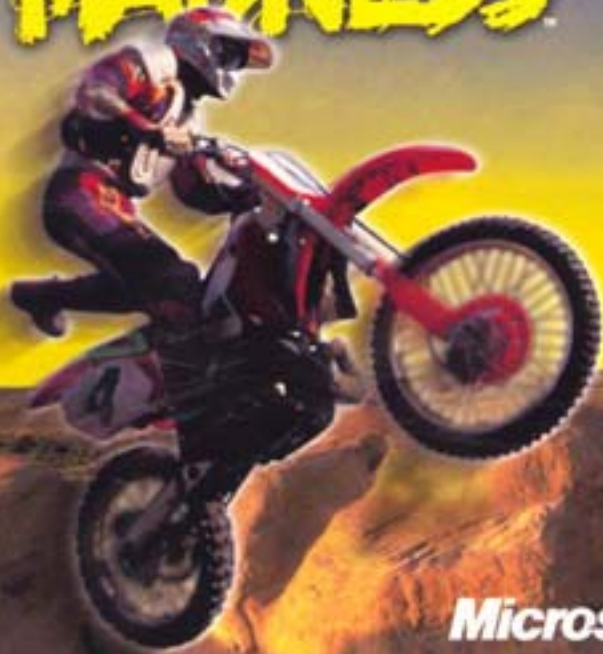


MOTOCROSS MADNESS



Designed for

Microsoft
Windows 95

Microsoft

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Setup Instructions

To install Motocross Madness on your computer

- 1 Start Microsoft® Windows® 95 or later, or Microsoft Windows NT® 5.0 or later.
Windows NT users only: You must have administrator privileges to install this program.
- 2 Insert the Motocross Madness™ CD into the CD-ROM drive, and then follow the directions on the screen.

If Setup does not begin automatically, refer to the Readme on the Motocross Madness CD.

Single-Player or Multiplayer Events

Choose among Stunt Quarry, Supercross, Baja, National Race, or Moto-Tag (available only as multiplayer option) events.



Single-Player Events

To start a single-player event

- 1 Start Motocross Madness, and then click **Single-Player Event**.
- 2 On the single-player event screen, click one of the four event options and follow the instructions.

Multiplayer Events

The six multiplayer connection choices and the number of players supported are:

- IPX Connection (8 players)
- TCP Local Area Network (8 players)
- TCP Internet (2 players)
- Direct Cable Connection (2 players)
- Direct Modem Connection (2 players)
- Internet Gaming Zone (4 players)

The connection type you choose depends on the hardware, software, and services you are using. If you have installed Motocross Madness but do not have a compact disc, you can still join multiplayer games. The player with the fastest computer should host the game. If a player's connection is lost during a multiplayer game, the player cannot rejoin the game.

To host a multiplayer game

- 1 Start Motocross Madness, and then click **Multiplayer Event**.
- 2 In the Select Connection Type dialog box, select a multiplayer connection type, and then click **Next**.
- 3 In the Host or Join Game dialog box, click **Host Game**.
- 4 Follow the instructions that appear on the screen for the connection type you are using.
- 5 In the Session Name dialog box, type a name for the game, and then click **OK**.
- 6 Select an event, and then select the event parameters (for example, event type, track, setting, rider, and bike).
- 7 In the Players box, click **Ready**.
After you click Ready, the game settings will not change.
All players must click Ready before you can click Begin Race.
- 8 Click **Begin Race**.



To join a multiplayer game

- 1 Select a multiplayer connection, as explained in steps 1 and 2 in the preceding procedure.
- 2 Follow the instructions that appear on the screen for the connection type you are using.

If you are making a TCP/IP connection across a local area network, enter an IP address and then click OK.

- 3 Select the game you want to join, and then click **Join Game**.

The game host controls the other game settings shown on the screen. You can discuss the game settings with the host and other players by typing in the chat box. To send your message, press **ENTER**.

- 4 When you are ready to begin the game, click **Ready**.

If you change your mind before the game starts, click the button again. The game does not begin until all players are ready and the game host starts it.



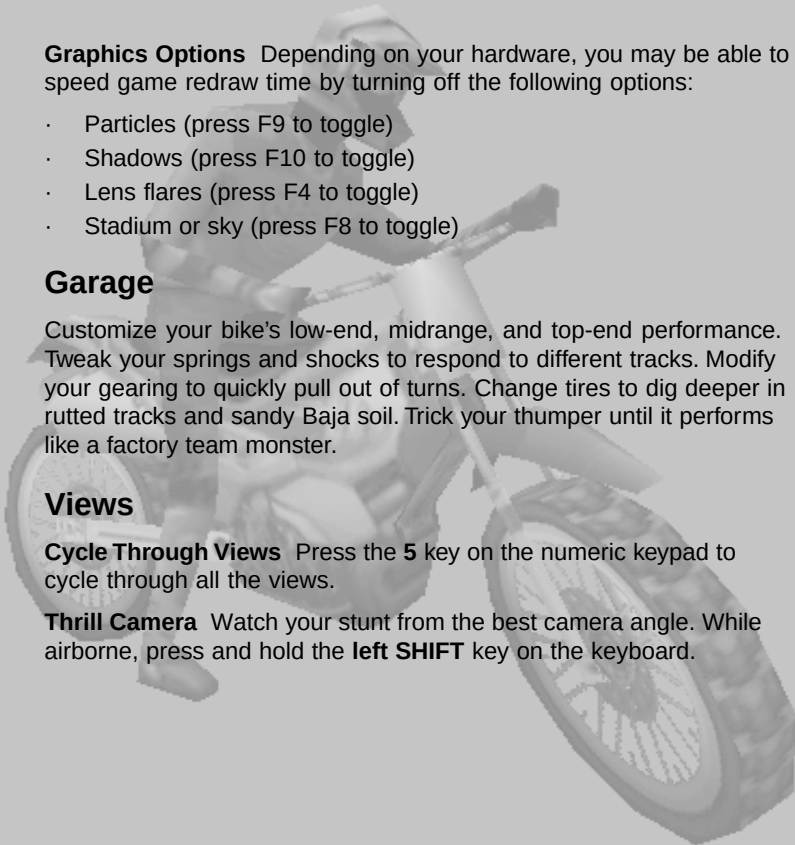
Options

Customize your game assists, graphics, sound, and control devices (joystick, game pad, and so on). Check out online Help for more information about options and game controls.

