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SUPERCROSS CIRCUIT

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- Do not leave it in direct sunlight or near a radiator or other source of heat.
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- 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 the outer edge. Never use solvents or abrasive cleaners.

## SuperCross Circuit Tips and Hints

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Hints for all games produced by 989 Studios are available:

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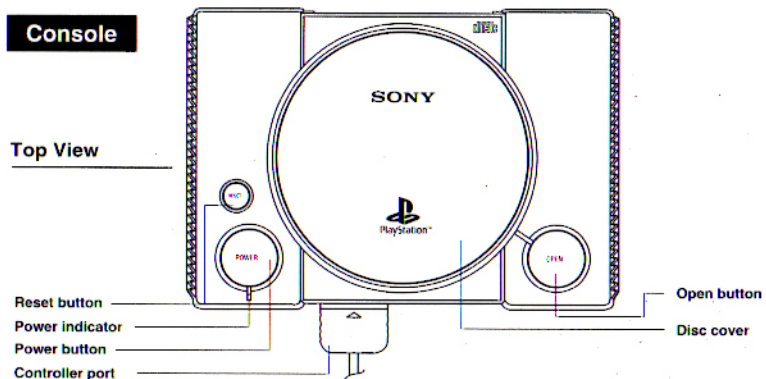
# Table of Contents

PLAYSTATION SETUP .....	2
CONTROLLER DIAGRAM .....	3
MEMORY CARD/SAVING DATA .....	3
GAME CONTROLS .....	4
ARCADE MODE .....	6
SINGLE RACE .....	6
TIME TRIAL .....	9
FREE RIDE .....	9
RECORDS .....	9
BONUS ITEMS .....	9
CAREER MODE .....	10
NEW RIDER/LOAD RIDER .....	10
2P SEASON .....	14
TRACK EDITOR .....	15
CREATE TRACK .....	15
OPTIONS .....	17
PLAYING THE GAME .....	18
GAME SCREEN .....	18
PAUSE MENU .....	22
SUPERCROSS CIRCUIT CREDITS .....	23

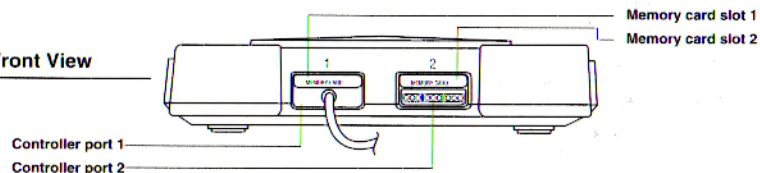
# PlayStation Setup

## Console

### Top View

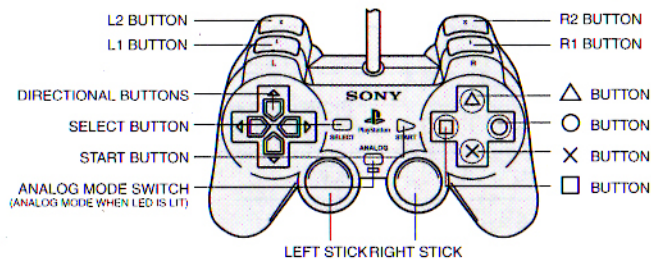


### Front View



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the SuperCross Circuit disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

# Controller Diagram



**NOTE: Compatible only in Digital and Vibration mode.**

## MEMORY CARD/Saving Data

You must insert your MEMORY CARD before you save or load a file. SuperCross Circuit saves user-defined options and all data for a career, single race, time trial and free ride. One block of memory must be available on your MEMORY CARD in order to save game data. If you don't use a MEMORY CARD, all SuperCross Circuit data will be lost when you turn off your PlayStation game console.

# Game Controls

## GENERAL CONTROLS

Steer Rider Left/Right	D-Pad Left/Right
------------------------	------------------

Lean Rider Forward/ Backward	D-Pad Up/Down
---------------------------------	---------------

Break/Hard Steer	□
------------------	---

Look back	△
-----------	---

Throttle Burst	○/R1
----------------	------

Accelerate	⊗
------------	---

Camera Select	SELECT
---------------	--------

Pause	START
-------	-------

### 989 Sports' Tips:

To get a burst of speed going over jumps, while holding ⊗ roll your thumb to press and hold ○ at the same time.

