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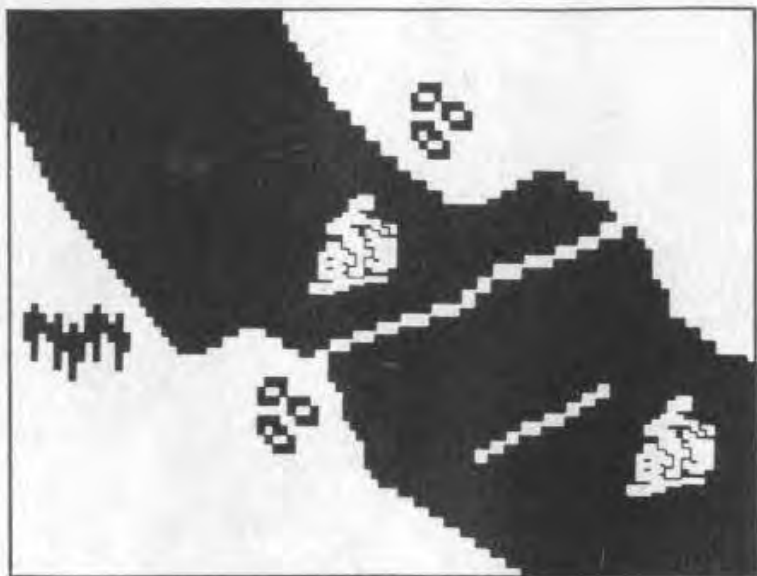
# MOTOCROSS

**CARTRIDGE INSTRUCTIONS**  
(For 1 or 2 Players)



**FOR COLOR TV VIEWING ONLY**

3411-0920



Big time is here! Daredevil you! You'll prove once and for all that no one can outrace you, outshine you, in the frenzy world of MOTOCROSS!

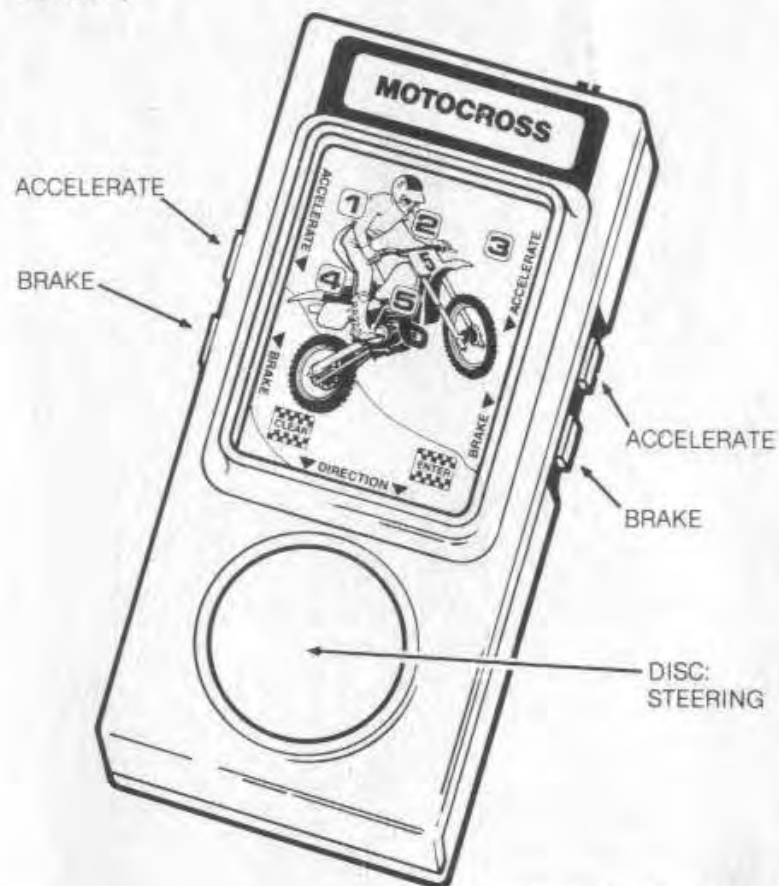
## OBJECT OF THE GAME

You CHOOSE or DESIGN your own course — long straights, S turns, jumps, or combination of these. Get it easy or rough! You select the number of laps and the type of confrontation you want — you alone against the clock, you against another player, or you against the computer! Play it normal or in reverse direction! You are on your own now! Go! Clock starts! Watch YOUR TIME at the FINISH LINE! Or lay back...and watch the computer race its own bike!



## YOUR CONTROLS

Slide MOTOCROSS overlays into Hand Controller frames, so they cover the keypads. Insert game in computer console cartridges slot. (See console owner's instructions for equipment connection details.)



NOTE: DO NOT USE THE KEYPAD AND DISC AT THE SAME TIME.



