

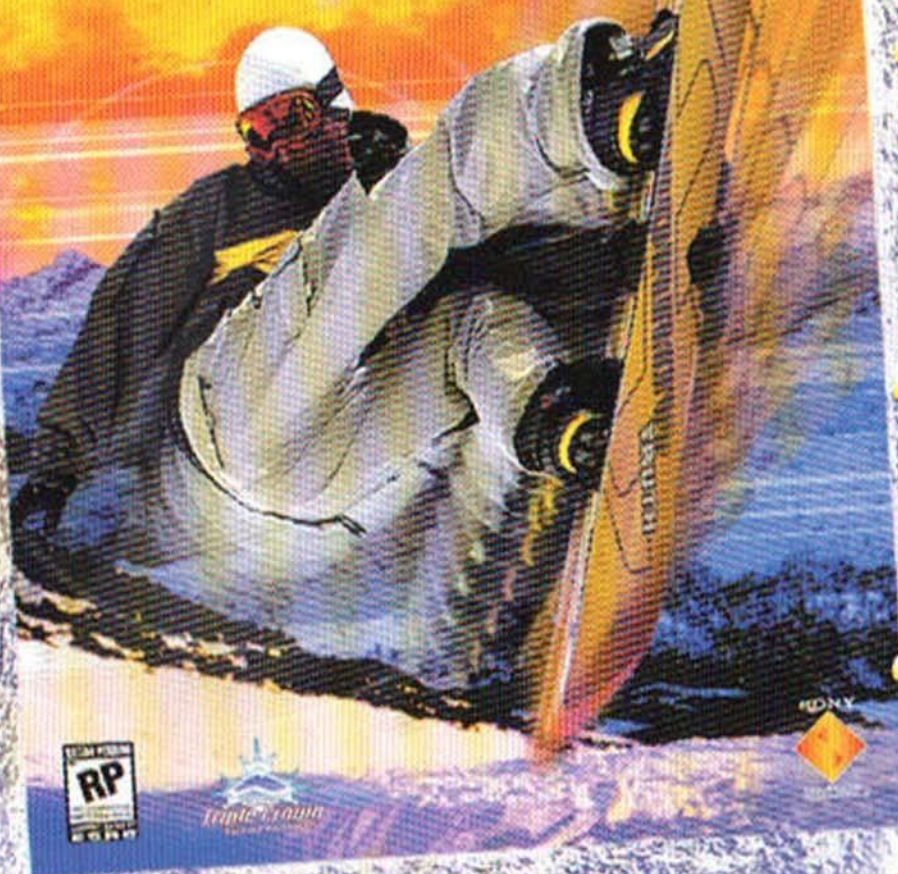
**THE MOST REALISTIC  
RIDE EVER!**

PlayStation 2



NTSC U/C

**CoolBoarders  
2001**



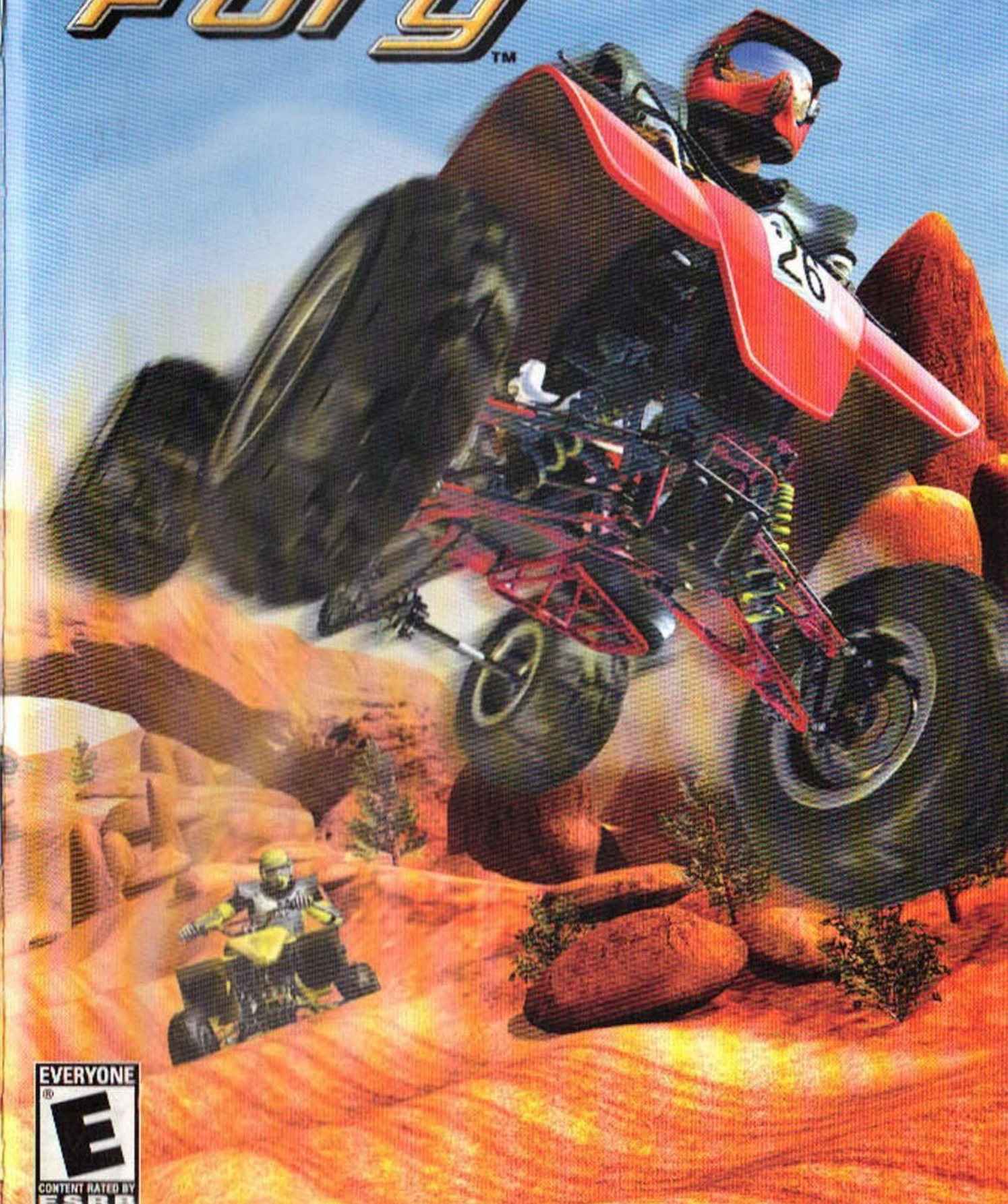
- Shred powder with 10 of the world's top pro boarders.
- 20+ massive, branching courses in 9 killer events.
- Carve the slopes against the pros in the intense Pro Challenge Mode.
- Throw down amazing tricks at the Vans Triple Crown of Snowboarding®.
- All-new motion captured pro tricks, grabs, grinds and special moves.
- Awesome soundtrack from top bands.

