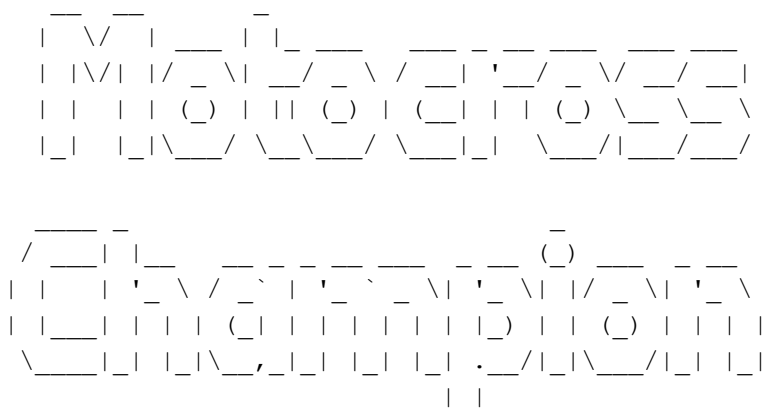


Motocross Champion FAQ

by Da Hui

Updated to v1.0 on Feb 19, 2007



This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

T A B L E O F C O N T E N T S

1. - Controls
 2. - Strategies
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-

1. - C O N T R O L S

D-Pad

- Up - Lean forward
 - Down - Lean backward
 - Left - Turn Left
 - Right - Turn Right
 - A - Accelerate
 - B - Brake
 - Start - Pause
 - Select - Give Up
-

2. - S T R A T E G I E S

Balance

You need to continuously balance yourself so you don't fall. If you hold the accelerator down, your motorcycle will eventually flip over backwards. When you see the front wheel lift, start to press down to get it back down again before it tips over.

Jumps

The best thing to do off a jump is to land in a way that will make you go down the other side. Don't slow down just to do this, only do it if you get the chance. That will give you a bigger speed boost coming off any jump.

Racing Other Bikers

Do not get behind another biker. If you hit the rearend of another biker you will crash. If you feel confident, you can try to cut off another bike and make them crash to give yourself a bigger lead.

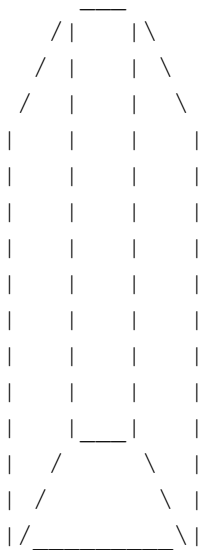
North/South

This is what makes this game a lot different from Excite Bike. You have to go up and down on the map so be careful. Luckily, there are no jumps in these areas. It's really not difficult, it's just something that you need to get used to.

3. - T R A C K S

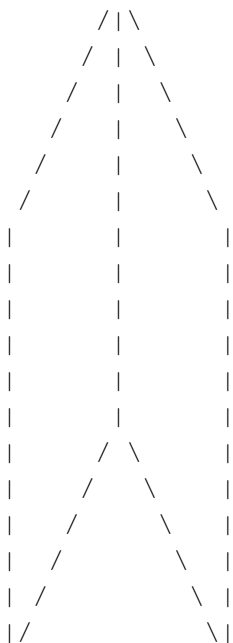
In this section I will map out each track. Below will be the description of each jump. Those letters will be in the maps. The maps will be below the diagrams. Just note that the number symbol (#) will mean there's no jumps or anything there, just dirt.

A -



These are smaller jumps, they seem more like bumps. You won't get much air off these jumps and they will slow you down. They are usually one after another so try to jump two at a time.

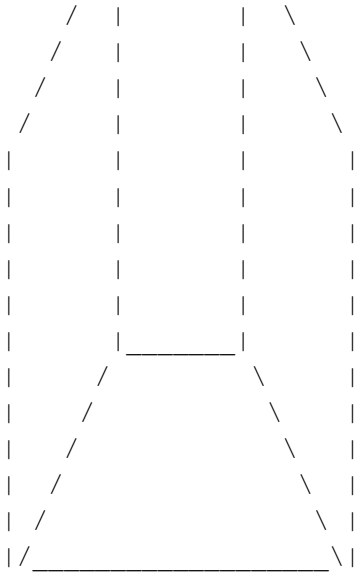
B -



These jumps are considerably bigger. They give you a lot of air, however they slow you down just as much. When there's a series of two or more of these, try to jump two at a time and land at the top of the other. That way you will start at the top of the hill and have some good acceleration.

