

SUPERCROSS 30™



JAGUAR™

64-BIT

GAME MANUAL
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ATARI INFO CONSOMMATEUR

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of 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:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board.

For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

SUPERCROSS 3D™

JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- 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 recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

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SUPERCROSS 3D

Welcome to San Jose, home of the first race on the Supercross tournament circuit. The stands are filled to the max with fans waiting for the tournament season to get under way. The riders are warming up and making last minute adjustments to their bikes for ultimate performance on this challenging track. Each rider waves confidently at the crowd, sure of their skills. Each thinks it could be their year. Excitement is in the air and expectations are high. It's a new season, after all, and the slate has been wiped clean. Sure, there are some favorites, winners from previous years, but anything can happen.



SUPERCROSS 3D

As the riders move into the gate, an expectant hush falls over the crowd. Who will pull out in front as the riders freight train into the first curve? Two bikes go down in a heap as the riders surge forward. The rest of the pack maneuvers around them and the crowd waits with bated breath. Who's going to come out in front? You are!

You take the lead coming out of the first corner and quickly get on the gas. The whoops are coming up fast and you brace your body for the punishing bumps to come. You're careful to hit the whoops straight on. The last thing you want to do is endo in front of all these people. After the whoops you gun straight for the first jump. Do you have the speed to do a triple? You do! You're comfortably out in front, so you take the time to do a nac nac for the crowd in midair.

Oops. That jump cost you some time. The rider who was yards behind you is now right on your tail. The two of you are neck and neck coming to the next jump. His jump lands him slightly ahead of you but you cut the corner tightly and once again you're leading by a wheel. The crowd is going wild. Who will claim the first win of the tournament? Only you know for sure...

GETTING STARTED

- 1) Insert your *Supercross 3D* cartridge into the cartridge slot of your Jaguar 64-Bit Interactive Multimedia System.
- 2) Press the Power button.
- 3) Press the A, B or C button to go directly to the **Main** menu.

MAIN MENU

When you get to the **Main** menu, you will be able to choose the type of race you want, load a saved game, or go to the **Options** menu.



Practice

Practice mode lets you get a feel for the different tracks without blowing your race time. A practice race is also a good place to try to better your time, work on your skills, and try some tricks.

Race

In a race, you'll compete against seven other riders on the track of your choice. Each race is composed of a qualifying round and the final race. You have the option to take a practice round before starting a race.

MAIN MENU

Tournament

When you're on the tournament circuit you'll get the chance to prove just how good you really are. You'll start in San Jose and go through all fourteen cities. Each race has a qualifying round before the final event. You'll see where you stand among the 28 riders after the final event at each track. Don't worry about starting over if you don't have time to finish the circuit. You can save your game before each new track.

Hint: Get out in front early so you don't get tripped up in other riders' falls.

Load Game

If you have a tournament in progress, you can select **Load Game** on the **Main** menu. The tournament you were working on will then be loaded. Your game will start after the last race you completed.

MAIN MENU

Options

The **Options** menu allows you to choose the options you would like for the game.



Replays On/Off

Turns instant replays after a crash on or off.

Skill Level

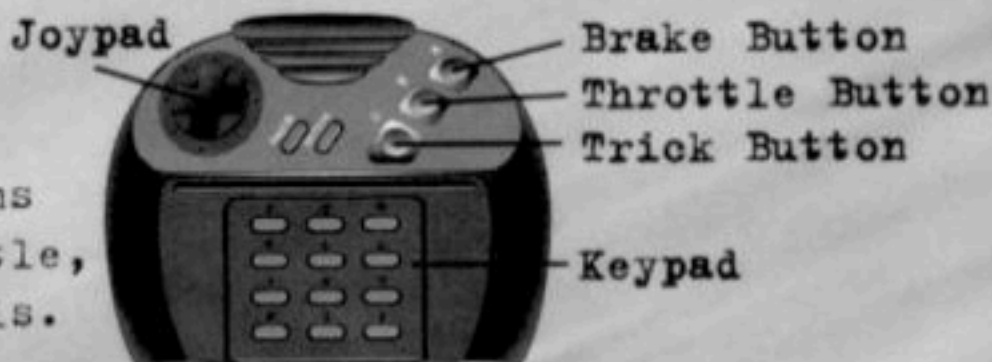
Changes your difficulty level. Choose from Rookie, Rad, Pro, Tuff, or Ace.

In-Game Music On/Off

Turns in-game music on or off.

Controls

Allows you to customize the A, B and C buttons for brake, throttle, and trick controls.



Exit

Takes you back to the **Main** menu.

SELECTING YOUR RIDER

You can choose your team, country and rider on the **Select Rider** screen. Press up or down on the **Joypad** to move around the screen and press left or right on the **Joypad** to make your selection. To enter your rider name, press the **A**, **B** or **C** button to start and press up and down on the **Joypad** to find the letters you need. Press left on the **Joypad** to move to the next space. Press the **A**, **B** or **C** button when you are finished. Press the **A**, **B** or **C** button on **Select Rider** when you are ready to leave the screen.



SELECTING A TRACK

There are fourteen challenging tracks to choose from. Press left or right on the Joypad to scroll through the tracks, and press the A, B or C button to make your selection. Each track has a different layout and difficulty level. You'll see an overview of the track you selected before you start your race. The track names are listed below. Select Exit to return to the Title screen.

San Jose
San Diego
Houston
Daytona Beach
Atlanta
Indianapolis
Minneapolis

Anaheim
Dallas
Tampa
Orlando
Charlotte
Pontiac
Seattle



CUSTOMIZING YOUR BIKE

You can customize your bike to suit the track you will be riding on. Press up or down on the Joypad to move around the screen and press left or right on the Joypad to make your selection.

Front tire

Soft, Medium or Hard (default is Medium)

Front shocks

Soft, Medium or Hard (default is Hard)

Back shocks

Soft, Medium, or Hard (default is Hard)

Gears

Low, Intermediate or High (default is High)

Back tire

Soft, Medium or Hard (default is Medium)

Hint: If you're riding on a hard, packed dirt track you probably want harder tires and shocks. Low gear is great on a track with lots of straights, but it will take you longer to gather speed. Take a good look at the overview of your track before you customize your bike.

MEMORY SAVE

Your rider's name, team, and nationality as well as your best times, tournament placing, and sound settings are retained in the cartridge even if you have turned off your Jaguar 64-bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear currently saved changes, press *, # and **Option** while on the *Supercross 3D* title screen.

SAVING A GAME

If you are riding in a tournament, you can save your progress after the final race at each track. To save your game, select the save option on the **Track Selection** screen. Choose yes or no at the prompt. Your game and standing will be saved through the last track you completed.



CREDITS

Atari

Producer:

Vince Zampella

Faran Thomason

Lead Tester:

Phil B. Gelber

Marketing Product Manager:

Jeanne Winding

Creative Services:

Greg LaBrec

Diana Bredfeldt

Beeline Group, Inc.

Tiertex

Concept Design

and Executive Producer:

Dympna Forkin

Technical Design:

John Prince

Programming:

Chris Brunning

Graphics Design and Animation:

Barry Armstrong

The B.A.D. Studios

Special Thanks:

Donald Campbell

Gary Marshall

Doug Anderson

Dave Stead

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The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect.

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