**AVAILABLE SPRING 2001**

**EmuMovies**



**ATV  
OFFROAD  
FURY**



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**CAUTIONS: BEAM REFLECTOR HAZARD: YOUR PS2 CONSISTS OF PROJECTION OPTICAL SYSTEMS.** A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns of light patterns such as television screens or video player video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in those individuals. Certain conditions may induce previously undiagnosed epileptic seizures 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 — **STOP PLAYING** the console immediately and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Project your PlayStation 2 console in 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, memory card slots.

**WARNING: YOUR PS2 CONSISTS OF PROJECTION OPTICAL SYSTEMS.**

- This disc is intended for use only with PlayStation 2 consoles with the BESE-1100 designation.
- Do not bend it, scratch it or rub against it in loops.
- 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 the computer disc clean. Always hold this disc by the edges and keep it in its protective case when not in use. Clean the disc with alcohol-free soft dry cloth, wiping outward from the center to outer edge. Discs use solvents or abrasive cleaners.

**SAFETY MESSAGE:**

See page 6 for an ATV safety message.

**ATV Offroad Fury™ Tips and Hints**

PlayStation 2™ Hint List

Hints for all games produced by SCEA are available.

Within the US - **1-800-933-SONY (1-800-933-7669)**

\$8.95/min. auto. incl. \$1.49/min. tax. 60-95-919-95. For tips for each product by availability.  
\$5.00-\$20.00 fee card charge.

Within Canada **1-800-451-5257** \$1.50/min. auto. incl. tax.

For US callers, game consoles are available 8AM-8PM PST, Monday-Friday. Automated support is available 24 hours a day, 7 days a week. Live support for Canada not available at this time.

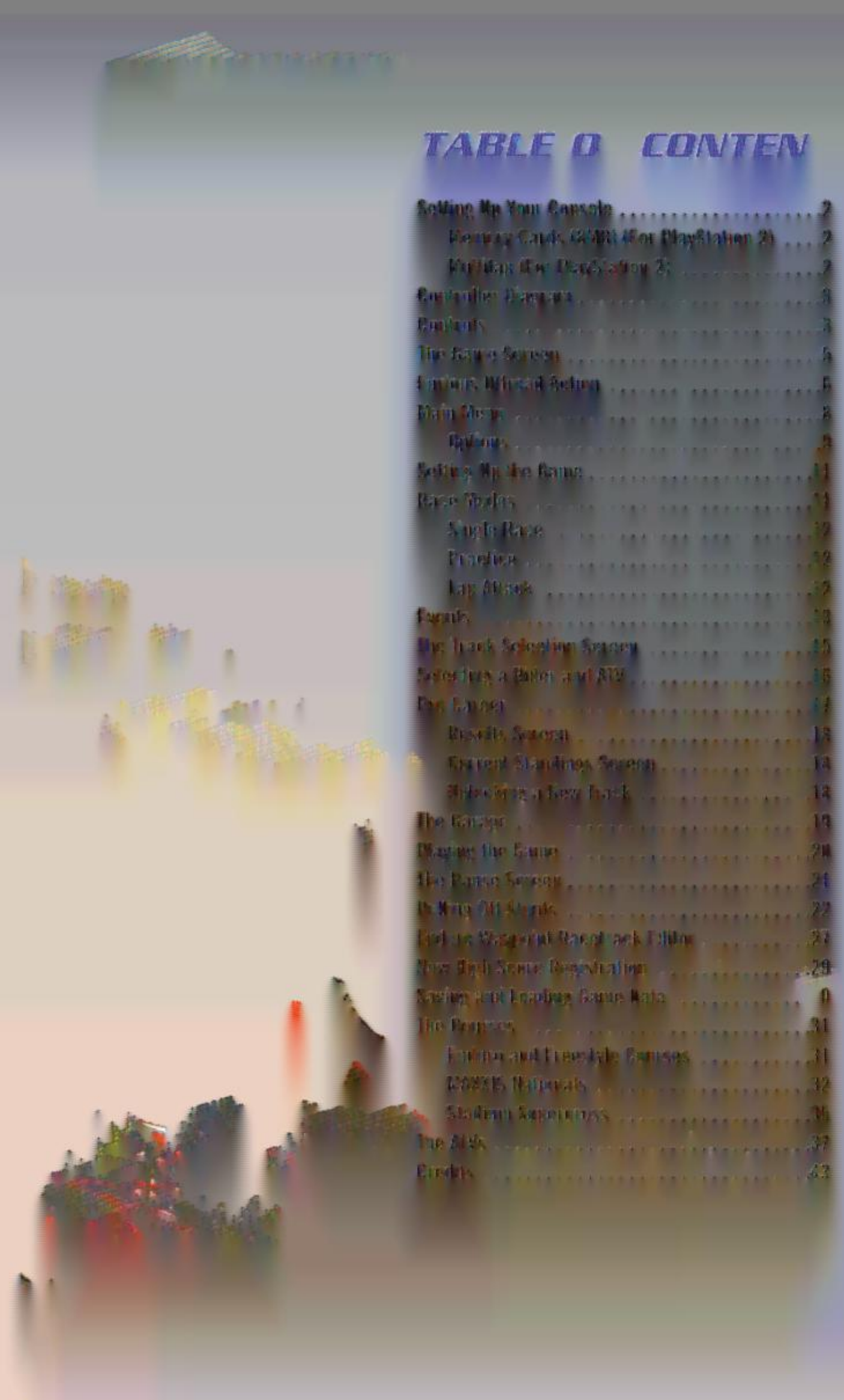
This hintline supports games produced by Sony Computer Entertainment America. Be kind, call for great service. Customer Service Line. Calls over 14 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

**Customer Service/Technical Support 1-800-345-SONY (1-800-345-7669)**

Call this number for help with technical support, installation or general questions, regarding the PlayStation 2 game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM.

