt Button
No Footer	Directional button → + Stunt Button
Split X	Directional button ↑ + Stunt Button
Whip	Directional button ← + Stunt Button
Barhop	Directional button →, → + Stunt Button
Cat Nac	Directional button ↓, → + Stunt Button
Buzz Saw	Directional button ↓, ← + Stunt Button
Running Man	Directional button ↓, ↓ + Stunt Button
Spinning Top	Directional button ←, ↓ + Stunt Button
Titan	Directional button ↑, ↓ + Stunt Button
Pirouette	Directional button ↑, ↑ + Stunt Button
Tail Grab Kick	Directional button ↑, → + Stunt Button

With a full mania meter you can perform special moves. Try a combination of two button presses together with the stunt button and a full mania meter to uncover some of these crazy moves:

Seat Kick	Directional button ↑, ← + Stunt Button
Kung Fu Flip	Directional button →, ↓ + Stunt Button
Monkey	Directional button ↓, ↑ + Stunt Button
Tilt-O-Whirl	Directional button ←, → + Stunt Button

Tip: If you prefer not to use the directional buttons, pushing the left analog stick in the direction indicated can also perform Stunts.

Weapons

Combat can be a complex affair, but the use of a weapon makes it so much simpler. To begin, all riders will have a simple baseball bat with a limited lifespan. Throughout the career you are able to upgrade your rider's arsenal and purchase more powerful weapons to dish out more damage to your opposition. Choose wisely; the more powerful a weapon the fewer times you can use it before it becomes useless.

Here is a list of some of the weapons available.



Baseball Bat
Damage 15 HP
Life 15 hits
Cost \$0



Crowbar
Damage -10 HP
Life 5 hits
Cost \$75



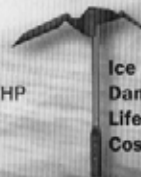
Hockey Stick
Damage -10 HP
Life 5 hits
Cost \$200



Tonfa
Damage -10 HP
Life 5 hits
Cost \$250



Cattle Prod
Damage -25 HP
Life 12 hits
Cost \$600



Ice Axe
Damage -30 HP
Life 11 hits
Cost \$800



Cricket Bat
Damage -34 HP
Life 10 hits
Cost \$1000



Flower Club
Damage -34 HP
Life 10 hits
Cost \$1000



Sceptre
Damage -34 HP
Life 9 hits
Cost \$1200



Golf Club
Damage -40 HP
Life 8 hits
Cost \$1300



Bear Paw
Damage -44 HP
Life 7 hits
Cost \$1400



China Staff
Damage -50 HP
Life 5 hits
Cost \$1500

Staying Alive & Bringing The Pain

With the objective of Championship being to survive and outlast your competition knowing how to survive and also knowing how to take out the opposition play a big part.

Positioned on the bottom left of the screen in the **MANIA** meter. This meter gives you a number of advantages in combat. Whilst it is filling you can use the meter's juice for quick boosts of speed, although this will empty the meter. Once the meter is full however your advantages quickly increase.

When the meter is full press the **X** button to initiate **MANIA** mode. This will slowdown the world around you, and gives you twice as much time to dish out punishment to the opposition. To exit **MANIA** mode before the meter is emptied press the **X** button once more.



Watch Your Health

Below the Mania meter is the **HEALTH** meter. Keep a close eye on this as once its empty you're toast in a Last Man Standing event. There are two stages to your health, overall health and stamina.

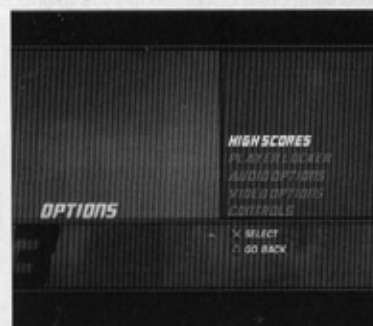
Stamina will empty faster than health and when it hits zero you will be knocked off. But don't worry stamina will refill and you can only be knocked out of the race when your health hits zero.

Options

Make adjustments to the games available options. Press the directional buttons **↓** or **↑** to highlight an option, and then press the **X** button to confirm your selection.

High Scores

Here you can view all your best scores and compare them to your friends. Once you have chosen **High Scores** from the options page you will be asked to choose the game mode you want to view. Once you have chosen your desired table press the directional buttons **←** or **→** to scroll the tables for the different tracks.



Player Locker

View your current game progress as well as the total time you have been playing. In the **player locker** you can also view the individual characters garages and see which rider has the best rides available. To change the garage for each rider press the directional buttons **←** or **→** and then press the **X** button to view the garage.

Audio Options

Adjust the games sound and music volume as well as making specific changes to the music played in game.