## GET READY

Choose the Course Number and watch course design on map:

Press **[1]** for Largest Course

Press **[2]** for Rough Course

Press **[3]** for Popular Course

Press **[4]** for Custom Course

Press **[5]** for Last Designed Course

Press any number key to continue.

Select the Number of Laps:

Press desired number on keypad.

Press **[0]** for 10 Laps (maximum).

Enter Play Option:

Press **[1]** for 1 Player

Press **[2]** for 2 Players

Press **[3]** for 1 Player against the Computer

Press **[4]** for 1-bike Spectator Game

Press **[5]** for 2-bike Spectator Game

Select Steering Option:

Press **[1]** for Directional (screen oriented)

Press **[2]** for Left/Right (bike oriented)

If 2-player game, each player must select the steering option on his Hand Controller.

If 1-player game, press **[1]** or **[2]** on LEFT Hand Controller.



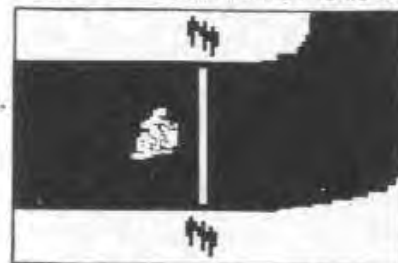
Choose Reverse Driving Direction:

Press **[1]** for Reverse      Press **[2]** for Forward

Use LEFT Hand Controller to control the RED BIKE.

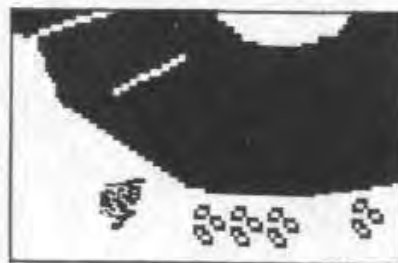
Use RIGHT Hand Controller to control the BLACK BIKE.

## ON YOUR MARK!

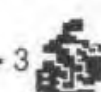


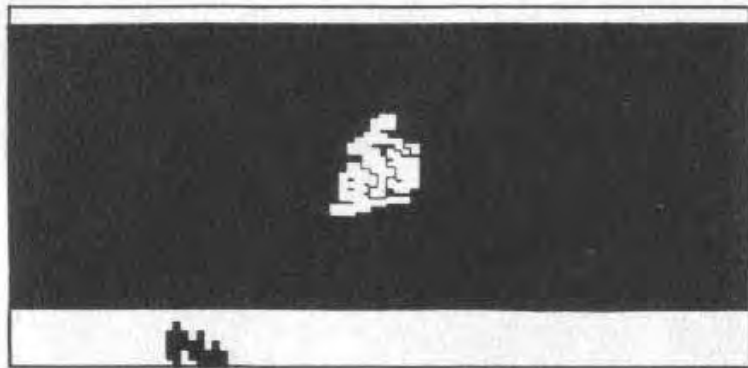
As the race starts (clock's running!), press either TOP Action Button to make your bike move. Press longer to make it move

FASTER. Use Disc to steer your bike. If you selected "Directional" steering, press **[DISC]** in the direction you want your bike to go. Bike will turn to that direction. Release Disc after direction is reached. If you selected "Left/Right" steering, press **[DISC]** left to turn left; press **[DISC]** right to turn right.

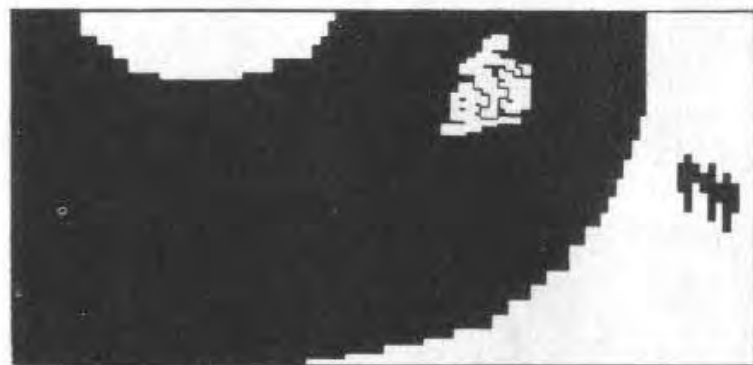


Touch your **[DISC]** SLIGHTLY and DON'T OVERSTEER... otherwise your motorcycle will go berserk before your eyes, hurtle onto the grass, and land your brave rider on top of his head!





Take advantage of a straight — ACCELERATE!  
Keep pressing TOP Action Button!



Slow down BEFORE you reach a curve. Press  
either BOTTOM Action Button to brake. Touch  
**DISC** slightly to steer bike...so it doesn't side-  
slip and skid off the road.



TAKING A CURVE AT TOO FAST A SPEED CAN ACTUALLY SLOW  
YOU DOWN

So many things can go wrong in a race...