**PlayStation 2 Online: [www.scea.com](http://www.scea.com)**

For news, as always, visit [scea.com](http://scea.com) website and find out what's happening — new titles, new products, and the latest information about the PlayStation 2 computer entertainment system.



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## SETTING UP YOUR CONSOLE

PS2™ Power Line  
Cable (PS2™ Power Line  
Cable) (sold separately)

PS2™ Memory Card  
(PS2™ Memory Card) (sold  
separately)

Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the 7.5mm PS2™ scale (located at the back of the console) is turned on. Press the **STANDBY/REST** button. When the power indicator lights up, press the **POWER** button and the disc tray will open. Place the DVD-Rom (single)™ disc in the disc tray with the label side facing up. Press the **OPEN/STOP** button and the disc tray will close. Attach game controller(s) and other peripherals, as appropriate. Follow on-screen instructions and refer to the manual for information on using the software.

### Memory Cards

To save game software and progress, insert a Memory Card (PS2™ for PlayStation 2) into Memory Card slot 1 or into Memory Card slot 1 & 2 using a Multiplay (or PlayStation 2) or your PlayStation 2. You can load saved game data from the same card or any Memory Card (PS2) employing permanently saved (PS™ Adrenaline™) games. For information, see "Saving and Loading Game Data" in your IP.

### Multiplay for Two & Four Players

For a 2 or 4 Player game, use a Multiplay, sold separately. Each player will need a controller. Insert the Multiplay to Controller Port 1 of the PlayStation 2 console. Then connect the controllers to the controller ports on the side of the Multiplay. You can also use the Multiplay's Controller Port 2. When the Multiplay is connected to Controller Port 1, you cannot connect a controller to Controller Port 2. When using the Multiplay, insert the Memory Card (PS2) into Memory Card slot 1 & 2 of the Multiplay.

## CONTROLES DI G

L1 button

R1 button

backstop  
button

Information button  
Start button (PS2™)  
Select button (PS2™)  
PS2™ Power Line  
Cable (PS2™ Power Line  
Cable) (sold separately)

L2 button

R2 button

▲ button

○ button

× button

□ button

## CONTROLS Menus

|                     |                                |
|---------------------|--------------------------------|
| Select menu options | directional buttons up/down    |
| Change menu options | directional buttons left/right |
| Confirm selections  | ○ button                       |
| Dismiss screen      | □ button                       |

### Basic ATV Controls (Default Settings)

|                       |   |
|-----------------------|---|
| Steer                 | left analog stick or directional buttons left/right |
| Accelerate            | ○ button  |
| Lean forward          | left analog stick forward or directional buttons up |
| Lean back             | left analog stick back or directional buttons down  |
| Brake                 | □ button  |
| View up (camera only) | left analog stick or directional buttons left/up    |
| Reverse               | ○ button + ○ button backward                        |
| Reset                 | □ button  |

### Camera Controls (Default Settings)

|  |                                       |
|--|---------------------------------------|
| Cycle through game cameras                       | Select button                         |
| Turn camera around (roll)                        | left analog stick                     |
| Move camera closer/further from the sides (zoom) | R1 button + left analog stick up/down |
| Body camera                                      | L1 button + left analog stick up/down |
| Look back  | R2 button                             |
| Look over (camera only)                          | R2 button                             |

## Unit Controls (Default Settings)

|            |   |
|------------|---|
| 1 Clicker  | ⬆ button + left analog stick up           |
| 2 Clicker  | ⬇ button + left analog stick down         |
| 3 Clicker  | ⬅ button + left analog stick left         |
| 4 Clicker  | ➡ button + left analog stick right        |
| 5 Clicker  | ⬆ button + left analog stick up + left    |
| 6 Clicker  | ⬆ button + left analog stick down + right |
| 7 Clicker  | ⬆ button + left analog stick down + left  |
| 8 Clicker  | ⬆ button + left analog stick up + left    |
| 9 Clicker  | ⬆ button + left analog stick up           |
| 10 Clicker | ⬆ button + left analog stick down         |
| 11 Clicker | ⬆ button + left analog stick left         |
| 12 Clicker | ⬆ button + left analog stick right        |
| 13 Clicker | ⬆ button + left analog stick down + left  |
| 14 Clicker | ⬆ button + left analog stick up + left    |
| 15 Clicker | ⬆ button + left analog stick down + right |

*Note 1: See specific stunt controls in the section "Performing Stunts" on page 22.*

*Note 2: The directional buttons can also be used for all the above button functions regardless.*

**SAFETY ALERT:** The racing experience in this video game is intended to be fun and should not be used as a substitute for real-life driving. The vehicles portrayed in this video game are recommended only for highly experienced riders 16 years of age and older.

Be a responsible rider. Riding an ATV is an exercise in responsibility to yourself, to others, and to the environment. An ATV is not a toy and can be hazardous to operate if you lack safety gear, a helmet, eye protection, and adequate training, and never ride on roads or lanes or public trails. Never carry passengers, and never operate in street traffic. Avoid excessive speeds, and be particularly careful on difficult terrain. And, keep in mind that riding does not stop your drugs or alcohol. The ATV manual, terms of the vehicle, portrayed in this video game recommend that all ATV riders take a riding course and read their owner's manual. Remember, ATV purchasers should take the ATV from the store, drive 888-888-2222. The 40th in this video game may differ from the actual ATVs in shape, size, and performance.