Sound & Music

To change the sound and music volumes, highlight the option, then press the directional buttons **←** or **→** to raise or lower the volume setting.

Jukebox

Highlight **Jukebox**, then press the **X** button to view the games song list. Press the directional buttons **↓** or **↑** to scroll through the songs, then **←** or **→** to toggle the individual songs ON or OFF.

Song Order

The song order option allows you to choose whether you want the games songs to be played randomly or in the order shown in the jukebox. Press the directional buttons **←** or **→** to toggle NORMAL or RANDOM play.

Video Options

You can adjust the games format and screen position to best suit your monitor or television screen using the **Screen Position** and **Widescreen** options. Highlight **Widescreen** then press the directional buttons **←** or **→** to turn ON or OFF. To adjust the screen position, highlight **Screen Position** and press the **ⓧ** button to activate the option. Press the directional buttons **↓**, **↑**, **←** and **→** to move the game screen. When you are finished press the **ⓧ** button to confirm or the **ⓧ** button to cancel.



Crash Cameras

You can also control the games Crash Cameras. Highlight Crash Cameras and use the **←** or **→** directional buttons to toggle crash cameras ON or OFF.

Split Screen

Toggle the split screen mode used in multiplayer game modes. Choose between Horizontal and Vertical split screen modes. Highlight Split screen and use the **←** or **→** directional buttons to toggle VERTICAL and HORIZONTAL.

Controls

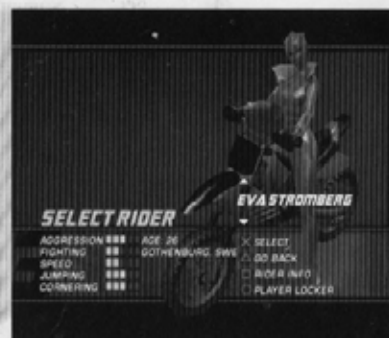
Motocross Mania 3 offers the option to turn your vibration function ON or OFF, as well as four controller layouts. Press the directional buttons **↓** or **↑** to highlight **Vibration** or **Layout Type**, then press the directional buttons **←** or **→** to change the settings.

Select a Rider / Bike

Once you have chosen a game mode you will be taken to the Select Rider Screen. You'll notice that not all riders are initially available for selection.

Press the directional buttons **↓** or **↑** to cycle through the available characters.

As you highlight "locked" riders, on-screen text will explain how to unlock a locked rider. Rider attributes will not appear for locked riders.



Rider Info

To view a short blurb on the background of your chosen rider press the **○** button on the controller. A block of information will appear on the right hand side of the screen. To return to the Rider Selection press the **○** button on your controller.

Player Locker

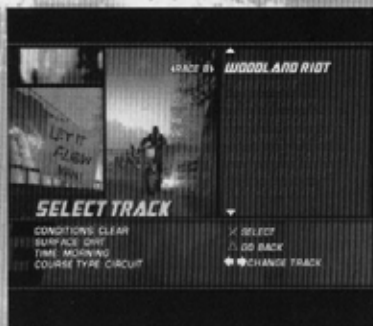
View your current game progress as well as the total time you have been playing. In the **player locker** you can also view the characters garage and see which bikes are currently available to the selected rider.

Select a Track

If you have chosen Single Race or Time Trial once you have selected a rider you will come to the Select Track Screen.

You'll notice that not all tracks are initially available for selection.

Press the directional buttons **↓** or **↑** to cycle through the available tracks. Press the directional buttons **←** or **→** to change between the A and B versions of each track.



Race Setup

Once you have selected a track you will come to the Race Setup Screen.

Single race provides a number of Race Setup options for you to customize. Time Trial allows only for the Number of Laps to be altered.

Press the directional buttons **↑** or **↓** to cycle through the available options. Press the directional buttons **←** or **→** to change the settings for each option. Once you have changed all desired options highlight **START** and press the **X** button on the controller to enter the race.

Championship

This game mode is the heart of Motocross Mania 3.



Difficulty Modes

Choose one of the three difficulty modes available. Hardcore mode is only available once you have completed the Challenging mode. Hardcore contains longer tracks and increased combat levels so challenging is a good platform to learn the ways.

I'm A Wimp

Are you new to Motocross Mania and just want to unlock some more tracks? I'm a wimp is the simplest and quickest career path; short races and subdued competition, while still proving a good challenge for beginners.

Challenging

A step-up from I'm a wimp, the opposition is now fiercer and races are longer. More tracks and new environments as well as more rewards to unlock.

Hardcore

This is the top-level of racing in *Motocross Mania 3*. It is as much an endurance event as a combat race. You will be able to upgrade to the top-level components and race and fight over the entire area of the environments. Faster and more powerful opposition, as well as more races than the other difficulty modes, await you in Hardcore.