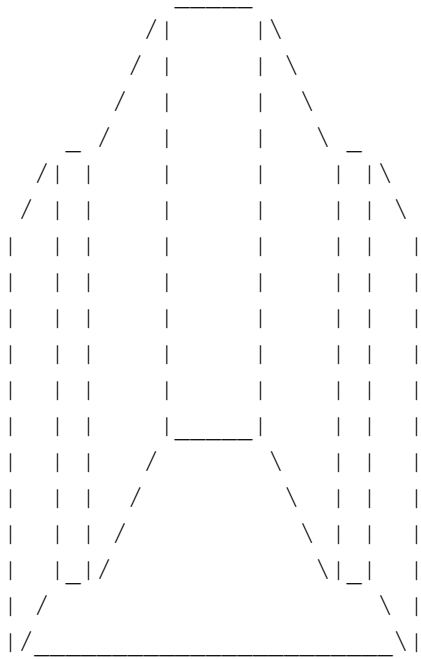
C -





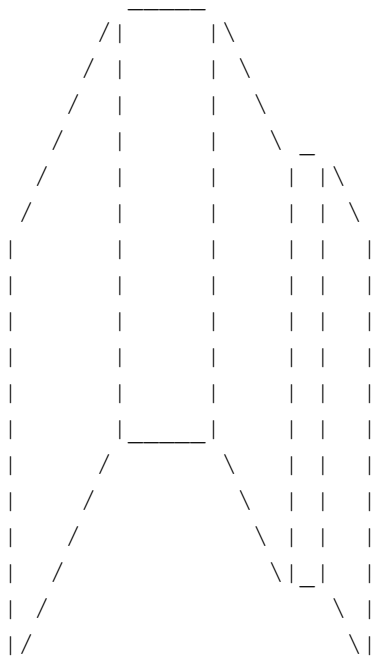
These jumps are just as tall as the previous jumps except they're longer. They have a long flat surface on the top. If you take these a little slower, you could land on the other side. That doesn't mean to take it slow though, that's if you crashed right before it.

D -



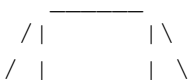
This jump has many different jumps in one. If you take it fast enough, you should go off the first jump and you should barely make it over completely. If you go too slow, try to at least use the downhill part for a nice speed boost.

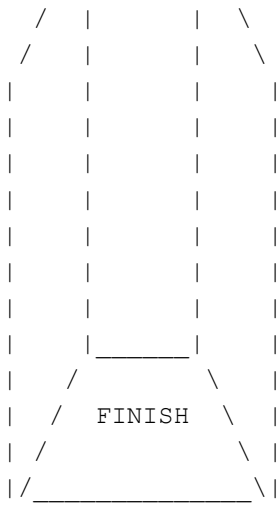
E -



This jump is very similiar to the previous jump, jump D. It's even easier to clear, even at a lower speed. Just try your best to make it over it completely.