## THE GAME SCREEN



### Directional Arrow

On Katana's and Supercross tracks, the directional arrow points in the direction you look in the camera when you go off track. In all other cases, the directional arrow points in the direction of the next segment.

### Radar

Displays rider's position on the track.

- The green dot is rider #1 (controller 1).
- The blue dot is rider #2 (controller 2).
- The red dot is rider #3 (controller 3).
- The yellow dot is rider #4 (controller 4).
- Orange dots are computer drivers.

### Speedometer

Your speed in miles or kilometers per hour.

### Lap

Which lap of the race you are in.

### Position

Your position in the race.

### Lap Time

Your current lap time.

## Best

Your best lap time for this race.

## Lead

Indicates whether or not you have the lead by color and number. A green number means you're leading the sector also visible in the specified time. A red number means you're behind the leader by the specified time.

## Alerts

- A green alert will flash when you make a record jump or fastest lap showing the distance of the jump in feet or the time of the lap.
- A stopwatch countdown display to avoid the penalties of a race. There are two lights. The yellow light is sometimes. The bright light (yellow) means go.

## Preload Meter

This meter lights up when preloading the suspension for a large jump is possible. The meter fills with red to show the amount of preload you have achieved before a jump. Preload the suspension by pulling back on the left control stick at the base of a jump and releasing it forward and before your tires leave the ground.

## FURIOUS OFFROAD ACTION

Race on the hottest high performance 2 stroke and 4 stroke ATVs and get the edge of over all terrain driving abilities of your team from racing environments with complete freedom ranging from deserts, forested landscapes, and old time trails. Take an exhilarated view of your mountain riding, as you charge all day. If this isn't challenging enough, create your own racing trails and take on offroad ATVs everywhere.

Extremely realistic handling and racing environments will challenge your ATV racing skills. Cannon down skidding tracks and rollercoasters taking taking turns. Spin your tires at high speed vertical fashion across full tracks. Race through rocky and dirt trails.

As if competing for trophies for you is not enough, the freestyle Stroke competition allows for multiple modes of racing. You can take your challenge of a mountain and use your skills while soaring off jumps. Then finish with jumps from a high speed controlled landing.

For the play looking over huge Stadium Spectators you'll be in front of 24000 screaming fans. Try it when you get the attention you want when you race out. In the 2000's Stadium event, you'll compete in high speed freestyle tracks, deserts, frozen Alaska trails and even a night race in the mountains and the moon.

So if you're not sure what speed bumps at 80 mph is give you a pleasant surprise and you'll be shocked to watch your team charge over a hill, a canyon is ATVs racing may be for you. Get out there and conquer the far and!

## MAIN MENU

Press the directional buttons up/down to make a selection and press the

 Enter

### Training Mode

Get started in on basic riding. From training to practicing your jumps, you'll gain a good understanding of how the AIU and rider interact with the terrain.

### Freestyle Stunt Competition

Score points for stunts in timed competitions. Finish the terrain and maximize points by pulling off advanced stunts. *See the section "Riding All Stunts" on page 22.*

### Cross Country Enduro

Test yourself here. Rugged environments full of impossible terrain. Pass through checkpoints to complete the race.

### MAXXIS® Nationals

Rangeford in Predator, Top Attack and Snake race events on tracks in wide open locations, from snowy mountain peaks to desert sand dunes and everything in between.

### Stadium Supercross

Roll out for screaming fans on tight and incredible tough courses full of aquatic jumps and spectacular crashes.

**Note:** Additional tracks in MAXXIS Nationals and Stadium Supercross must be unlocked by searching in the Pro Career Menu. *See the section "Unlocking a New Track" on page 18.*

## Pro Career

Pro Career is a five player mode. Race the Pro Series in both the Nationals and Supercross Enduro series. Earn rewards upon unlocked tracks for either single player or multiplayer game modes. *See the section "Pro Career" on page 17.*

## Options Game Settings

Press the directional buttons up/down to select an option and left/right for toggle the setting.

Split Screen - Set the split screen to 75% or 50% for 2 player games.

Vegetation Removal - Set to OFF and require hit a laser or crash results in a crash. When set to ON, your MSZ always ride through all vegetation without effect.

Music Volume - Set from OFF to 100%.

Sound FX Volume - Set from OFF to 100%.

Event Volume - Set from OFF to 100%.

Sound Enhancement - Select OFF, MCHH or SWAPPA.

Speedometer Display - Set your speedometer to MPH or KPH.

## Waypoint Editor

Press the directional buttons up/down to select tracks and created Enduro track waypoints or waypoints. Standard tracks are on the top. Custom waypoints for Pro tracks are on the bottom. Press the directional buttons left/right to change the settings.

**Note:** *See the section "Enduro Waypoint Customization Editor" on page 21.*



### View Credits

Check out the creators of *AMV Offroad Easy*.

### Controller Options

Review and change the configurations of all controllers attached to your PlayStation 2 computer entertainment system.



1. Press the **△** button to close the screen when you are finished.
2. To turn the vibration function **OFF**, press the directional buttons up/down to select **OFF**, **RIGHT** and **RIGHT** to enable or disable the function.

### Save/Load Game Data

- To Load Game Data from a Memory Card (MC), press the **△** button.
- To Save Game Data to a Memory Card (MC), press the **○** button.

### Hall of Fame

View the overall scoring state by event type and track location.

To view the stats:

1. Press the directional buttons up/down to select **EVENT TYPE** or **TRACK**.
2. Press the directional buttons left/right to select the specific event or track you want to review.

### SETTING UP THE GAME

#### Open Play

Battle the computer in any event.

#### Single Events

Pick any available track in **Enduro**, **Short**, **Cross Country Enduro**, **MOBIS**, **Enduro**, or **Stadium Segway**.

#### Pro Career

Choose **Pro Career** for an intense challenge as you move from course to course in the **Enduro** or **Stadium Segway** categories. This feature is where you will compete to unlock additional tracks, and race against and leader **AMV** friends and all other racers.