For a better start, wait two to three seconds after the gate drops and then press ○ to use a throttle burst and race ahead of the pack.

## TRICK CONTROLS

NAC-NAC	L2
---------	----

CLIFFHANGER	R2
-------------	----

SURFER/SEAT STAND	L2 + R2
-------------------	---------

RECLINER	L2 + D-Pad Up
----------	---------------

GYMNAST/PUMMEL BAR SPIN	L2 + D-Pad Down
-------------------------	-----------------

CAN-CAN	L2 + D-Pad Left
---------	-----------------

CORDOVA	L2 + D-Pad Right
---------	------------------

DOUBLE CAN-CAN/NO CAN	R2 + D-Pad Up
-----------------------	---------------

SEAT GRAB INDIAN AIR	R2 + D-Pad Down
----------------------	-----------------

NOTHING	R2 + D-Pad Left
---------	-----------------

RODEO HEEL CLICKER	R2 + D-Pad Right
--------------------	------------------

### 989 Sports' Tips:

Tricks can be performed in succession. By pressing one trick control combination followed by another, your rider will perform two tricks in a row.

For more distance on a jump (in order to clear the triples), lean back by pressing Down on the D-Pad while on the face of the jump. Press ○ to throttle burst at the base of the jump.

# Arcade Mode

Arcade mode allows you to race in a single race, time trial or free ride race.

## SINGLE RACE

Use single races to learn how to play SuperCross Circuit. Get a feel for how the bikes perform on each of the tracks. See *Select Track* for more information about choosing a track. You can also play in a single race using a 2-player format without having to play a season.

## PLAYER SETUP

To play a game involving more than one player, you need the appropriate equipment. In a 2-Player game, the player using controller 1 of the PlayStation is Player 1. When the game begins, Player 1 will be shown racing on the top portion of the screen. Player 2 will be shown racing on the bottom.

## RIDER SKILL

Three different player levels give you the opportunity to race at your skill level. To prepare yourself for the challenge of racing at the Professional level, first master the Novice and Intermediate levels.

## PLAYER 1/PLAYER 2

Choose a rider for your race from any of the 16 racers listed.

- D-Pad Up/Down to highlight a racer and press  $\otimes$ . To read a bio on a particular racer, highlight the racer's name and press  $\text{O}$ .

## SELECT TRACK

Select this option to choose a race track from the categories of Local Tracks, supercross or motocross. Local Tracks are simple to master and are a great way to learn the game. Supercross races are stadium events that consist of tighter tracks with bigger jumps and sharp turns. Motocross races are outdoor events with longer tracks and less jumps. After selecting a track category:

- D-Pad Up/Down to select a track location and press  $\otimes$ . Press  $\text{O}$  to view track data.

## LAP COUNT

Choose the length of your race in lap counts of 5, 10 or 20.

## RACE SETUP

This menu allows you to set the characteristics of your bike and race your selected track for your race.



### 989 Sports' Tip:

To short jump a Double, D-Pad Up while on the face of a jump. Remember to press  $\text{O}$  to throttle burst at the base of the jump.

## BIKE SETUP

Set up your bike to fit your racing style and the difficulty of the track you'll be racing.

### SUSPENSION

A bike's suspension is its system of flexible members, such as springs of the bike intended to insulate it against road shocks. Stiff will give your bike a tight ride and your racer will feel the effects of the road more prominently. A Soft suspension will allow your bike to absorb more of the road's conditions. A medium suspension gives your bike a normal setting.

### EXHAUST

A Torque exhaust system gives your bike a fast acceleration but has a slower top end speed. This type of system is best utilized on a track with short straightaways and many tight turns. A Midrange system is a balanced system of both Torque and Top End. A Top End system has a high rate of top end speed but doesn't have powerful acceleration. This system works best on tracks with longer stretches.

### BRAKES

Setting up your brakes with a Front Bias will give your bike a front braking system that causes quicker stops and is more useful on tracks with less turns. A Neutral Bias is a basic braking system. Rear Bias will give your bike less brakes and allow your bike to increase sliding out around turns.

### DONE

Done brings you back to the Race Setup screen.

## RACE

Starts the race.