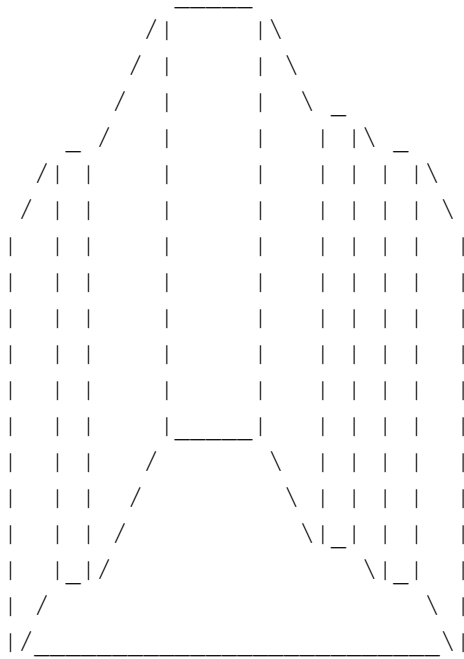
F -





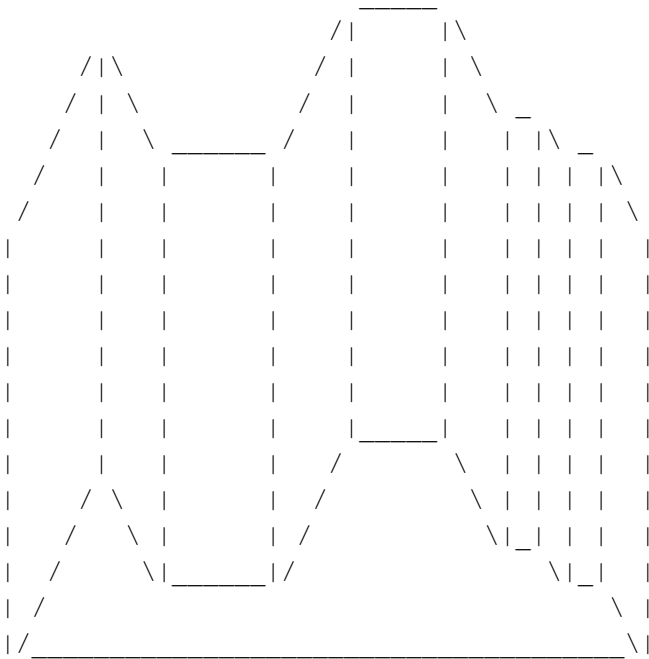
This is the finish line, just cross it to finish a lap and race.

G -



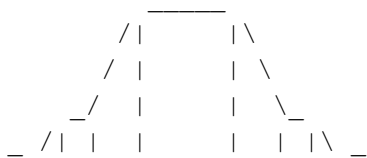
Again, this jump is just like the other jumps that have multiple parts. Again, you should be able to clear the whole jump if you have enough speed. If you don't clear it all at once, just try to land perfectly on the down slope of the jump for maximum acceleration.

H -

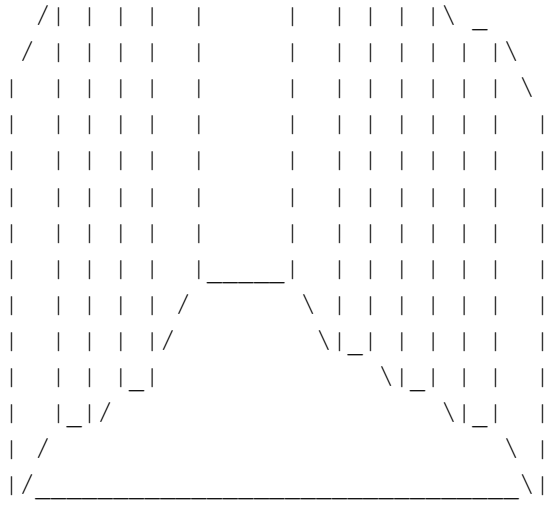


Think of these as two jumps in one. You should be able to clear one area and go straight into the next.

I -

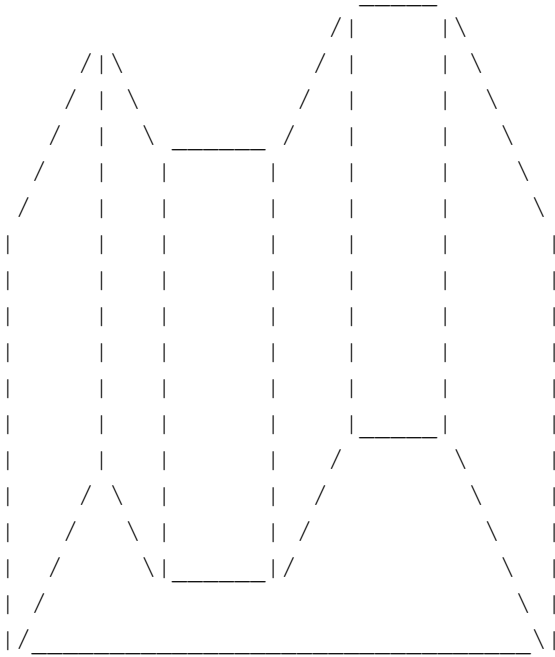


You should also be able to jump



over these completely at full speed like the other jumps.

J -



This is pretty much exactly like H except there's no rough edges. You should be able to take it one jump at a time again.

