

JEREMY MCGRATH SUPERCROSS 2000

includes music by
THE OFFSPRING

AKKlaim[®] SPORTS[™]

MCGRATH

NO
FEAR[®]

EVERYONE[®]
E
CONTENT RATED BY
ESRB

T-8104N

SEGA[®]

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

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.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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LOADING

1. Insert your Jeremy McGrath Supercross 2000™ Sega Dreamcast specific disc into your Sega Dreamcast console.
 2. Plug your Sega Dreamcast Controller into Controller Port A.
- Note: Jeremy McGrath Supercross 2000 is a 1-2 player game*. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.**
3. Switch on the power to your Sega Dreamcast Unit.
 4. Please insert your VMU into Controller A, Slot 1 before starting the game if you wish to load or save game data. Each saved game requires up to 14 blocks of memory. If you do not have a VMU inserted or it does not have adequate blocks to save the game data, you will be alerted but may continue playing.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

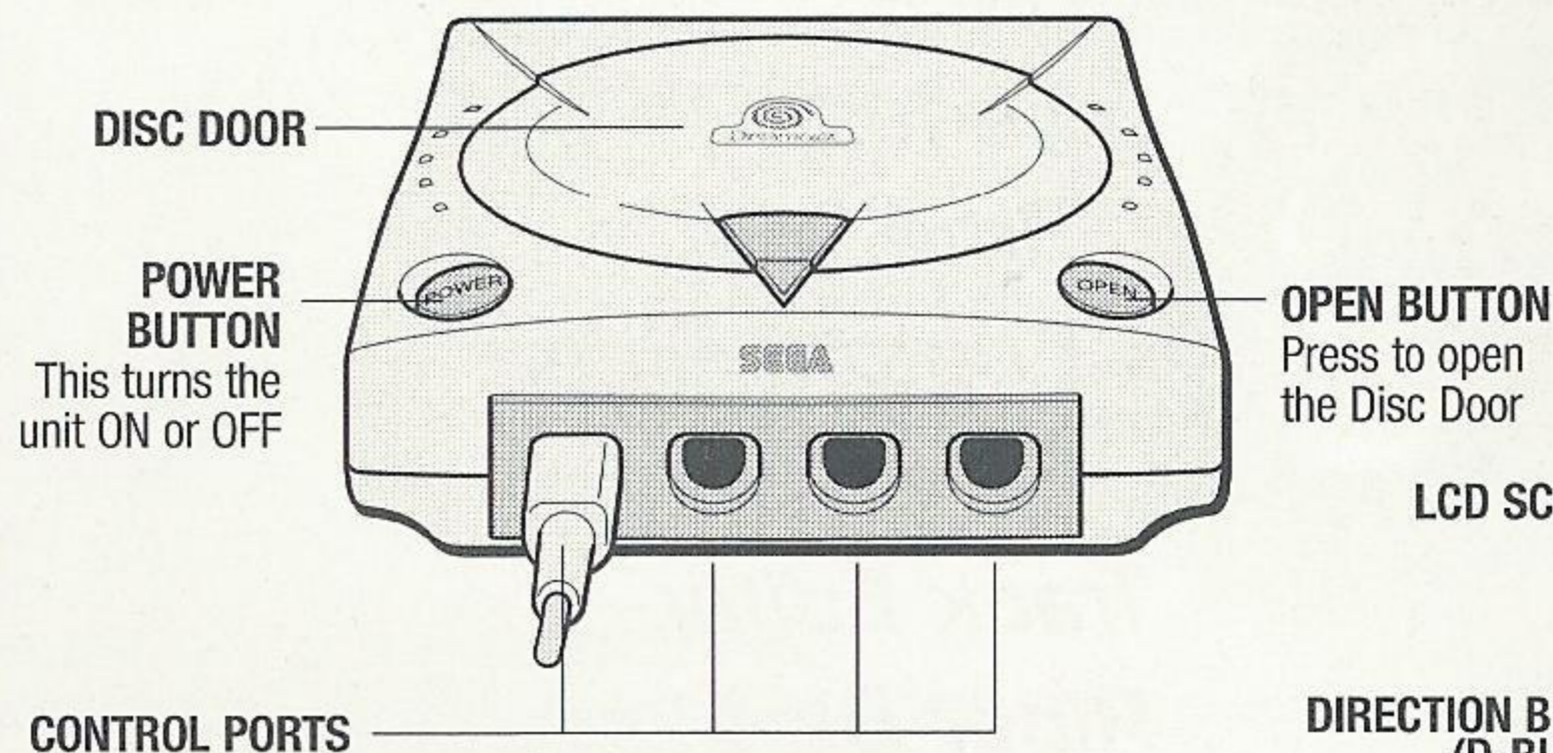
***Purchase additional controllers (sold separately) to play with two people.**

When the Jump Pack/Vibration Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack/Vibration Pack does not lock into place and may fall out during gameplay or otherwise inhibit game operation.

To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Jeremy McGrath Supercross 2000 requires the full complement of keys and buttons on the Sega Dreamcast Controller. Operation with unrecognized controllers is not guaranteed.