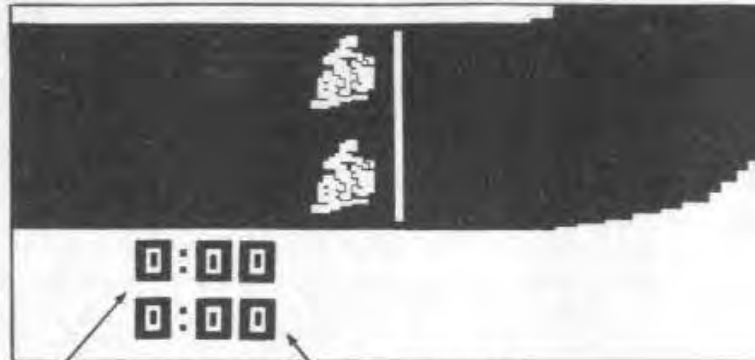


Don't just zoom at top speed through a jump —  
slow down a bit and be careful...or you might end  
up eating dirt again!





## TWO-BIKE RACES!



RED BIKE CLOCK

BLACK BIKE CLOCK

One player controls the red bike, the other the black. At time zero both bikes start at the line of departure...and WHHHRRRRR out and away they go! Watch both clocks begin to race, too!

BIKE TOO FAR BEHIND

BIKE FROZEN

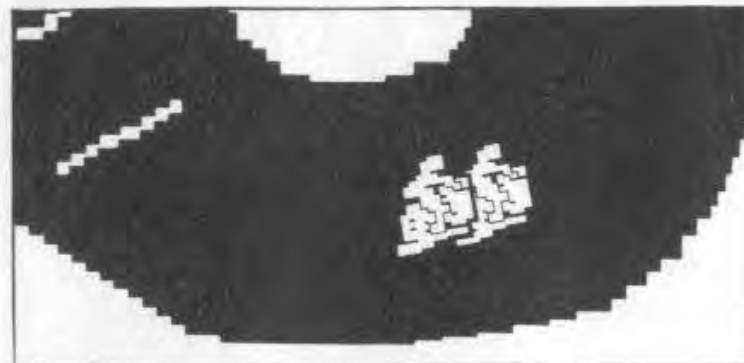


CLOCK FROZEN

If a bike gets too far behind, it will cause the other bike to temporarily freeze...so both bikes appear on the screen at the same time. The bike



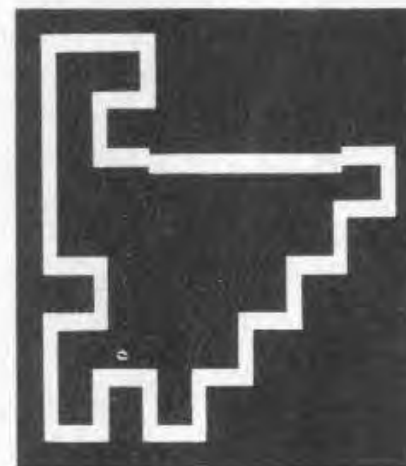
that is frozen also has its clock frozen. Then the action picks up again, both bikes and both clocks running.



Hitting another bike, with intent or by mistake, will mess your game and smack you down to the ground. So, try to avoid it.

## MAKING YOUR OWN COURSE

When you choose Course #4 before the game starts, you are given an opportunity to DESIGN your own race course. A map



will be displayed immediately on the screen for you to start work. Use Disc to select a piece of the course, then press **ENTER**. Select another piece and **ENTER**. Press **CLEAR** anytime you want to remove a piece you already picked but won't use after all. And so on, until your design is completed.

Press **ENTER** to exit to the Number of Laps selection. Select the number of laps, then move on to the next game option selections as you normally do before starting a game. And play on the course you have just designed!

To play again on it, you will have to Press **5** (Last Designed Course) when choosing the Course Number at the start of your game option selections.

## WINNING!

Winning means **CROSSING** the **FINISH LINE**, whether there are 1 or 2 bikes in the race. Bikes will drive off the screen and the clocks will stop. Player with the lowest time is the winner.

The maximum time possible is 999 sec. If you take longer than that, your time will always show 999!



## PLAY AGAIN...

To start again, press a number key on any keypad.

Watch the following message on your screen:

Same Race?

1 — Yes            Press **1** for Yes.

2 — No             Press **2** for No.

## REMEMBER...

**SLIDES** Traction is reduced when your bike goes faster. Start your turn in advance of a turn, or else your bike will slide.

**JUMPS** When your bike hits a jump, it will go into the air and land later. The faster your bike takes a jump, the higher and farther it will go.

**COLLISIONS** If your bike goes all the way off the course, it will spin and turn you upside down. Then the computer will assist you back onto the track. Computer controlled bikes can crash too. If a bike hits another, both bikes will spin and riders will turn upside down.

**DISQUALIFIED** A bike that goes too far backwards on a course will be disqualified. This occurs in a 2-player game or computer vs. player game.