S - These are the starting gates.

=====
Track 1
=====

```
#####F#####DDDDD##C#C####
#####F#####DDDDD##C#C####
###                               ###
###                               ###
#####                               ###
#####                               ###
###                               ###
##SS#####AAAAAAAAAB##B###
##SS#####AAAAAAAAAB##B###
--->
```

=====
Track 2
=====

```
#####F#####G###G#####
#####F#####G###G#####
###                               ###
###                               ###
```

```
###      ###EE#EE#A###
###      ###EE#EE#A###
###      ###
###      #####AAAAAAA###
###      #####AAAAAAA###
###      ###
#SS#####AA#####AAAAAAA###
#SS#####AA#####AAAAAAA###
--->
```

=====
Track 3
=====

```
#####F#####
#####F#####
###      ###
###      ###
###      ### #####G#####
###      ### #####G#####
###      ###      ###      ###
###      ###      ###BBB###      ###
##S#####      ###      ###BBB###      ###
##S#####      ###      ###      ###
---> ###      #####AAAAAAA###      ###
      ###      #####AAAAAAA###      ###
      ###      ###
#####B#B#####
#####B#B#####
```

=====
Track 4
=====

```
#####F#####DDD##IIII#####
#####F#####DDD##IIII#####
###      ###
#####      #####BB#BB#BB#####
#####      #####BB#BB#BB#####
      ###      ###
      ###      #####
      ###      #####
      ###      ###
      ###      #####A#A#A#A#####
      ###      #####A#A#A#A#####
      ###      ###
##S#####      #####
##S#####      #####
 \      ###      ###
 \ |#####
 ___\|#####
```

=====
Track 5
=====

```
#####F#CC#JJJJJJJJ#####
#####F#CC#JJJJJJJJ#####
###      ###
###GGGG###      ###GGG#GGG###
```

```
###GGGG### ##GGG#GGG###
      ### ##
#####BBB###
#####BBB###
### ##
####AAAA### ##AAAA###
####AAAA### ##AAAA###
      ### ##
###S#####
###S#####
  \   ###   ###
  \ | #####C#C#C#####
  _\| #####C#C#C#####
```

```
=====
Track 6
=====
```

```
#####F#####
#####F#####
###   ###   #####AAAAAAAAAAAA###
#####   #####   #####
#####   #####   ###
      ###   ###
###AAAAA###   #####HHHHHHHHHHHHHHHH###
###AAAAA###   #####HHHHHHHHHHHHHHHH###
###   ###
#####   ###   #####   #####   #####
#####   ###   #####   #####   #####
      ###   ###   ###   ###   ###   ###   ###
      #####   #####   #####   #####   ###
      #####   #####   #####   #####   ###
      ###   ###
#S#####AAAAAAAAAAAA#####
#S#####AAAAAAAAAAAA#####
  --->
```

```
=====
Track 7
=====
```

```
#####F#EEEE### ##IIII#####
#####F#EEEE### ##IIII#####
###   ###   ###
###   #####   ###   ###   #####   ###
###   #####   ###   ###   #####   ###
###   ###   ###   ###   ###   ###   ###   ###
###   ###   ###   ###   ###   #####   ###   ###
###   ###   ###   ###   ###   #####   ###   ###
###   ###   #####   ###   ###   ###   ###
###   ###   #####   ###   #####   ###   ###
###   ###   #####   ###   #####   ###   ###
###   #####   CC#CC###   ###   ###   ###
###   #####   CC#CC###   #####   ###   ###
###   #####   #####   ###   ###
###   #####   #####   ###   ###
###   #####   #####   ###   ###
#S###GG##GG##AAAAA#####
#S###GG##GG##AAAAA#####
  --->
```

```
#####IIIIIII#####  
#####IIIIIII#####  
#####F#####  
#####F#####  
#####  
#####  
######B#####  
######B#####  
###########  
###########  
###########  
###########  
###########  
###########  
###########  
###########  
###########  
###########  
###########  
###########  
#####CC#CC#####  
#####CC#CC#####  
#####  
##S#####AC#CCCCCCCCCCCC###EEE#####  
##S#####AC#CCCCCCCCCCCC###EEE#####
```

4. - D I S C L A I M E R

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