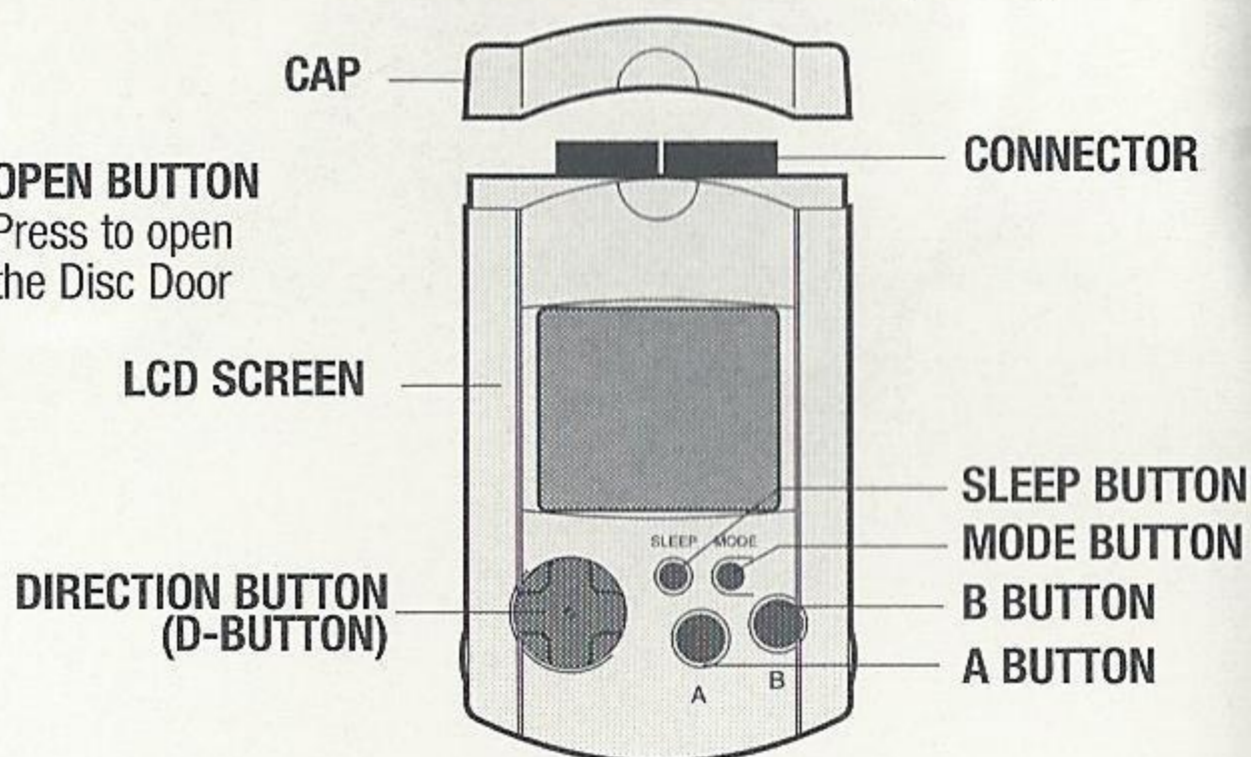
SEGA DREAMCAST HARDWARE UNIT



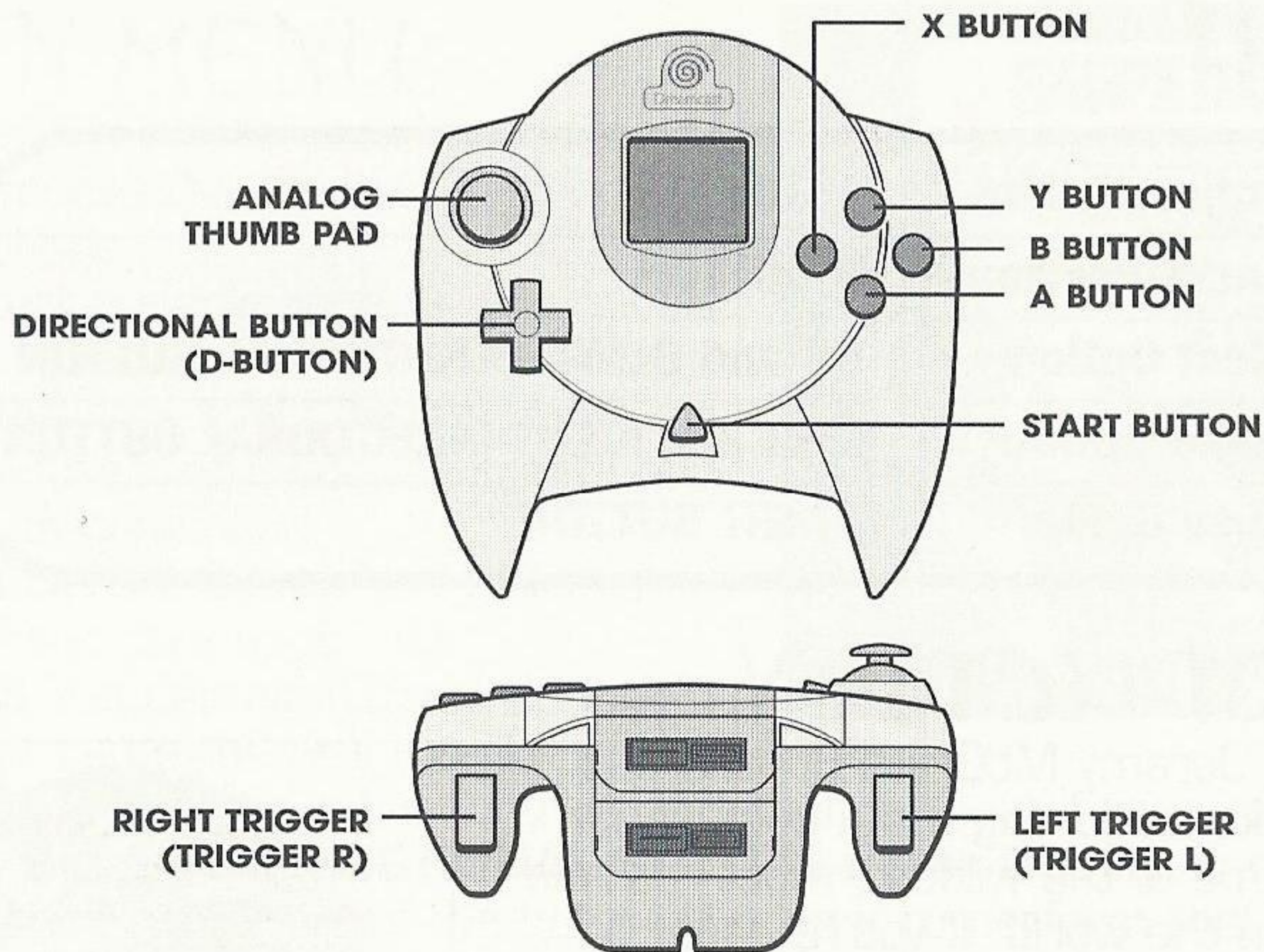
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **CONTROL PORT A, CONTROL PORT B, CONTROL PORT C, AND CONTROL PORT D.** Use each port to connect controllers for players 1 to 4 respectively.

NOTE: CONTROL PORT can also be referred to as PORT.

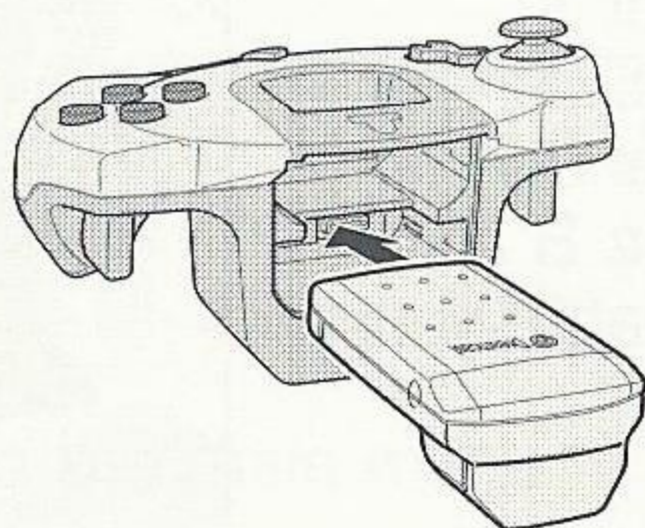
VISUAL MEMORY UNIT (VMU)



Never disconnect the VMU/VMs while performing a battle or exchanging data when connected to another VMU/VM. Also note that leaving two VMU/VMs connected for a long period of time will considerably shorten the life of the batteries.

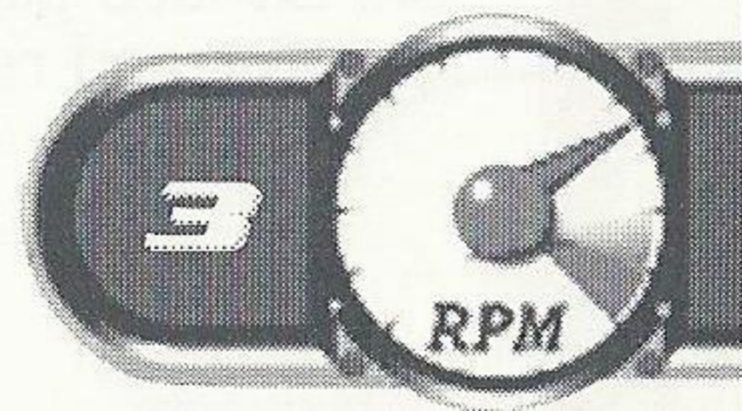


Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.



When the Jump Pack/Vibration Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack/Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

NOTE: Please insert a VMU into Controller A, Slot 1 BEFORE starting the game if you wish to load or save game data.