#### Two Player

Take on a friend in split screen head to head action. Select a single event — **Enduro**, **Short**, **Cross Country Enduro**, **Stadium Segway**, or **MOBIS** Enduro.

**Tip:** You can set the split screen to horizontal or vertical in the **Options Menu** under **Game Options**.

#### THREE OR FOUR PLAYER EXPERIENCE


**Note:** For a 3 or 4 Player game, use a MultiTap.

### RACE MODES

Race modes give you freedom to modify the events in *AMV Offroad Easy*. There are three categories covered in **Pro Career**:

**Tip:** Track Selection and ATV selection screens are limited to the number of tracks unlocked by your player. Do this first.

Adjust the race mode on the Track Selection screen prior to the beginning of the event.

1. Press the directional buttons in/along to select BARE, MORE and in/along to select the goals. Note that other options on the Track Selection screen change as you change the settings.
2. Press the  button to enter the race.

### Single Race

Single Races are available in Freestyle Skat, Cross Country Enduro, MARSIS Nationals, and Stadium Supercross.

- In the Freestyle Skat competition you can adjust event time from 2 to 20 minutes.
- In Cross Country Enduro, MARSIS Nationals and Stadium Supercross you can adjust the total event time from 2 to 20.

### Practice

Practice events are available in Freestyle Skat, Cross Country Enduro, MARSIS Nationals and Stadium Supercross. Select this mode when you want to learn an origin. For sources within the tracks of your old track.

- Up to four players can practice at one time.
- Lap timers help you learn to be faster towards all your track performance.

### Lap Attack

This is a 1-Player mode. Want to improve your track times? Race your best lap and find ways to shave additional seconds off your best time. Lap Attack pits you against yourself with a ghost image of your fastest lap.

Once you complete a lap your ghost goes into the race at the starting line as your only competitor.

- Lap Attack races are available in Cross Country Enduro, MARSIS Nationals, and Stadium Supercross.
- The number of laps is unlimited.

## EVENTS

### Freestyle Skat Competitions

This may be the craziest event in all of Superdrome. Full skat with natural terrain or man-made jumps and obstacles.

- Skat can be pulled early in the air.
- Performing many skats as you can within a 2 - 20 minute time limit.

#### Scoring:

- Earn various points for each skat. Check out the section "Getting All Skats" on page 21.
- Skat bonuses include skats you pull first and add skats to earn for bonus points.

### Cross Country Enduro

Based upon time, beautiful open country is one of the best track races ever completed. Watch your car's fuel and check an arrow.

- Make sure to drive through round check points to complete a lap around the course.
- Keep tabs on your own and competitor's position with the radar.
- It's a huge racing environment, but crashes can occur when a bunch of riders all crash for some reason or real estate.
- You can create your own lap in terms of creating checkpoints or making one lap. See the section "Getting Skat Races and Events" on page 21 for information on creating your Enduro courses.



### Stadium Supercross

Thousands of fans show up for these races on specially designed tracks designed with huge jumps, punishing obstacles and tight turns. Spectacular ATV stunts and crashes are a common sight. The features of these tracks:

- Race a professional market of fans.
- Race to beat your jump race time, your race time, and bonus that make up part of a Supercross score.
- Race your race on the track. It's easy to go off track in the wrong way during the chase.

### MAXXIS Nationals

The MAXXIS Nationals brings together the best pro and amateur ATV riders in a challenging series with events all over the country. This sponsored series consists of several jumps, berms, turns, tracks, other types of obstacles, timing sections, various hill climbs, and all-out stunts.

### Pro Career

See the Section "Pro Career" on page 17.

## THE TRACK SELECTION SCREEN

The Track Selection screen appears after you select your game mode except for Career or Learning.

Press the directional buttons and **ENTER** to select an option and **ESC** to leave a setting.

### Number of Players

Select one to two players. You must have an appropriate number of controllers plugged in to select more players. For information on three or four player games, see the section "Setting up Your Console" on page 2.

### Race Mode

Select a race mode. See the section "Race Modes" on page 11 for more information.

### Track

Select a track for your chosen event. Additional tracks are available in single player Fun Canyon play.

### Waypoint Track

Select a track created in the Funline Waypoint Editor. This option is available only for Funline, Funline 2, and Funline 3. See the section "Funline Waypoint Race Track Editor" on page 21 for more information.

### Number of Laps

Select from 2 to 20 laps.

## SELECTING RIDER & ATV

The Rider and ATV screen appears after you select a track in *Emergency Shift*, *Down Country*, *Legend*, *MX3-A Nationals*, or *National Series* screens. In *Pro Career*, the screen appears after you have viewed your current standings. Press the directional buttons up/down to select an option and left/right to change a setting.

### Select Rider

Select **MALE** or **FEMALE**.

### Select Your Gear

Select the color of your riding suit. One of the suits is locked and can only be accessed by adjusting it through the *Pro Career* mode.

### Select Your ATV

Select the ATV to race. Four of the ATVs are locked and can only be accessed by adjusting them through *Pro Career* mode.

### Training Mode

Training mode is the ATV school of driving. The training track is obstacle-filled to show you the ideal route through each turn as well as hills.

Highlighted circles are the starting and stopping points for a lesson.

Listen for the voice instructions to tell you what to do.

Attempt the task. If you fail, an attempt, your ATV

returns to the circle for another try. If you pass by

a circle, a signal will tell you to go back.

## PROFEER

In *Pro Career*, take on everyone from rookies to champs in two conferences: Nationals and Supercross.

- The career is a non-object game.
- As you win career events, new event locations become available for all game modes.

### To begin a Pro Career:

1. In the Main Menu, select **PRO CAREER** and press the **X** button.
2. Press the directional buttons up/down to select an empty slot for storing name data and press the **X** button. If you may select an existing career to continue by selecting a name and pressing the **X** button.
3. If you are starting a new career, you will need to enter your name. Press the directional buttons to select a character and press the **X** button to enter it. If you change your mind, select **DEL** and press the **X** button to delete the last character. When the name is the way you want it, select **NAME** and press the **X** button.