## TIME TRIAL

A time trial race is a 1-player race with a main objective of beating the clock and getting the lowest time possible.

## FREE RIDE

After winning enough career races, free ride will be unlocked. Free rides are trick competitions in which the object is to score as many points as possible by performing tricks in a certain time period.

## RECORDS


View the time and point records established on each track.

- D-Pad Up/Down to cycle through each track.


## BONUS ITEMS

Bonus Items are unlocked at the end of career stages. Once you've completed and won at the local level, cool bonus items will become available for you to use in the next career stage.

## ENTER CODE

If you know a secret code capable of unlocking game items and options, press  and then spell out the code name.

### 989 Sports' Tip:

When entering a corner, press  while you are turning for a tighter turn.

# Career Mode

Career mode allows you to race in a series of events. Careers consist of six race series on three different types of tracks; Local, supercross and motocross.

## NEW RIDER/LOAD RIDER

Create a new rider for your career by selecting a name, purchasing a bike, and choosing rider gear. You can also load a previously saved rider from your MEMORY CARD. All loaded riders will be equipped with their latest bike and gear.

**NOTE:** Loading a rider will take you straight to the Career menu.

## ENTER NAME

Enter the name of your new rider.

- D-Pad Left/Right to move spaces and Up/Down to select a letter or number. To delete a letter or number, highlight it and press **⊖**.
- Press **⊗** to accept your rider's name.

## BUY 125

This is where you purchase your rider's bike. At the start of a career, the only bikes available to you are the 125 models. 250CC bikes will be unlocked after you complete the 125CC season.

- Press **⊖** to view bike data.

## CAREER

This menu allows you to save rider information, view player stats, further customize your rider's gear, buy a different bike and start your season.

## QUIT

Quit will bring you back to the Main menu.

## SAVE DATA

Save your rider data to your MEMORY CARD.

## PLAYER STATS

View the career race stats and winnings accumulated by your racer.

## RIDER GEAR

Choose your racer's clothing, color of his helmet and his boot type.

### SPRAY BOOTH

Three sections of your racer's helmet can be painted.

- D-Pad Left/Right to choose a helmet then press **⊗**.
- Press Left/Right and Up/Down to change colors.
- Press R1/R2 to raise/lower the brightness of the color.
- Press **⊗** to move to the next section.
- Repeat these steps to finish in the Spray Booth and press **⊗** from Done to go back to the Career menu.



## CLOTHING

Pick the type and color of your rider's clothing.

- D-Pad Up/Down to select a clothing type and then Left/Right to choose a jersey color.
- Press  $\otimes$  to accept your choice.

## BOOTS

Pick the brand name of your rider's boots.

## DONE

Done brings you back to the Career menu.

## NEW BIKES

This is where you can purchase a different bike from the one your rider currently uses. Earn enough money from career wins to purchase a new bike.

## START SEASON

Start a new career season.

### 989 Sports' Tip:

At times, in order to take the best line through a straightaway, you may have to "roll" over a jump to clear the rest.



## SEASON MENU

Use this menu to make changes to your bike setup, run a practice race or start the season. See *Career* for descriptions of repeated menu items.

## SEASON STATS

View each rider's season point totals and wins.

## BIKE SETUP

Use this menu to buy bike parts, repair your engine or change your bike's attributes. Be sure to check the condition of your bike (located under its picture) to see if you need to make any upgrades or repairs before you spend your money. See *Bike Setup* under *Arcade Mode* for descriptions of repeated menu items.

### BUY PARTS

As you finish career races, you will earn money that will allow you to buy bike parts and services.

### ENGINE

You can purchase engine work for your bike by selecting a Top End rebuild or a Full Rebuild. As your career progresses, check the status of your engine and try to get away with Top Engine rebuilds to avoid having to spend a lot of cash for a Full Rebuild.





## PRACTICE

Practice gets you out on the track as the only racer to work on your fundamentals and get a feel for the track.

## START RACE

Start the season race.

# 2P Season

A 2-Player season not only allows you to play with another player, it allows you to set up to a 12-race season with the tracks of your choice. See *Career Mode* for more information on game screen setup.

## AI ON/OFF

Keep AI ON to compete in a season race with other CPU riders.

## TRACKS

Set up your 2-player season by picking the tracks for the each race.