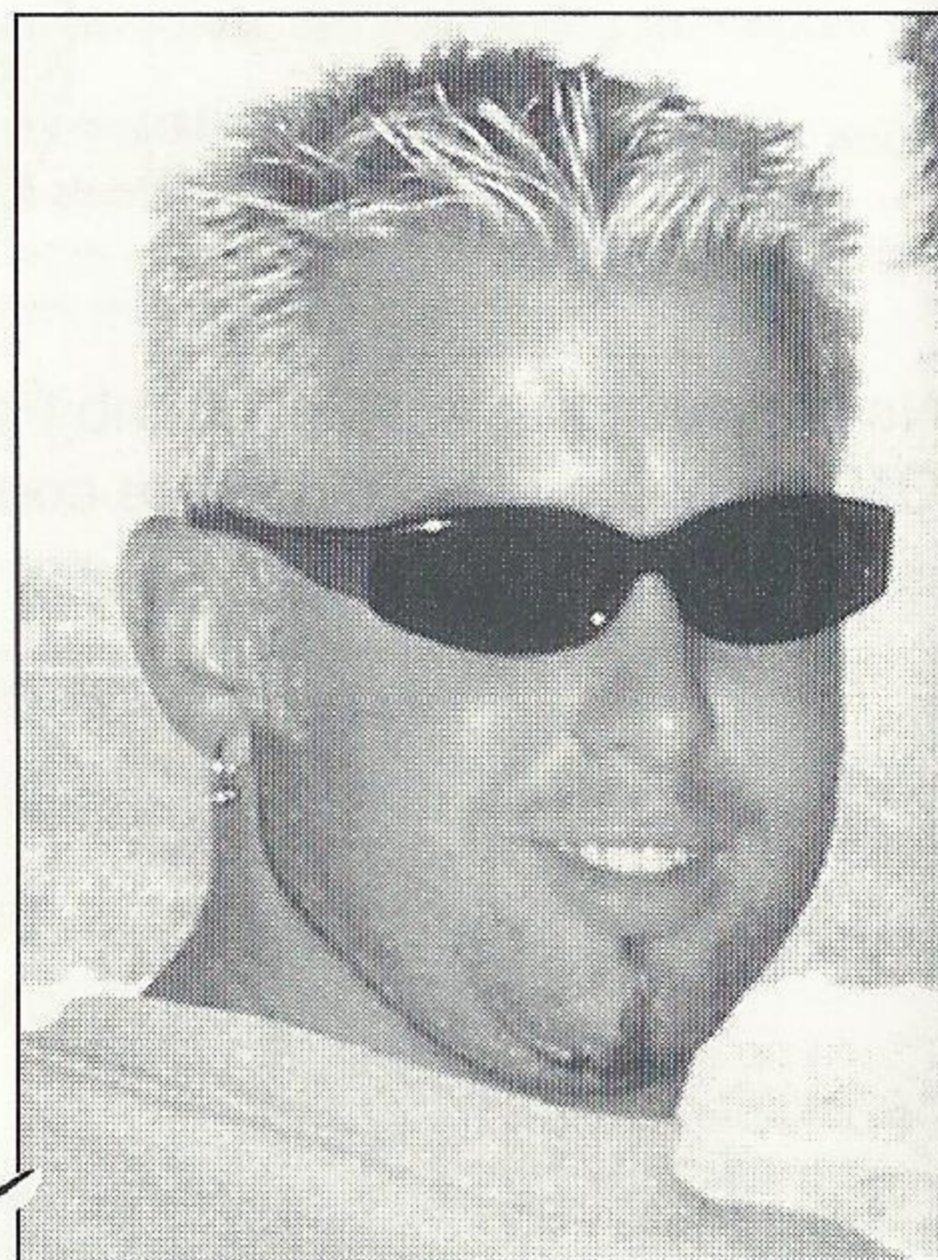


MENUS

Confirm/Select	A BUTTON
Cancel/Previous	B BUTTON
Select Option	UP and DOWN DIRECTIONAL BUTTON
Toggle Option	LEFT and RIGHT DIRECTIONAL BUTTON
Pause Game	START BUTTON

INTRODUCTION

Welcome to Jeremy McGrath Supercross 2000. Thanks for joining me. I hope you're ready for some of the wildest, most realistic bike racing in the world. If you're eager to throttle into rockin' motocross action, you've come to the right place! You can race indoors, outdoors, in challenging series competition on today's top tracks or in freestyle challenges all over the U.S.A.! There's plenty of jumping, jostling and outrageous stunts! You can race as 8 of today's top motocross stars, or create your own rider and try to beat the best. You can even build your own custom tracks to race on! So let's get down on the dirt and ride!



MAIN MENU

This screen is where you choose Game modes, access the Track Editor and select Options.

RACE Start a single race, a new series, load in a saved series record, practice a track in the time trials, race against the clock in a freestyle mode, or create and modify a custom rider.

TRACK EDITOR Create and edit custom race courses (see page 14).

OPTIONS You can alter these options to set up the game the way you like it.

CONTROLS View the initial controls and change them if you like. To change controls, press the **DIRECTIONAL BUTTON UP** or **DOWN** to highlight an action/control, then press the button you want to perform that control. If the button is already in use, it will be reassigned. You can reset to initial controls by pressing the **START BUTTON**.

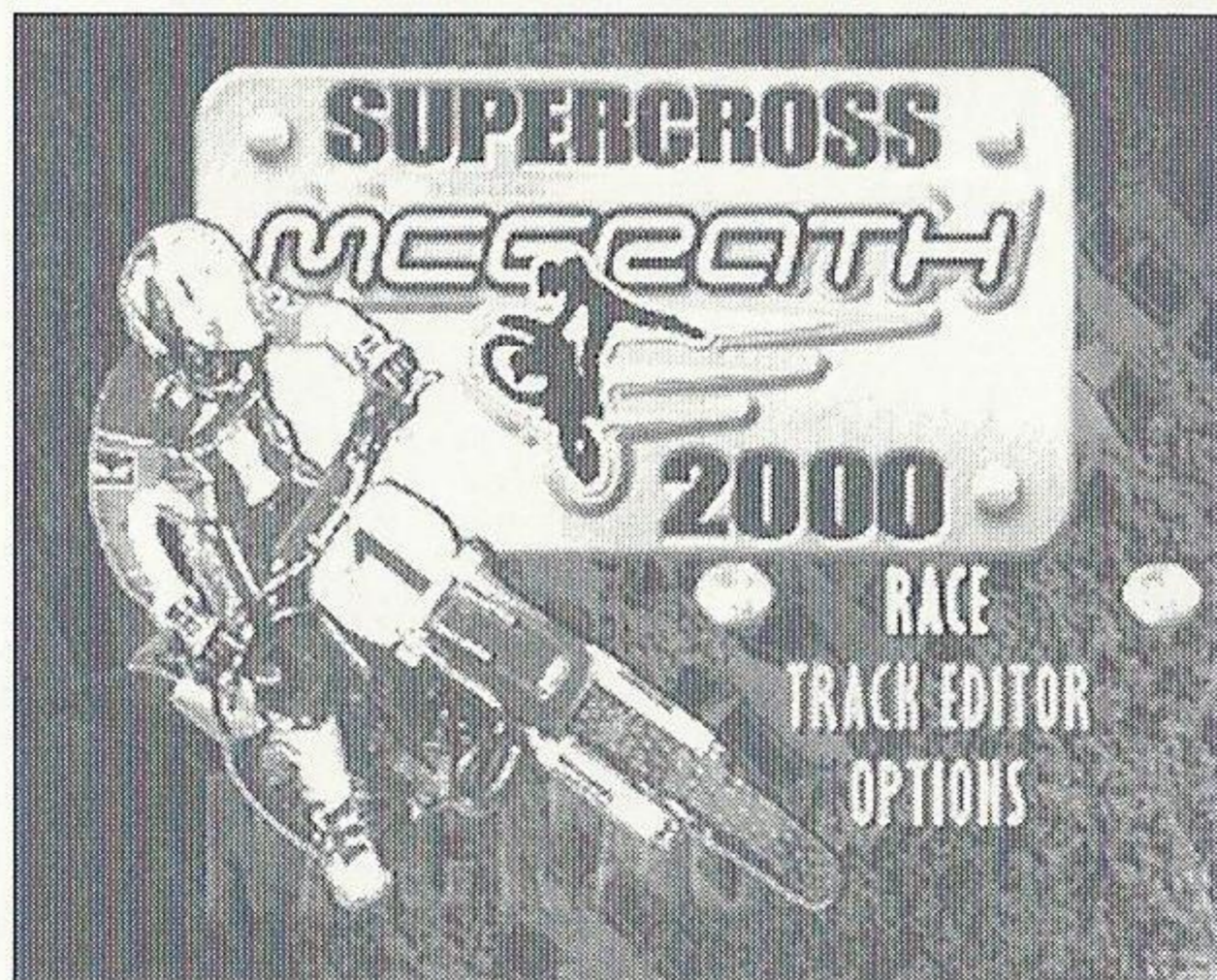
Audio Set a range of audio options by adjusting the slider. Left is low, right is high.

Display Configure which screen elements appear.

Game Settings Adjust the difficulty level (beginner/amateur/pro) and the number of laps in a series (3-20).