Championship Menu

After choosing your difficulty mode and rider you will arrive in the Championship Menu. This is your place, so check out the Auto Shop, browse your garage or locker, or just get straight to it and hit up the next event.



Auto Shop

The Auto shop provides a number of categories to choose from. Press the directional buttons **←** or **→** to cycle the categories and the **X** button to select and browse the contents.



Once on the screen for the sub category in the Auto Shop press the directional buttons **←** or **→** to cycle between the items available. Once you have found an item you like press the **X** button on the controller to purchase.

Both New and Used items are available in the Auto Shop. New items will be yours for the duration of your game although used items are cheaper they will only last for one event.

Garage

Browse your available bikes. To begin your rider will have one bike available in the garage. You can win new bikes by beating the opposition during the championship. Every bike has upgrade levels, when you purchase upgrades in the [Auto Shop](#) they will be applied to all your bikes.



Player Locker

View Career statistics as well as your current inventory of Bikes, Weapons and Armor.

Next Race

Go to the next race event in the current championship. Choosing this option will take you to the Standings page and then onto the next race event.

Rider Challenges

During the championship you will face challenges from the competition. You can initiate a challenge yourself and take on an opponent to win their bike, or let the opposition challenge you and race for cash.

Either way the challenge will be the best of three events over a series of races. Win two out of the three races and you will be the winner.

To challenge a rider, press the directional buttons **←** or **→** to choose a rider on the standings screen before an event. Once you have picked a rider press the **X** button to initiate the challenge.

If you do not choose a rider to challenge then one will challenge you. You must accept or initiate a challenge before advancing to the next race.

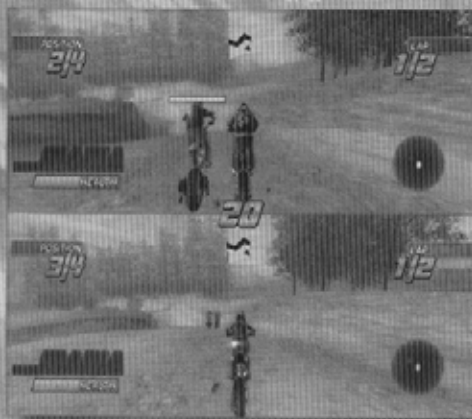


MXM3 Pickups

A number of pickup items are scattered around the **Motocross Mania 3** worlds. These range from cash to Speed Boosts. Cash pickups are only available in Championship while all others are in most single player modes.

Multiplayer & Mini Games

Multiplayer and mini games can be played on any of the available tracks with any of the available riders.



Multiplayer

There are numerous multiplayer games available within MXM3. All multiplayer games are simultaneous, and up to two players can enjoy the game at once in all modes. Split screen multiplayer can be played in horizontal or vertical mode.

Single Race

Race with a friend against computer controlled opposition in either a last man standing or Normal race event.

Tournament

Choose up to 13 tracks and compete in a tournament with a friend against computer-controlled competition.

Once you have chosen your desired riders you will appear on the Track List page. To add a new track to the Track List press the **+** button on the controller. To remove tracks from the list press the **-** button on the controller.

VS Race

Race head to head against a friend in either a Last Man Standing or normal race event.

Mini Games



MXM3 contains a variety of mini games. Mini games will take place on a selection of the available tracks that the player has unlocked. The Battle Royal mini game will also take place within the career mode offering a distraction from the full on race events.

Battle Royal

Compete in a free for all combat event. Choose between KO or Time based modes. On the race setup page highlight MODE using the directional buttons **↑** or **↓** and the change between game modes using directional buttons **←** or **→**.

Hunter

The Hunter mode pits the players against a number of computer-controlled opponents. The players must knock out the opposition as fast as they can. The player who KO's the most opposition the fastest will win the event.

Bomb Tag

Bomb Tag is a multiplayer only mini game. Bomb Tag pits two players against each other in small arenas. A player will be given a bomb at the start, which will explode after 30 seconds.

To lose the bomb the player must run into their opponent. Once the bomb explodes a new bomb will be randomly assigned and the timer reset. The player with the least KO's at the end of the event will be the winner.

Environments

Woodland



A tightly packed environment, the woodland is made up of paths through trees and jumps over logging. A large lumber mill lies within the woods and the races pass by through clouds of sawdust and buzzing saws. A main logging road passes through the center of the environment with riders having to dodge vehicles as well as the blows from other riders as they

navigate their way back onto the forest tracks.

Canyon County

Open landscapes and large canyons create the red desert landscape. The open landscapes lead into a group of canyons that are home to a small resort, a prison full of rioting prisoners and a large open chasm with platforms to navigate. This is the harshest environment in the game, with little room for error on some of the large canyon gaps.