- D-Pad Up/Down to choose a track.
- Press ⊗ to add the track to the season. Press ⊕ to remove a track that has been added.
- Repeat this process for up to 12 races.
- Press ○ to go to the 2P Season menu. See *Season Menu* for more information.

# Track Editor

Track Editor gives you the opportunity to create a track, edit created tracks or load and save tracks to and from the MEMORY CARD.

## CREATE TRACK

Using your controller, build a race track or free ride track. You can save 16 tracks to your MEMORY CARD.

**NOTE:** Race Tracks must have a Start and a Finish. Free ride tracks only need a Start.

- D-Pad Up/Down or Left/Right to choose a starting block for your track.
- Press R1/R2 to select the Start option from the list of road types and press ⊗ to paste your starting point.
- Continue to use the D-Pad to guide your track direction and R1/R2 to choose road types. To rotate the direction of a track block, press L1/L2. To copy and paste road types that have already been used, highlight a track block and press ○ to copy. Paste it into a different track block by pressing ⊗. To delete road types, highlight the track block and press ⊖.
- When your track is complete, press the START button to create your track.

### 989 Sports' Tip:

When exiting a corner, press ○ for an extra burst on to the straightaway.

## EDIT TRACK

Edit any of the tracks that you have created. See *Create Track* for details on how to change track attributes.

## LOAD TRACK

Load a track from your MEMORY CARD.

- D-Pad Up/Down to choose a track and press ⊗.

## SAVE TRACK

Save a track to your MEMORY CARD.

- D-Pad Up/Down to choose a track slot and press ⊗.
- Enter a track name by using the D-Pad Left/Right to choose a space and then Up/Down to select a number or letter. To include a space in your name, highlight a space and press ○. To delete a letter or number, highlight it and press ⊖.
- Press ⊗ to accept the name.
- D-Pad to an empty MEMORY CARD block and press ⊗ to save the file.

## RACE TRACK

Race the track that you have created. Selecting this option brings you through the race setup screens.

### 989 Sports' Tip:

After clearing a long jump (e.g., a triple), press ○ when you land to burst away from the pack.

# Options

Options allows you to control the game attributes of your race.

## AUDIO

Raise or lower the volume of the game sounds and music. You can also choose between Stereo or Mono sound.

- D-Pad Up/Down to choose an option and then Left/Right to pick a setting.

## CONTROLLER 1/CONTROLLER 2

You can change the configuration of your regular controller to any of four settings. If you have a Dual Shock™ analog controller, you can change the configuration of its joysticks.

- D-Pad Left/Right to choose a configuration.

## CAMERA VIEW

You can change the camera view to the distance that best suits you.

- D-Pad Left/Right to choose a camera setting.

## CENTER SCREEN

Center the game screen on your television using the D-Pad.

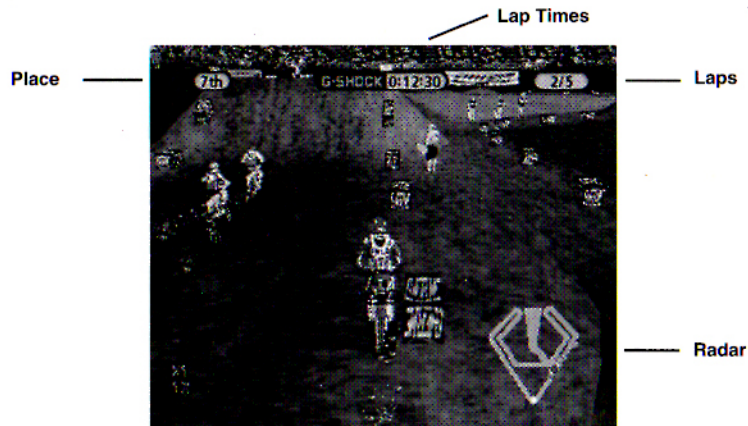
## LOAD/SAVE OPTIONS

Load or save game options to and from your MEMORY CARD.

# Playing the Game

## GAME SCREEN

The game screen consists of the current race conditions described below in clockwise fashion, starting in the upper left corner:



### 989 Sports' Tip:

Your throttle burst recharges every 2 seconds or every time you go airborne.

## PLACE

Place posts the current position of your rider.