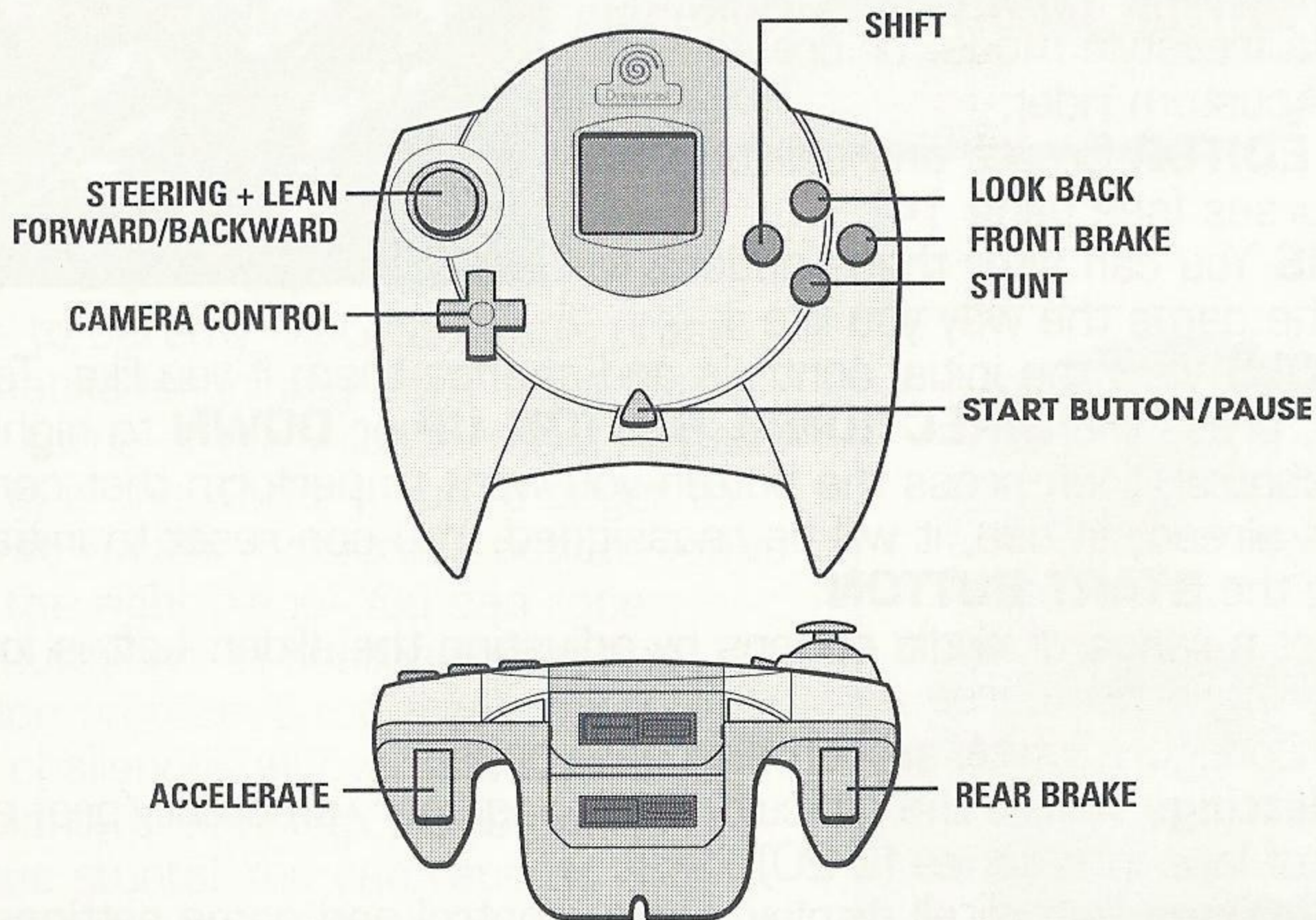
Initial Settings Return all display, audio, control and game settings back to their original settings.

Exit Exit and return to the main menu.



CONTROLS

These are the initial controls. You can configure controls to your liking using the Controls option.



Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

CONTROL DETAILS

Forward/Backward

While on the ground, pressing forward and backward will cause the rider to lean forward and backward on the bike. Leaning forward helps in turning and will increase the weight on the front wheel. Leaning backward helps increase acceleration and puts more weight on the rear wheel. In the air, you can adjust the angle of the bike by pressing forward and backward. Pressing forward will cause the front of the bike to dip, pressing backward will cause it to rise. In most situations, you want to land on both wheels at once, or touch the front wheel down just an instant before the rear wheel. Rough landings will cause the rider to falter and lose speed.

Preloading

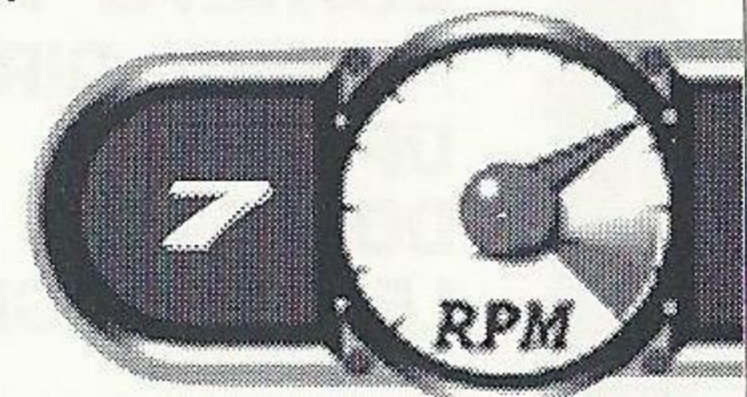
If you press forward while on the face of a jump, you will preload the suspension of the bike (compress the suspension). When the bike reaches the top of the jump, the suspension will push itself back out, giving the bike an extra little push as it leaves the ground. This will give the bike more forward momentum. You can use this to do a small jump when you might otherwise not leave the ground. By choosing to preload or not to, you can influence (to a small degree) whether or not you leave the ground at relatively low speed or off relatively small bumps; in certain situations, it is advantageous to NOT leave the ground.

Left/Right

Turns the bike left and right. The exact action/effect depends on a number of factors, like how the rider is positioned, whether or not the bike is on a berm, and whether or not the front or rear brakes are being applied.

Accelerate

Accelerates the bike forward. If applied in the air, the bike will begin to tip back.



Front Brake

Slows the bike down dramatically. Apply the front brake while turning to do a very sharp turn. Although this enables sharp turns, it also leaves the bike at a much slower speed than it was when it entered the turn.

Rear Brake

Slows the bike down, but not as much as the front brake. If you apply the rear brakes while turning, the bike will start a sliding turn (like a drift turn in a car). The rider will counter-steer appropriately. This will allow you to make a sharper turn than you would normally be able to, while still maintaining a fair amount of speed.

Shift/Clutch

If you have chosen a manual transmission for your bike, this will cause you to switch gears. Tap this button while holding the accelerator to switch up a gear. If you tap this button at any other time, you will switch down a gear.

Stunt

While in the air, press and hold this button in combination with various other buttons to do stunts. See if you can pull off these crowd pleasers:

Can Can (with one leg) Stunt + Rear Brake

Can Can (with both legs) Stunt + Gas

No Hands Stunt + Down + Shift

Nac Nac Stunt + Shift

Super Mac Stunt + Left/Right + Rear Brake

Recliner Stunt + Down + Gas

Look Back

Press this button to glance over your shoulder to see what is going on behind you. The camera will remain looking backward for as long as you hold the button. When you release it, the camera will look forward again.

Camera View

Press the **DIRECTIONAL BUTTON** to change the camera angle as follows:

UP = Close

DOWN = Far

LEFT OR RIGHT = Medium

Get Moving

After the Main Menu, you select the number of players, then the track. After that, select the bike that best suits the track you're riding on.

GAME MODES

There's all manner of motocross modes to dig your wheels into. Let's take a look.

RACE

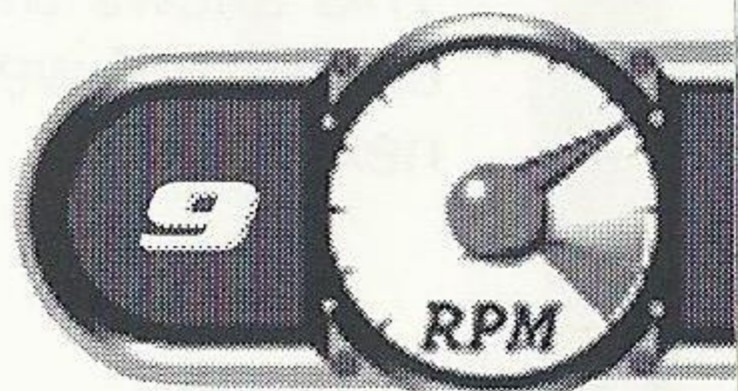
Hone your skills or challenge your friends in a single race. You can race with a friend and add a few CPU riders just for sport! Pick any track and rider and start racing! Great when you just want to jump into a quick race or if you really want to learn a track. Take some time to master your machine and it'll pay big dividends at the finish line!

SERIES

Choose Indoor Supercross, Outdoor Nationals, and Combined or make up your own Custom series. In Series mode, you are racing for the best overall record expressed in points.

Remember that if you want something good, you have to earn it! In Jeremy McGrath Supercross 2000, you start the single-player series with only the 125cc bikes and the Outdoor and Custom series available. Here's how to unlock additional bikes and series:

- Place 1st in the 125cc Outdoor series to unlock the 125cc Indoor series and an extra Freestyle arena as a bonus!
- Defeat the 125cc Indoor series and gain access to the 125cc Combined series.
- Win the 125cc Combined series and unlock the 250cc Outdoor series plus another Freestyle arena!
- Place 1st in the 250cc Outdoor series to race in the 250cc Indoor series. You'll also get a Freestyle arena just for fun!
- Crush the competition in the 250cc Indoor series for the final stage: the 250cc Combined series.



Outdoor Nationals

Weather and track conditions play a big role when you hit the Outdoor Nationals circuit of 8 grueling races.

Indoor Supercross

An Indoor Supercross series consists of 8 races on indoor tracks all over the United States.