**Note:** The next time you select **PRO CAREER**, your name will appear in a slot for continuing your career from where you left off. You must have a Memory Card (MMC) inserted in Memory Card Slot 1. In save name data, Memory Card Slot 2 is not supported.

- A. View the Standings screen that shows your name, conference, affiliation, races completed, rankings, and the next race.
- A. Select a rider, gear color (optional), and ATV on the Rider & ATV for this career. You will not be able to change your affiliation or ATV for the remainder of a career, so choose wisely. Press the directional buttons up/down to select an option and left/right to change the settings.
- B. Press the **X** button to lock up and begin your first event.

**IMPORTANT:** You must save the game data on the Memory Card (MMC) screen after you are done playing so your progress will be lost.

### Results Screen

This shows how many points you and your opponents scored for this race. You need to score at least 4 points (second place) in the first race to advance.

### Current Standings Screen

When you restart the game mode at the beginning of each race, the Current Standings screen will keep you posted on your progress.

### Name

Displays the file name of the current race. On the Race Data screen this file contains all the data for the current race.

### Conference

Shows that you are racing in either the Nationals or Supercross Conference.

### Races Completed

Displays the number of races completed in the current conference.

### Rankings

This shows how you are doing against the other racers in your career. Don't let them get too much of a head start on you or you might not be able to catch up.

### Next Race

Press the  button and you will begin the race at this track.

### Unlocking a New Track

Win victories in the Career mode and you unlock tracks for play in the game's other modes.

## THE GARAGE

On the Rules & AIV Screen, press the  button to enter the Garage and tune your AIV for the upcoming event. Knowledge of the track will help you make adjustments. If this is your first time on a track, note the layout, turns, and your tendencies to help you adjust the mechanics on your next try.

### The Friction

This adjustment increases or decreases traction. Increase this setting to make handling better.

### Front Spring

Increase this setting to stiffen the front end for hard front wheel landings.

### Front Shock

Stiffen the front shock to avoid bouncing on hard landings.

### Rear Spring

Increase this setting to stiffen the rear end for hard rear wheel landings.

### Rear Shock

Stiffen the rear shock to avoid bouncing on hard landings.

### Rear Ratio

Moving this setting towards acceleration slowing the rear ratio) has the trade off of reducing top speed. Top speed is optimal when you are racing mostly with long straightaways or wide wheel areas.

### Steering

Change the steering sensitivity here. Do not make the steering super sensitive as this will result in over steering.

### Braking

Brakes are set to full power. Adjust the braking power for finer control while decelerating.

## 16 THE CONTROLS

### Maneuvering

Steer your ATV by crossing the left analog stick or directional buttons left/right.

- Before large jumps or taking inclines at the wrong angle will knock your rider off his or her machine.
- Don't forget the brakes (L + R)!
- You can alter the performance of your ATV in the Garage.

### Balancing the Machine

- Pressing the left analog stick forward or directional button up pitches your ATV forward.
- Pressing the left analog stick back or directional button down pitches your ATV back.
- You can perform wheelies by pulling the left analog stick back while at top throttle.
- When airborne, control the forward/backward pitch of your ATV by using varying the amount of throttle based on the tail field using stick up/down or directional buttons up/down.

### Jumping

- Remember to clear large jumps by pulling back on the left analog stick as you approach a jump and snapping it forward just before you reach leave the ground.
- Be careful when landing hard. A slip or two may be just over the hill.

## THE PAUSE SCREEN

Press the START button during gameplay to open the Pause screen.

Press the directional buttons up/down to make a selection and press the directional buttons left/right to change the settings. Press the START button again to close the screen and resume gameplay. Press the directional buttons up/down to resume race and press the  button.

### Statistics

Turn stat displays On/Off here.

- Time — Ready only for time stats.
- Lap — Ready for stats only.
- Both — Turn both time and lap displays On.
- Off — Turn both time and lap displays Off.

### Displays

Turn displays On/Off here.

- Speedometer — Display only the speedometer.
- RPM — Display only the RPM.
- Both — Turn both speedometer and RPM displays On.
- Off — Turn both speedometer and RPM Off.

### Music Track

Select one of the 16 music tracks from ten groups.

### Music Volume

Set music volume or turn it Off.

### Sound FX Volume

Set the sound effects volume or turn it Off.

### Camera Controls

Turn camera controls On/Off. Note that you can still switch camera with the SELECT button as your controller.

### Restart Race

Restart the race at the beginning.

### Quit Race

Quit the game and return to the Main Menu.

## PULLING OFF TUNTS

The true stunt competition in *ATV Offroad Fury* is the Freestyle Stunt Contest mode. However, you can pull stunts in any of the other events, as well.

There are six cool stunts performed while airborne. You can also rapidly string stunts together. In the Freestyle Stunt event you want to pull as many stunts as you can within the time limit.




### #1 Heel Clicker

left analog stick or directional  
button up +  trigger

The rider shifts his hands to the ends of the handlebars, swings his legs, and clicks his heels on front of his handlebars.

### #2 Superman

left analog stick or directional  
button forward +  trigger

The rider pushes off the foot pegs and flies while holding his body horizontal with the MSX with legs straight back.

### #3 Air Walk

left analog stick or directional  
button right +  trigger

The rider moves his left hand down to the seat to keep it steady while he kicks his legs out to the right, does the splits over the right side of the bike, and then returns to normal position.

### #4 Nac Nac

left analog stick or directional  
button left +  trigger

The rider pulls his right leg over the rear of the bike to the left side, and then returns it to the foot peg.

### #5 Bar Kneel

left analog stick or directional  
button up +  trigger

While holding the handlebars, the rider lifts his knees up onto the handlebars, and then back into normal position.

### #6 Split X

left analog stick or directional  
button right +  trigger

The rider lifts both arms and legs in an "X" and then returns them to their normal positions.