Game Options Determine how challenging a race you will face by customizing your racing experience with assists.

- **Steering Assist** Select to simplify keeping your bike on the track during a turn.
- **Speed Assist** Select to simplify approaching and getting through a turn quickly.
- **Jump Assist** Select to simplify starting and landing a jump.
- **Stunt Assist** Select to simplify performing a stunt. Click the following keys or buttons right after you catch air so there's enough time to perform a stunt.
- **Balance Assist** Select to simplify keeping your balance after a turn, jump, or wheelie.

Control Options Customize your favorite game controller and the buttons and keys that unleash the action.



Graphics Options Depending on your hardware, you may be able to speed game redraw time by turning off the following options:

- Particles (press F9 to toggle)
- Shadows (press F10 to toggle)
- Lens flares (press F4 to toggle)
- Stadium or sky (press F8 to toggle)

Garage

Customize your bike's low-end, midrange, and top-end performance. Tweak your springs and shocks to respond to different tracks. Modify your gearing to quickly pull out of turns. Change tires to dig deeper in rutted tracks and sandy Baja soil. Trick your thumper until it performs like a factory team monster.

Views

Cycle Through Views Press the **5** key on the numeric keypad to cycle through all the views.

Thrill Camera Watch your stunt from the best camera angle. While airborne, press and hold the **left SHIFT** key on the keyboard.

Events

Doubles, quads, whoops, and tabletops. We got 'em—if you've got the raw talent and billet nerves. Ride in the daylight or nighttime in stadiums (open air or enclosed), forlorn quarries, or the middle of the boondocks.

Supercross Race the tracks the pros would create to test their opponents and get maximum speed and air time.

National Race Dig deep to take the lead in motocross courses out in the wilderness.

Baja Rip through wide open spaces, quarries, canyons, and deserts.

Stunt Quarry Excavated for maximum air time and bar-banging action. Got the firepower?

Moto-Tag Last one touched is it! Available only as a multiplayer event—we don't want you playing by yourself.

Track Editor

Create your own wicked tracks. Check out the Motocross Madness online Help file to see how. Share your track and shut down your showboat friends.



Credits

Rainbow Studios

Executive Producer

Earl Jarred

Game Designer and Producer

Robb Rinard

Lead Programmer

Mark De Simone

Programming

Graphics Engine

Programming – Mark De Simone

Lead Gameplay and
Physics Programming –
Glenn O'Bannon

AI Programming – Tom
Shepherd

Graphics and Animation
Programming – Adam
Kraver

Game Programming –
Travis Hilterbrand

User Interface Program-
ming – Dennis Booth

Track Editor Program-
ming – Robb “Dobbo”
Rinard

Artists

Lead Artist, 3D Modeling
and Track Designer –
Brian Gillies; Lead
Animator – Kevin
“Dogfight Ace” Riley;
User Interface Art and
3D Modeling – Carl “Cat
Fancy” Schultz; User
Interface Art and Texture
Painting – Andre Kirk;
Track Design – Dave
“The Wave” Dwire; 3D
Modeling – Terrence
Walker

Audio

Music and Sound Effects
– Mark “Dream Gig”
Stratford; Lead Guitar –
Thano Sahnas; Steve

Stevens Guitar Sample
Collection Courtesy of
East West Communica-
tions Inc.

Administration

Senior Administrator –
Sandy Jarred; Finance –
Wanda Smith; Adminis-
trative Assistant – Tiffany
Roy; Network Adminis-
tration – John Shelsta

Special Thanks

Inspiration and
Competition – Travis
Riffle; Maintaining Law
and Order – Jeff Padden;
Deal Maker – Paul
Kohler; Madness
Inspiration – Fleshwound
Films; William Morris
Agency – John Mass

Microsoft

Program Manager

Shannon "Heather"
Loftis

Product Planner

Heather "Shannon"
Burgess

Product Manager

Chris Di Cesare

Test Lead

Eric Spunaugle, Kevin
Fetters

Mom" Gowani, Tim
"ToyMaster" Kerns, Andy
"KrazyMaus" Kriger,
Christian "Squido"
Owens

Beta Coordinator

Matt Alderman

User Education Writer

Daj "Hotshoe" Oberg

Editor

Dana Fos

Digital Artist

Connie Braat

Localization Managers

Laurence K. Smith,
Michel Buch-Andersen

Setup Developer

David "Red 5" Shoe-
maker

Technical Support Lead

Steve "Kasman" Kastner



Stunt Controls

4-Button Joystick or Game Pad* Controls

Stunts (1–8)	Press button 3 (*button A) and move control
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Heel clicker	Forward
Barney	Forward and right
Nac-nac	Right
Fender bender	Back and right
Superman	Back
Stale fish saran-wrap	Back and left
Split “X”	Left
Cuffed	Forward and left



Stunts (9–16)	Press button 4 (*button B) and move control
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Bar hop	Forward
Saran-wrap	Forward and right
Twist	Right
Splits	Back and right
Skurfer	Back
Tail stand	Back and left
Double can-can	Left
Cliff hanger	Forward and left

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