Combined

You get the best of both worlds in this 16-race romp combining Indoor and Outdoor tracks.

Custom

Choose any of the available tracks and what order you wish to race on them.

Setting Up a Custom Series

Races are listed from first to last. Press the **DIRECTIONAL BUTTON UP** or **DIRECTIONAL BUTTON DOWN** to highlight a slot you want to change, then press the **DIRECTIONAL BUTTON LEFT** or **DIRECTIONAL BUTTON RIGHT** to cycle through available tracks, including any Custom tracks from the Track Editor that are on your VMU. When all your races are set in the order you want, press the **A BUTTON** to advance to the next screen.

Loading A Saved Series

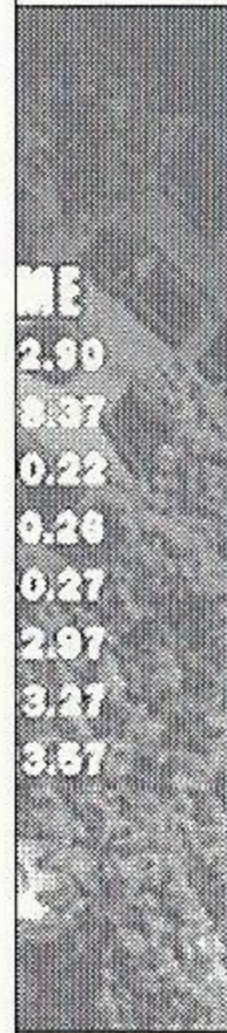
When you choose to load a previously saved season record, you will be presented with a list of the seasons found on the VMU in Controller A, Socket 1. Press the **DIRECTIONAL BUTTON UP** or **DIRECTIONAL BUTTON DOWN** to highlight the season record you wish to load and press the **A BUTTON** to load it into memory. After loading the series record, you will be taken to the series pre-race screen, just before the next race in the series.

Series Pre-race Menu

Before each race in a series, you'll come to the series pre-race screen. This shows the track for the upcoming race, the race conditions (time of day and weather, if applicable) week and the number of laps for the next race.

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8.37
0.22
0.26
0.27
2.97
3.27
3.57

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bike



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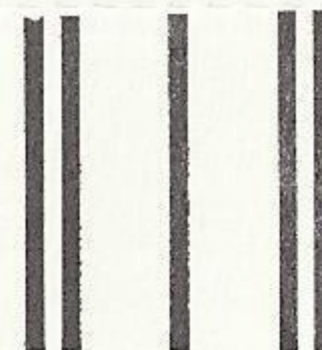
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Race Start the next race. This takes you to the Bike Adjust screen, where you can adjust your bike depending on the race conditions.

Standings View the current season standings for all of the riders participating in the series. Riders are ordered by the amount of season points each has accumulated.

Save Save your series progress.

Quit Return to the Main Menu.

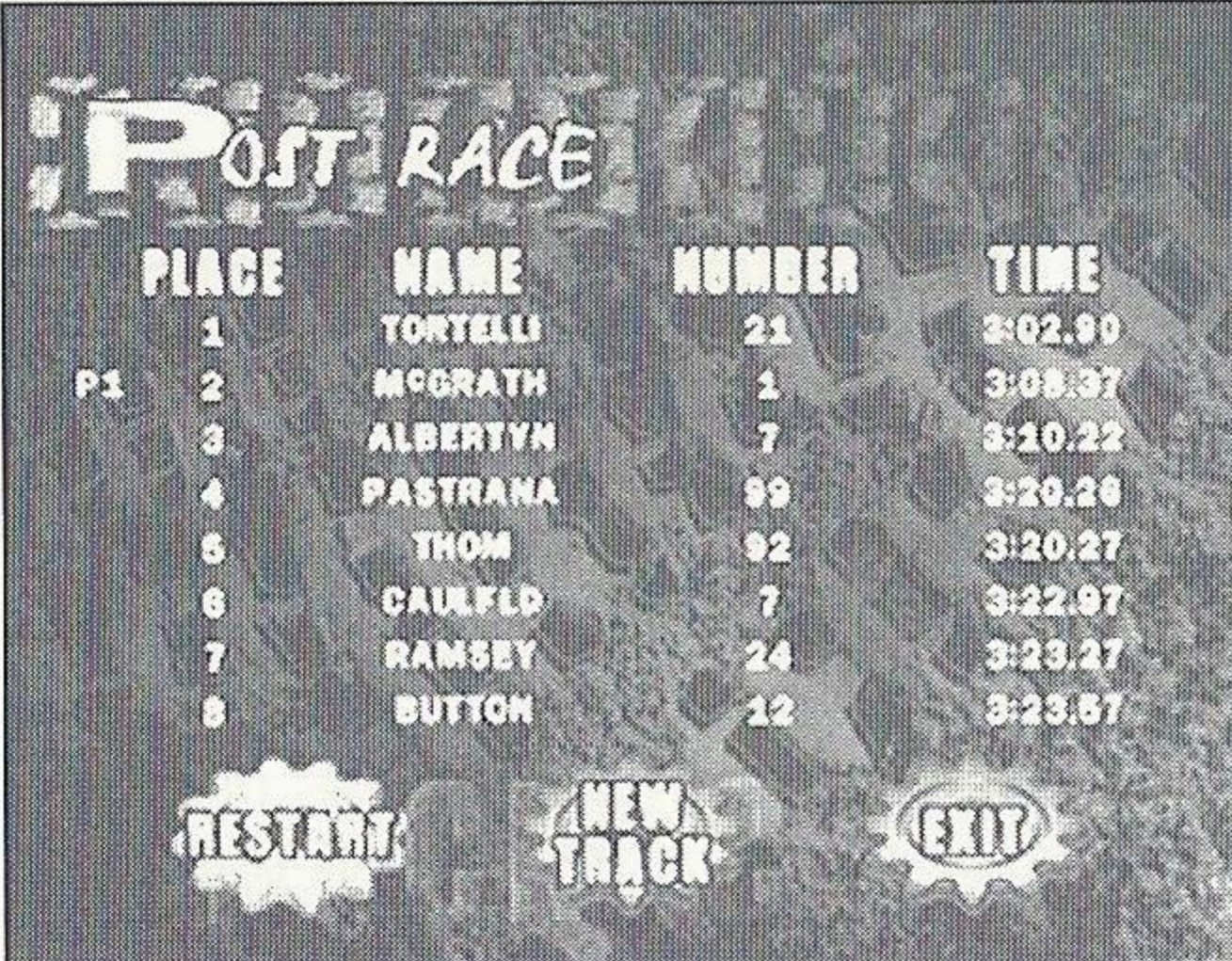
Post Race Screens

At the end of each race, the Post Race screen displays the race results, listing each rider by how they placed in the race, along with his total race time. Options available depend on the type of race just finished.

At the Single-Race post race screen, you can restart the race with the same settings/conditions, select a new track, or quit to the Main Menu. The Time Trial post race includes an option to update the fastest time on the VMU if you beat the current record. If you are playing through a series, the post race screens will not have the option of restarting/replaying the race.

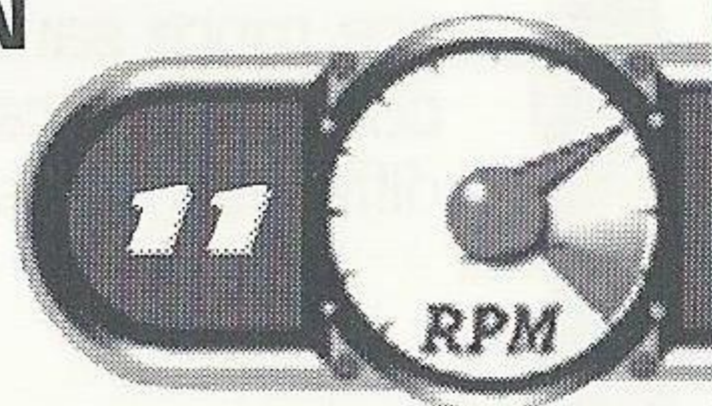
BIKES & RIDERS

Choose from among the top riders in the sport, or use your own custom creation. Press the **DIRECTIONAL BUTTON LEFT** or **RIGHT** to toggle through the roster of riders. As you cycle through the different riders, their current bike performance stats will be shown on the right side of the screen. You can change these by pressing the **DIRECTIONAL BUTTON DOWN** to highlight the various adjustable parts of the bike. To find out a little bit of information about a particular rider, press the **Y BUTTON**. This will bring up a short bio-sheet for the



	PLACE	NAME	NUMBER	TIME
	1	TORTELLI	21	3:02.90
P1	2	MCGRATH	1	3:08.37
	3	ALBERTYN	7	3:10.22
	4	PASTRANA	99	3:20.28
	5	THOM	92	3:20.27
	6	CAULFELD	7	3:22.97
	7	RAMSEY	24	3:23.27
	8	BUTTON	12	3:23.57

RESTART NEW TRACK EXIT



selected rider. Once highlighted, you can adjust the bike by pressing the **DIRECTIONAL BUTTON LEFT** and **RIGHT** on the controller. This will cycle through all of the available settings for that parameter.