### #7 Scissors

left analog stick or directional buttons down/left +  button

The rider lifts his right hand while keeping his right leg over the right handlebar. Simultaneously, he kicks his left leg behind and to the left, does the splits, and then returns to normal position.

### #9 Head Attack

left analog stick or directional buttons up +  button

Rider moves back completely off the bike, grabs the rear fender, and balances his feet back.

### #8 Frontava

left analog stick or directional buttons upright +  button

The rider pulls a cannonball with the back wheel and head toward back.

### #10 Lazy Boy

left analog stick or directional buttons down +  button

The rider lifts back with his arms over head and his legs kicked forward, then lets forward to normal position.

### #11 Double Fan Fan

left analog stick or directional buttons left +  button

The rider pulls his right leg over the seat and lifts his left leg to sit upside-down between his feet in the pegs.

### #13 Bar Hop

left analog stick or directional buttons upright +  button

The rider picks up both feet, shoves them through his arms on the handlebars, and returns down to the bike pegs.

### #12 Tail Grab

left analog stick or directional buttons down +  button

The rider takes both hands off the handlebars and grabs the back of the seat, sticks his legs out into a Superman, and then returns to the normal position.

### #14 Satan W

left analog stick or directional buttons down/right +  button

The rider lifts his right leg and kicks it over the handlebars and out behind him, keeping his right hand in the peg while the left leg stays back in the normal position.

### #15 Cliff Hanger

left analog stick or directional buttons (left +  action)

The rider pushes off the foot pegs, leans his back and pulls the gups, raises his arms, and then sets back on the lake.

### #16 Seat Grab

left analog stick or directional buttons (forward +  action)

The rider takes his left hand off the handlebar and holds on the seat while keeping his legs out into a horizontal line relative to the water level down.

## E DURO W YPOINT RACETRACK EDITOR

Use the Waypoint Racetrack Editor to create your own custom track on any E-Duro event location. You do this by moving existing waypoint poles or creating new ones in a special way using tools.

The Waypoint Racetrack Editor allows you complete freedom in the creation or enhancement of courses.

You drag through the track area dragging waypoints to create your course.

- Once you have designed your custom E-Duro course, you can select it on the track Selection screen.
- You must save to a Memory Card (MMC) if you want to race your custom course in another session.
- You can modify your created Waypoint files.
- You can save up to five Waypoint courses per E-Duro track.

To enter the Waypoint Racetrack Editor and lay down your own waypoints for a custom track:

1. On the Data Menu, select EDITORS and press the  button.
2. Select WAYPOINT EDITOR and press the  button.
3. Press the directional buttons left/right to select your track.
4. Press the  button to place a new waypoint marker.
  - Press the  button or RL button to rotate the waypoint in the direction you want.
  - Press the directional buttons to rotate the waypoint for precise placement.

- Press the **DEL** button to delete a waypoint.
- Press the **F2** or **F2** button to move your ZIV back and forth through the placed waypoints.
- When your last waypoint is reached, press the **SELECT** button.
- If you are far ahead in an object, a buzzer will sound and a waypoint will not be placed.
- Be sure to save your new waypoint race. Enter a name for your new course, select **OK**, and press the **ENTER** button.

### *Using Your Created Waypoint Race*

To compete on your new course:

1. Select **RACE**, **RUNNER**, **FINISH** on the Main Menu.
2. On the track Selection screen, select **NEW**, **NEW TRACK** and press the directional button to select your new track.

## *NEW HIGH SCORE REGISTRATION*

When you win a new high score in a race or pull off a record time, register your name.

Press the directional buttons to highlight a character, and press the **ENTER** button to enter it. Select **NAME** and press the **ENTER** button to exit the screen. When you return to that track, your reward appears at the beginning of the race.

To save the new high score to a Memory Card (MMC) or Memory Card slot 1, you must return to the Main Menu and select **Options**. Then select **Save/Load Game Data**.



## SAVING AND LOADING GAME DATA

You can save progress through the game and weapon cases created in the Enduro Weapon Base Track Editor.

To access the Save/Load Beta Screens:

1. Select OPTIONS on the Main Menu and press the **X** button.
2. Select SAVE/LOAD GAME DATA and press the **X** button.
3. In load data, press the **X** button. In save data, press the **Y** button.

4. When the prompt appears saying that your data was saved or loaded successfully, press the **X** button.

## THE COURSES

### Enduro and Freestyle Courses

#### Canyon Country

This deep gorge in the earth is a great place to try your ATV. Dodge obstacles as you race through a maze, and stay on a track of mud and stone, and try to keep up with the tracks as the splashing water reveals a new character of the canyon.



#### Yardley Station

This is a huge railroad yard. The course weaves hazardous runs over the tracks and transfer station and through the forested area surrounding it. Watch out for the low freight trains crossing by at irregular intervals!

#### Horn Valley

Steep hills and constant swooping valleys in this ATV paradise. Follow the green lines to find the low hung rail lines, and find which is an old, eroded out-crop, perfect for white-knuckle stunt racing.



#### Fort Roberts

This military base is loaded with concrete buildings, training grounds, barracks, and more a military facility. Keep an eye out for an owl in the back woods, and jets flying overhead. You may feel an eagle and other dangerous hostile action here.

### **Crater Park**

Millions of years ago, four large volcanoes smashed into the earth at this spot. Today, ATV riders fly in and out of these giant holes in the ground with reckless abandon. Be sure to check out the campfires, the ghost town, and the observation towers that offer a great view of the craters.

### **BOONVILLE Nativitatis**

### **Presidio Park**

A campus at sunset... the perfect backdrop for this scenic course. Get a feel for your ride as you negotiate over ruts and bumps. There's only a few jumps to contend with on this one's on easy track.

### **Chateau Halifax**

At one time a booming ski resort, ATV riders now claim this winter mountain as their own. Smooth trails and turns lead up to a big explosion when you get to the top. You can take the trail quickly down. Embrace the thrill. Just as you'll have a double second to recover from a crash. Way by knocking out of the dense jungle. Turn your pump to cut the crest of a hill.

### **Yucatan Dunes**

The intense heat continues on this desert playground. For best results, wear your chains on full throttle and secure your ATV along the tracks track of the jumping dunes.