Boulder Mountain



Part of a range of mountains the races take place along a ski slope. Starting at the top where only the bravest of skiers dare venture the track has some steep and fast descents with gigantic drops and jumps. Icy surfaces and deep snow coupled with avalanches and falling boulders make for an exciting, if not treacherous, environment.

Camp Carnage



Green fields surrounded by small cliffs and bordered by a large lake the military grounds sit quietly away in the countryside. However it is anything but quiet. Tanks roar up and down the road on practice missions, planes fly over head on target practice and the firing range is alive with ammunition rounds being fired 24 hours a day. Broken bridges, marching soldier filled

barracks and firing ranges make up the environment. Full of explosions and ambient activity this makes for a truly unique race experience.

Junk Yard

Heavy machinery, unstable piles of rubble, a busy highway and half finished buildings create a manic environment of noise, obstacles and insane jumps and passages. The races pass through unfinished buildings, over piles of exploding rubble and beneath large pneumatic crushers.



City



The City environment is made up from four separate areas consisting of residential, waterfront, park and business areas. The City environment is a deadly playground with its steep roads, blind corners and heavy traffic. The park and waterfront areas are more relaxed than the busy business and residential areas but still full of surprises.

Riders



Chino Baez

Age: 30
Sex: Male
Location: Puerto Rico
Build: 5 ft 8 inches



Latisha Jones

Age: 23
Sex: Female
Location: Brooklyn, New York
Build: 5 ft 9 inches



Eva Stromberg

Age: 26
Sex: Female
Location: Gothenburg, Sweden
Build: 6 ft



Moisha Flaven

Age: 23
Sex: Male
Location: West Hollywood
Build: 5 ft 9 inches



Oleg Trotsky

Age: 65
Sex: Male
Location: Russia
Build: 5 ft 6 inches



James Boateng

Age: 22
Sex: Male
Location: Ghana
Build: 6 ft 5 inches



Sumiya Mitra

Age: 17
Sex: Female
Location: Portsmouth, England
Build: 5 ft 2 inches



Karyn Lawson

Age: 21
Sex: Female
Location: Adelaide
Build: 5 ft 8 inches

Motocross Mania 3 contains a number of extra bikes and riders. By winning championships and races you will unlock bonus riders and their bikes, which then can be used in any mode throughout the game.

Credits



Deibus Studio Credits

Executive Director

Lisa Catto

Executive Producer

Daniel Bobroff

Development Director

Michael Lavaire

Non Executive Director

Mike Elms

Producer

Bianca White

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Josef Kainz

Animation

Nicholas Stephens

Quality Assurance

Matt Chalney

Player Character Programming

Garry Brady

Programming Team

Fred Ma

Phil Welch

Game Engine Programming

Tobias Barendt

Andrew Southgate

Michael Hoe

Tools Programming

Warren Keyes

Parvinder Singh

Tom Whittock

Christoph Hadtstein

Additional Design

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John Sykes

Control Key Ltd

Alick Goldenberg

Special Thanks To

Jake Bobroff

Molly Bobroff

Emmanuel Jarre

Kevin Bishop

Kevin Dartnaill

James Maslin

James Pond

Stephen Hood

...and born during the development of Motocross Mania 3

Callum Jay Brunning

Jaina Jarre



2K Games Credits

2K Games, Inc.

A division of Take-Two Interactive Software, Inc.

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Dominic Garcia

Gabriel Bienzobas Mauraza

Naomi Long

Stefano Moretti

Localization

Localization Manager

Chris Madgwick

Localization Coordinator

Maika Köhler

Music Credits

"Dragonfly"
Grant Mohrman
(Written by Grant Mohrman)
Published by Position Music
p & © 2004 Position Music
Courtesy of Position Music

"Sugar High"
Grant Mohrman
(Written by Grant Mohrman)
Published by Position Music
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Courtesy of Position Music

"Square Level Head"
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(Written by Grant Mohrman)
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Courtesy of Position Music

"Headlock"
Grant Mohrman
(Written by Grant Mohrman)
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Courtesy of Position Music

"High Roller"
Grant Mohrman
(Written by Grant Mohrman)
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Ripoll (SACEM)

Earth Shaking
APM Music - © Associated
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Ripoll (SACEM)

Panic Street
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Falcao (SACEM), Ba (SACEM), Marie
(SACEM)

Jump In The Air
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Ripoll (SACEM), Pontieux (ASCAP)

"Let Go"
Bensin
Written by Bensin.
Published by Big Underground
Publishing.
Produced by Brad Young and Dow
Brain.
Executive Produced by Sam Conjerti
Jr. and Gary Bowen.
Courtesy of Bensin by
arrangementwith Hitzmaker
Management.

"Holiday"
Bensin
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