Bike Class

Bikes in Jeremy McGrath Supercross 2000 come in two classes, or engine displacement sizes, 125cc and 250cc. The 250cc bikes are more powerful, but the competition among riders is tougher. The 250cc class also includes 400cc bikes, which have slower acceleration, but higher top speeds.

Power

The graph at the top shows the engine's powerband, which indicates the amount of horsepower the engine is able to generate over the different rpm ranges. If the power is high in the lower rpm ranges, it will have better power off the line (and on low-speed jumps). In the middle ranges, it will do well around corners and over whoops. If it is strong in the higher rpm ranges, it will generally have a higher top speed for straights.

Suspension

By adjusting the stiffness of the suspension, you can control how much the bike reacts to bumps on the track. You'll generally want to set your suspension softer on outdoor races as these tracks aren't as smooth as the indoor supercross tracks. The stiffness of the suspension will also affect your preloading*. A stiffer suspension will increase the effect of preloading but won't hold in as long, making it a little more difficult to time properly.

***See Control Details for information on preloading (page 7).**

Tires

There are three tire grades or types: Hard Pack, Sand/Mud and Intermediate. Different tires can be used on different tracks. For the supercross series you'll likely want to stick with the Hard Pack. Some tracks are more sandy than others, some are naturally harder. Many of the tracks contain several different terrain types, so different tires will perform better on different parts of the track. The choice of which tire to choose is up to you.

Transmission

A manual transmission is much more difficult to use than the automatic transmission, but, once mastered, will give you more power than an automatic transmission. This is for experienced riders.

TIME TRIAL

The time trial race is a 3-lap trial against the best time on the track. See if you can get the fastest time.

Select track: Press the **DIRECTIONAL BUTTON LEFT** or **RIGHT**.

CUSTOM RIDER

Maybe you'd like to create your own rider and take your place right up there with Jeremy? Now you can! There are two basic functions in Custom Rider: you can edit a previously created rider, or create a new one.

Select Rider

Scroll **LEFT** or **RIGHT** to the rider you wish to edit, then press the **A BUTTON**. You can then choose from a menu of rider traits to alter by pressing the **DIRECTIONAL BUTTON LEFT** or **RIGHT**.

Rider Name

Use the **DIRECTIONAL BUTTON** to highlight a character, and press the **A BUTTON** to input it. Highlight the back arrow and press the **A BUTTON** to delete a character. When you're finished, highlight **DONE** and press the **A BUTTON**.

Rider Number

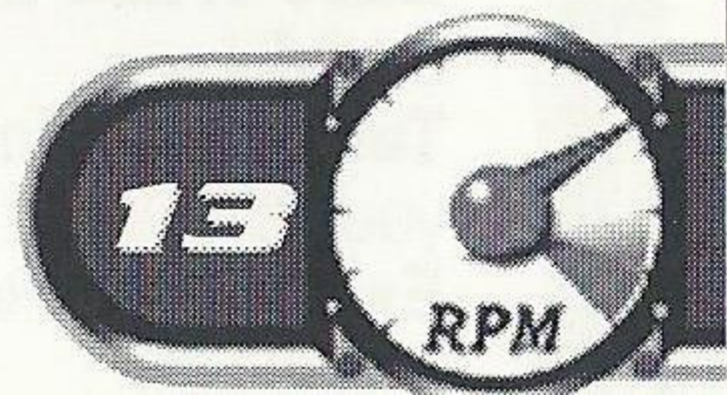
Press the **DIRECTIONAL BUTTON LEFT** or **RIGHT** to raise or lower the number by one. Press the **DIRECTIONAL BUTTON UP** or **DOWN** to raise or lower the number by 10. When the number you want is displayed, press the **A BUTTON**.

Colors

Press the **DIRECTIONAL BUTTON LEFT** or **RIGHT** to cycle through the deluxe collection of pre-set outfits. Press the **A BUTTON** to select the currently displayed one.

Bike

Press the **DIRECTIONAL BUTTON LEFT** or **RIGHT** to



change the make of the bike (color). Press **DOWN** to switch over to the performance characteristics. Press the **DIRECTIONAL BUTTON LEFT** or **RIGHT** to switch between the different available settings. You can scroll down to any of the settings by pressing the **DIRECTIONAL BUTTON UP** or **DOWN**. When you have finished adjusting the bike, press the **A BUTTON**. Note: Adjust bike power on the rider select screen before a race.

New Rider

If you wish to create a new rider, scroll through the roster of riders until you come to the Create New Rider option and press the **A BUTTON**. You can then set all rider traits explained in Edit Rider. When you exit the Custom Rider mode, you will be prompted to save the Custom Rider settings. You must save the custom rider settings in order to use your rider in the game.

FREESTYLE

This stunt competition is where you get to grab some air and show the ticket holders what they came for: outrageous, hair-raising stunts. You've got two minutes to pull off as many high altitude maneuvers as you can for a top score! Freestylin' with a friend is even more fun! Grab a buddy for some two-player combo competition.

TRACK EDITOR

Edit Track Enter the Track Editor with the current track on-screen.

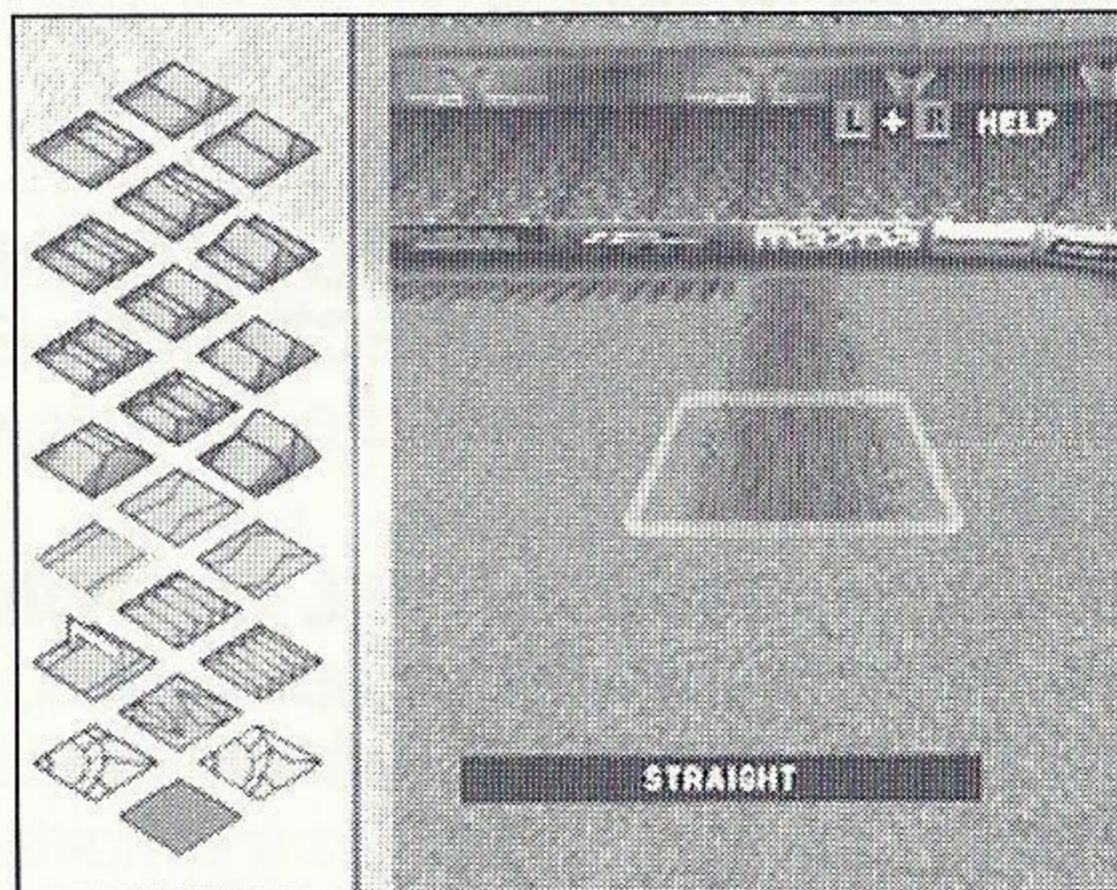
New Track Clears the current track so you can begin a new one.