### **Lexington Trail**

Beautiful fall colored leaves and the crisp air make for the perfect backdrop for this scenic trail. Be sure to check your throttle speed every now and then - the wind here for the throttle could send you into the face of an up-hill climb.

### **Badlands**

Get plenty of dust as you burn through this desert landscape on a full throttle journey. It may be tight the back of your head... remember the tracks and bumps to negotiate with a few times.

### **Somer's Raceway**

Get through one tight turn after another when taking the pump on the track. The wrong side of the pump is a sure sign of a pump. Keep your throttle all the time for that. The throttle changes and the pump pump. Before the second course. Half your throttle slowly as you take the smaller pump along the track.

### Manitoba Mills

Raise by roller mills and sawmills in this top-down trail ride. If you're out of luck as you approach the entrance to the covered walkway take the necessary path at the bottom of the hill. It's just to your right. This track is East Vester's main. Following jumps can lower you off the track so avoid your landings.

### Kodiak Pipeline

This winter course only has three really tight turns and plenty of straightaways. Also perfect to your advantage... you can see valuable big jumps by starting with multiple jumps at a time.

### Tamarac Ranch

With severe direction changes and five tight turns, you'll need plenty of concentration to get by your opponents in this wooded filled course. Look out for bad legs that can throw your horse off his stride even a little.

### Chesapeake

Welcome to the big leagues! It's your time to shine as thousands of fans watch you tear up the track in this, the first and easiest of the signature courses. Be the last, jump low, and get it done.

### Salem's Backlot

This is standard trail riding by midnight or earlier. Your first job is to negotiate the course... there's a good chance you'll be taking your horse (if you don't).

### Red Rocks

Red Rocks is pure punishment. Blind turns and jumps can be scary if you're not the best rider. It's a test of your skills and your horse's ability to handle the most difficult jumps.

### Syracuse

If you have't used prolog up to this point, you'll be in for a rough ride. Though you can do a jump a reasonable time without it, prologing will allow you to clear several jumps at once, thereby saving seconds off your lap times.

### Milkes-Barre

The horses (and riders) are your friends at Milkes-Barre. Ride them high and come out quickly. By performing the jumps that are the most difficult, you'll be able to make your jump high and your jump jumps all around the track.

### **Lalabe**

This course is hairy from the start. Don't take the first turn too early... you'll need some juice to clear the steep up-ropes that follow. Hang with this advice for the rest of the ride... and you again, avoid your jumps literally.

### **Tupelo**

Tupelo is faster than it first appears. Espresso your ABS when the long rumples surface, and you'll be over most of the jumps. Striking towards the center of the track works well. Don't you'll want to get the corners tightly over your own when a low lay.

### **Santa Fe**

Stick that stick with care; burn a few practice laps on this track before you make your landing face. Get into a groove. Don't get too hot. Take care of yourself; you'll be more confident whoops and really jump sections. Santa Fe will surprise you if you're not ready to race!

### **Menifee**

Take everything you've learned about handling your ATV and apply it here. The most technical track in the camp, Menifee requires the highest in timing and coordination if you plan to plant the Superstars. Careless mistakes are your ally.

## **THE ATVs**

Each one of these ATVs performs differently. Check the performance specs that appear with each one on the Rider & ATV section. Certain ATVs are available in different configurations of the same machine. Modifications to track surfaces can have a dramatic effect on the performance of an ATV.

### **Espresso**

The Haver line of race ready ATVs comes in four unique configurations. Production, Milan, Race and Sport. With a frame, with suspension and dual colored axles. This model line is the best of the best.

### **Honda FourTrax 300EX**

Honda's small but mighty 300EX offers a great balance of speed and control. Lightly you can count on this 22hp, four stroke for solid performance, both on track and off.

### **Honda® FourTrax™ 400EX**

The flagship of the Honda family of ATVs is the 400EX. Large yet maneuverable, this 33-hp four-stroke has lots of power and great handling to match. Available only in red and black for 2001, the Honda FourTrax 400EX is now also offered in a unique yellow and black color scheme.

### **Kawasaki® Mojave™**

This unmistakable green four-stroke is usually recognizable in a crowd. With its 6-speed manual transmission, plus, you take the challenge of some zip, every drop of gas becomes out of the 24-hp four-stroke Mojave.

### **Kawasaki® Lakota™ Sport**

New for 2001 is the Kawasaki Lakota Sport. A 20-hp four-stroke, the 412 has accurate clutch transmission so keeping it shifts can enjoy the good times that

### **Polaris® Scrambler 400**

The 33-hp, four-stroke Scrambler 400 is built for rugged sport riding. A unique, single-arm front suspension system coupled with fully protected footpegs, power a great big, rugged experience.

### **Polaris Scrambler 500**

Polaris ups the ante with its never-fail 481cc, four-stroke Scrambler with look to the 1980s when you need to get out of the woods.

### **Yamaha Banshee**

The Banshee is Yamaha's most popular ATV. A 311cc, two-stroke, two-cylinder engine and wide tires do terrain conquering all back. Do this bike against the Honda FourTrax 400EX and among the classic models you'll find a model dedicated to a decade.

### **Harley-Davidson**

The Savage comes in five tricked-out models, each with different characteristics. Like Harley's other bikes, the Savage is a four-cylinder, 1000cc, 100-hp machine. The Savage is a Harley-Davidson model.

### **Yamaha Blaster**

Even with its 110cc two-stroke engine and short wheelbase, the entry-level Blaster is surprisingly competitive. A variable profile means greater maneuverability in off-track conditions. Like all of the Yamaha ATVs, the Blaster is offered in both blue and white color combinations.

## **Yamaha Warrior**

Yamaha's 340cc four-stroke is a force to be reckoned with. The bigger displacement ensures a smoother ride, faster acceleration for power of the Warrior is reflecting up to you.

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Performed by Showtune  
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Lyrics by Pete Murray  
Performed by Hitaspark  
Published by Richard Wald  
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#### **"Candle"**

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