## LAP TIMES

Lap Times posts the time of each lap.

## LAPS

Laps displays the current lap number of your ride.

## RADAR

Radar allows you to view the layout of the track as you race. Use the map to also keep a eye on each race car. You are represented by a red dot on the map. In a 2-player game, the green dot represents player 2.

### 989 Sports' Tip:

After clearing a jump leading into a corner, you can "steer" in the air to line yourself up on the landing to make a better turn.

## NEW LAP RECORD

If you finished the race with a lap record, your name will be posted on this screen. You can save your lap records to the MEMORY CARD.

## RACE RESULTS

When a race is completed, race results will be shown with the finishing position and time of all riders.

## SEASON STANDINGS

Season standings will be shown at the end of each season race. The standings are based on the total number of points received for each finished race. See *Scoring* for more information on points received for finishing position. Your goal is to finish the season with the highest point total among the racing field.

## SAVE DATA

At the end of a season race, you will have the opportunity to save the current season to your MEMORY CARD from the Season menu.

- D-Pad Up/Down to Save Data and press .
- D-Pad Left/Right to select a block of memory and press .

If you plan to overwrite a previously saved season:

- D-pad Up/Down to Yes and press .
- Choose Yes again to overwrite the file.
- When the new season is saved, press  to continue to the Season menu.

## SCORING

In a season competition, the object is to finish the season with the most points. The better the finish, the more points you earn.

First Place	25 points
Second Place	22 points
Third Place	19 points
Fourth Place	16 points
Fifth Place	13 points
Sixth Place	9 points
Seventh Place	5 points
Eighth Place	1 point

## FREE RIDE SCORING

Scoring during free ride races is accumulated by the number of tricks you can pull off without wiping out.

### 989 Sports' Tip:

For the best use of the throttle burst, use while on the face of the jump.



## **PAUSE MENU**

During the course of the race, you can press the START button to pause the action and choose from the following menu items. Note in a 2-player race press the select button while in the pause menu to switch between horizontal and vertical split screen.

## **RESUME**

When you have completed altering the menu options, choose Resume and press ⊗ to resume the race in progress.

## **SOUND**

Change the volume level of the game sound and music.

- D-Pad Up/Down to select an option and then Left/Right to raise/lower the volume level.

## **OPTIONS**

Use Options to turn the game screen options of Vibration, Radar, Lap Times and Place ON/OFF. See *Game Screen* for more information on these options.

- D-Pad Up/Down to select an option and press ⊗ to turn the option ON/OFF.

## **RESTART**

Selecting Restart will bring up the Confirm Restart menu. Select Yes to restart the race or No to continue.

## **QUIT**

Selecting Quit will bring up the Confirm Quit menu. Select Yes to quit the race or No to continue.

# **SuperCross Circuit Credits**

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Performed by (hed) pe

Courtesy of Jive Records

Written by M.C.U.D., Wesstyle

Courtesy of Zomba Enterprises Inc./M C U D Music/Wesstyle Music  
(Both administered by Zomba Enterprises Inc.) (ASCAP)

"Hit Machine"

Written and Performed by Guttermouth

Courtesy of Nitro Records

"Open Mic"

Written and Performed by Strung Out

Strung Out appear courtesy of Fat Wreck Chords

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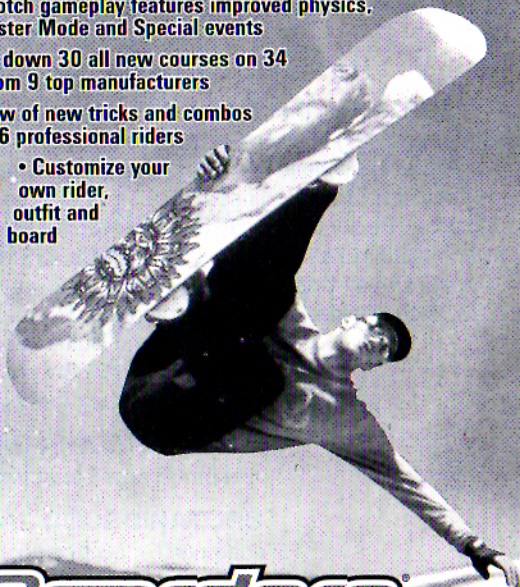
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