Load Track Loads a track from the VMU into memory.

Save Track Saves current track onto a VMU.

Test Drive Take a test drive around your track.

Exit Editor Returns you to the main menu.

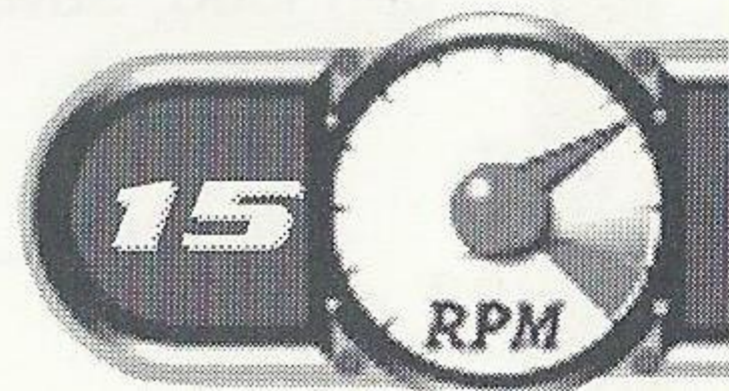


EDIT TRACK CONTROLS

Move Cursor	DIRECTIONAL BUTTON
Place Track Piece	A BUTTON
Select Track Piece	X BUTTON
Rotate Track Piece	LEFT or RIGHT TRIGGER
Delete Track Piece	B BUTTON
Switch Camera	Y BUTTON
Menu	START
Help Menu	LEFT and RIGHT TRIGGER (Held Simultaneously)

Edit

This is the main screen from which to create and edit a user track. For a new track, the track name will default to "User Track." In the center of the screen is the main Track Editor display. This consists of a grid of track pieces. The center tile in the main work area is highlighted, representing your "cursor." Any track pieces placed will appear at the highlighted square. Use the **DIRECTIONAL BUTTON** to move the cursor around in the work area. When you place the selected piece of track, the cursor will automatically move to the next space on the grid in whichever direction the last track piece took the track. The track piece will be rotated (if necessary) so that it will join up to the just placed piece of track. If, by moving, the cursor makes an illegal move (like trying to move off the edge of the track), the piece will be placed, but the cursor will not move to the next square on the grid.



Edit Track Controls

DIRECTIONAL BUTTON = track cursor movement.

Y BUTTON = switch camera view.

Select Track Piece

Press the **X BUTTON** to toggle between the main work area and the track select panel at the left of the screen. When the track select panel is highlighted, use the **DIRECTIONAL BUTTON** to highlight a track piece. That piece is instantly displayed at the current cursor position in the main work area, along with the name of the piece. Press the **X BUTTON** to return to the main work area where you can adjust the rotation and location of the piece. Pressing the **A BUTTON** while the track select panel is highlighted will return you to the main work area and place the selected track piece.

Rotate Selected Track Piece

The **LEFT TRIGGER** rotates the piece 90° counter-clockwise. The **RIGHT TRIGGER** rotates the piece 90° clockwise.

Place Selected Track Piece

Press the **A BUTTON** to place the selected track piece into the work area at the current cursor position. The track cursor will automatically move to the next adjacent spot in the work area, logically moving to the next empty spot along the track.

Exit Track Editor

Highlight **EXIT** and press the **A BUTTON** while at the Track Editor Menu to exit the Track Editor and return to the Main Menu. If the current track has been edited and not saved, you will be prompted to save before continuing.

Bring up Track Editor Menu

Press the **START BUTTON** to bring up the Track Editor Menu, where you can load, save, clear and test drive your track.

RIDER BIOS

Jeremy McGrath

Born: November 19, 1971, Menifee, CA

Turned pro: 1989

AMA Supercross Champion 1999, 1998, 1996, 1995, 1994, 1993.

Motocross Champion 1995.

Western Region Supercross Champion 1992, 1991.

World Supercross Champion 1994, 1995.

Rides for Chaparral Yamaha

Jeremy's records:

The only six-time AMA Supercross Champion.

10 major Supercross championships.

Most supercross wins ever (64).

Most wins in a season (14).

Most consecutive wins in a season (13).

Most 125 wins (13).

Year-end Rankings

1999: 1st (5X)

1998: 1st (5X), 14th (250MX)

1997: 2nd (5X), 3rd (250 MX)

1996: 1st (5X), 2nd (250 MX)

1995: 1st (5X), 1st (250 5X)

1994: 1st (5X), 3rd (250 MX)

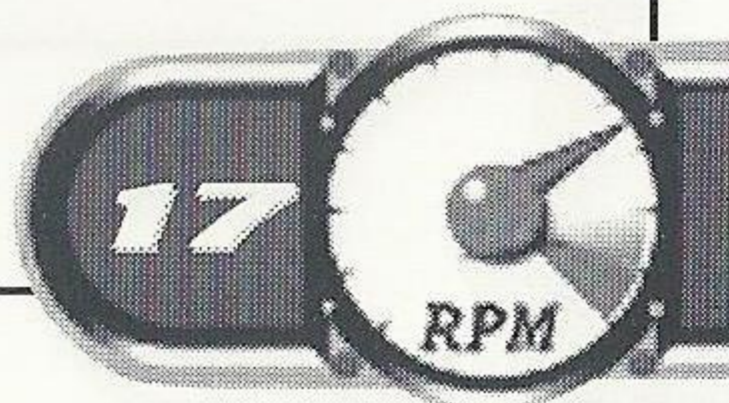
1993: 1st (5X), 3rd (125 MX)

1992: 16th (5X), 1st (WSX), 8th (125 MX)

1991: 1st (WSX), 5th (125 MX)

1990: 2nd (WSX), 44th (125 MX)

1989: 8th (WSX), 50th (125 MX)



John Dowd

Born: August 10, 1965, Chicopee, MA

Turned pro: 1986

Western Supercross Champion 1998.

2nd place Eastern Supercross 1996.

2nd place Outdoor National 1994, 1997, 1998.

Sponsored in 1999 by Acclaim Sports.



Travis Pastrana

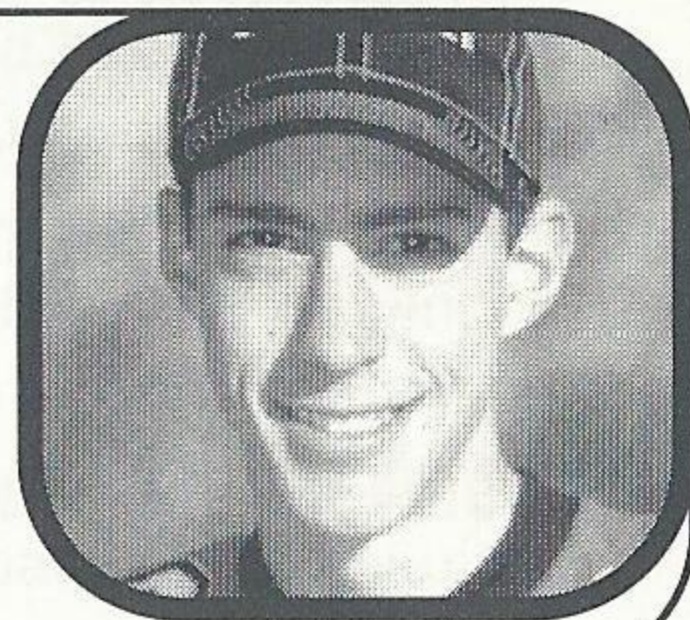
Born: October 8, 1983, Annapolis, MD

X-Games Gold Winner 1999.

Gravity Games Winner 1999.

Winner of the '97 and '98 Free Air Festival of Freestyle Motocross.

Sponsored in 1999 by Acclaim Sports.



Jimmy Button

Born: June 14, 1973, Phoenix, AZ

Turned pro: 1989

National Outdoor Event Winner 1999.

2nd place Eastern Supercross 1992.

Consistently among the top finishers in Supercross and Motocross races.



Kevin Windham

Born: February 28, 1978, Baton Rouge, LA

Turned pro: 1994

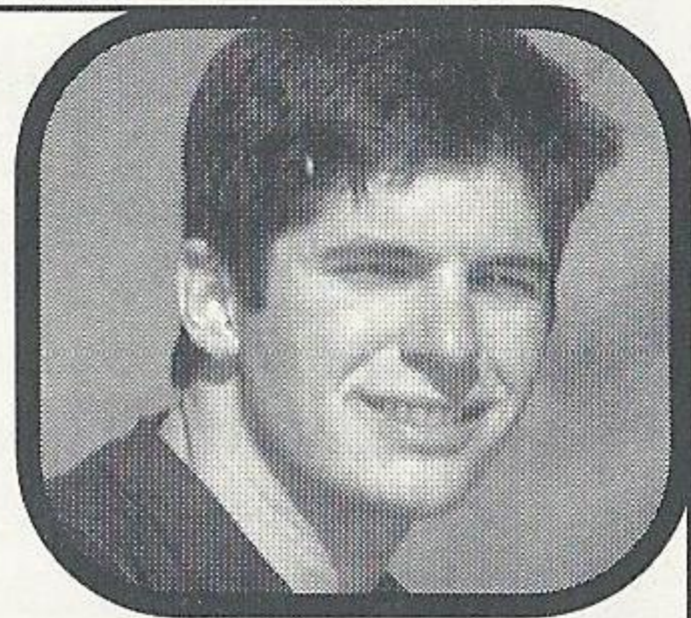
7th place Supercross 1999.

2nd place Motocross 1999.

4th place Supercross 1998.

Western Supercross Champion 1996.

Consistently places among top riders in Supercross and Motocross events.



Sebastien Tortelli

Born: August 19, 1978, Agen, France

Turned pro: 1998

World Motocross Champion 1998.

French Motocross Champion 1996.

European Supercross Champion 1996.



Nathan Ramsey

Born: August 25, 1974, Hixson, TN

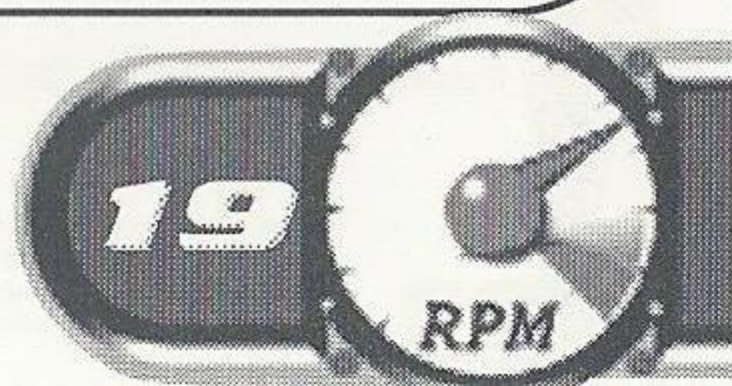
Turned pro: 1993

Western Supercross Champion 1999.

5th place Motocross 125cc 1999.

4th place Western Supercross 1998.

Established professional in 125cc class. Up-and-coming contender in 250cc class.



Greg Albertyn

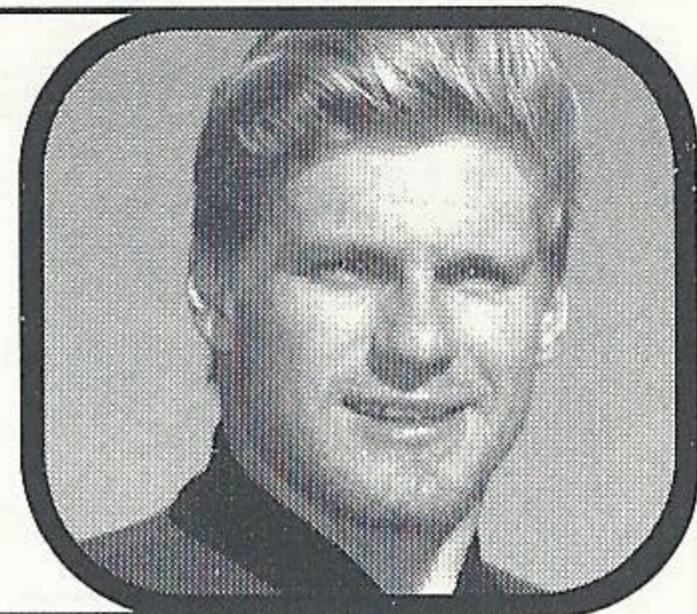
Born: October 13, 1972, Riverside, CA

Turned pro: 1995

Outdoor National Champion 1999.

World Motocross Champion in 250 cc class 1994, 1993.

World Motocross Champion in 125 cc class 1992.



HINTS + TIPS

- Lean back over whoops to increase your speed through these sections.
- Lean forward around turns to help tighten your turning radius.
- Powerslide (rear brake + accelerate) around corners to turn tightly at high speed.
- There is a green bar on the tachometer at the start of the race. Revving your engine so that the needle lines up with the green bar at start will give you a burst of speed off the line.
- Loose steering is probably best for beginners, but if you want to have any hope of keeping up with/beating the pro level, you'll need to master normal or tight.
- Switch to a higher camera view on outdoor tracks for better visibility.

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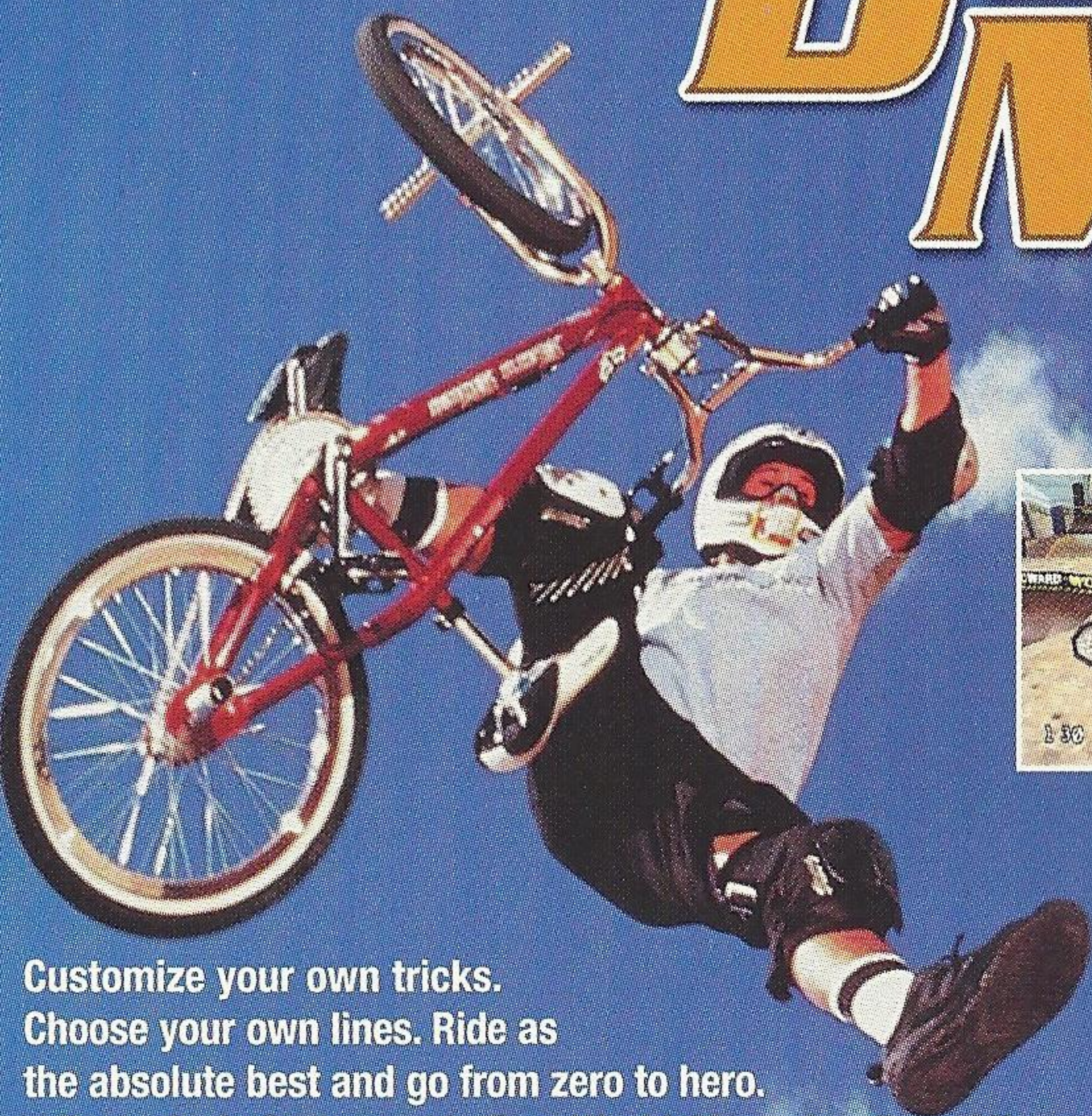
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