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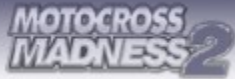# Notes on the Trial Version of Motocross Madness 2

This Trial Version gives you a mud-thumping, heart-pounding preview of the wildest racing game to ever power its way onto a personal computer: Motocross Madness 2!

This Trial Version of Motocross Madness 2 differs from the retail version in the following ways:

- In this Trial Version, you and up to four opponents can kick off 16 different sick stunts and battle it out for maximum stunt points in the Donner Pass Stunt Quarry. In the retail version, you and up to 10 opponents can choose from 10 different Stunt Quarry environments, and you can compete in stunt quarry sessions lasting up to 30 minutes.
- In this Trial Version, you and up to four opponents can race up to 5 laps on the Voodoo Basin Nationals track. In the retail version, you and up to 10 opponents can race up to 20 laps on 15 different challenging outdoor Nationals tracks.
- The retail version of Motocross Madness 2 features three additional awesome race event types, including wide open Baja racing, wild and woolly Enduro racing, tight, technical indoor Supercross tracks, and the all-new Pro-Circuit career mode, where you start out as a rookie rider in local weekend races, earning points and sponsorship money as you build a name for yourself on the road to the ultimate motocross challenge, the professional Supercross Circuit.
- In this Trial Version, you can ride a Kazuyuki 250-cc motorcycle, while in the retail version you can choose from a wide variety of bike brands (incl. Honda, Yamaha, and KTM) and engine sizes (incl. 125-cc "tiddlers," 400-cc 4-stroke bikes, and open-class machines).
- The retail version includes awesome features like VCR replay mode and ghost racing, as well as fully customizable bike and rider skins.
- In the retail version, an opening video plays when you start Motocross Madness 2, and you'll encounter videos that showcase each of the featured event types on the main screen.
- Some of the features documented in this Online Help system are included only in the retail version.

{button ,AL(`controls;first')} Related Topics

Getting started

Welcome to Motocross Madness 2, the action racing game designed to bring to all the bar-banging, breakneck action of pure motocross racing (with a little madness mixed in) to a personal computer near you.

Motocross Madness was designed with simplicity in mind. If you're the adventurous type, close this Help topic right now and jump right into the game. The basic controls for riding the bikes are just like most driving games, where you move the joystick side-to-side to steer, button 1 (often the trigger) for the throttle, and button 2 for the brakes. Keep in mind that effectively balancing your weight on the bike is the key to successful riding. You can shift the rider's weight on the bike by moving the joystick forward and back. It's very important that you don't just grab the joystick and shove it forward as you ride. Keep the joystick in a neutral position!

The freestyle stunt quarries and Baja races are the perfect place to get a feel for how your bike rides, and a 250-cc bike is the best for beginners. Once you've had some seat time and nailed a few landings, you'll be ready to take on the more challenging Nationals and Supercross tracks, and ultimately, our all new single player career mode, Pro-Circuit.

{button ,AL(`controls;first')} Related Topics

Choosing the right bike

Motocross Madness features three different bike class categories for a wide range of riding experiences: the 125-cc bike class, the 250-499-cc bike class, and the 500+-cc bike class.

125-cc class two-stroke bikes

To the untrained eye, 125-cc class bikes, also known as "tiddlers," look almost identical to 250-cc class bikes, but there are some crucial differences. Most importantly, 125-cc bikes feature lighter, less powerful engines, which helps make them more maneuverable and easier to handle.

Some riders claim you can be more aggressive when heading into tightly contested turns on a 125-cc bike because its light weight gives you more acceleration power and makes it easier for you to throw the bike where you want it. 125-cc bikes are not for beginners (it can be especially difficult to land a triple jump). Work on mastering Motocross Madness 2 on a 250-cc bike before you try it on a tiddler!

250-cc class two-stroke bikes

250-cc class two-stroke bikes are the best-selling two-stroke bikes in the United States.

The chief advantage of the 250-cc bike is that it delivers more torque at the high end of the power curve.

250-cc class bikes are the best choice for beginners who want a reliable and responsive ride. These bikes are designed to compete in the same class as the 400-cc four-stroke bikes (their engines displace comparative power). Although the 250-cc bike is not quite as powerful as the 400, it has a weight advantage, which makes its suspension more forgiving.

400-cc four-stroke bikes

Even if you can't recognize a 400-cc four-stroke bike based on its appearance, you shouldn't have any trouble picking one out of a crowd based on its deep, throaty exhaust note. With "thumpers," you'll hear the bike before you see it!

400-cc bikes are much heavier than their 250-cc two-stroke counterparts, and that weight makes a big difference. They also have a reputation for a smooth, broad, controllable power curve, and you can expect plenty of low-end power off the line from a 400-cc bike!

Open class bikes

Open class bikes (500-cc and bigger bikes) are the biggest, beefiest bikes you can ride in Motocross Madness 2. Since they are so much heavier, you have to be really careful about throwing your weight around when maneuvering these babies through traffic and tight turns. You also have to remember to brake earlier coming into turns, so you have enough time to slow both you and the big beast down.

Open class bikes are not recommended for beginners; they may pack more power than you can handle.

The chief challenge of riding an open class bike is not getting up to speed—it's handling the speed!

Rookies riding open class bikes may well find themselves flying by waypoint gates and overshooting jumps. These bikes are designed for the wide open spaces (open class bikes are tough to ride on tight tracks!).

{button ,AL(`first')} Related Topics

Creating custom bike and rider skins

In addition to choosing from an awesome selection of authentic Fox and Answer gear to clothe your rider, you can also create custom clothing designs for your rider to wear.

And, in addition to choosing from a range of great paint jobs for your bike, you can also create custom gear that will really make you stand out in a crowd.

Motocross Madness uses the TGA Truevision (Targa) file format for all custom bike and rider skins. TGA files can be created and modified using a 2-D graphics program that can open TGA files (Adobe® Photoshop® and Jasc® Paint Shop Pro®, for example).

To help you get started, a sample bike and a sample rider skin TGA file are included in the Bikes and Riders folders in the location where you installed Motocross Madness 2. You can use those files as starting points for creating your own original designs. Their filenames are rider01.tga and bike01.tga.

When you're ready to slap your custom skins into the game and really show off your stuff, keep the following in mind:

•   All custom bike and rider skin files must be in the TGA format.

•   In order for your custom skins to be included in the list of available skins in the game, you must copy your custom TGA files to the Bikes or Riders folder where you installed Motocross Madness 2.

•   The TGA files should use 24-bit color and should be 256x256 pixels in size.

{button ,AL(`first')} Related Topics
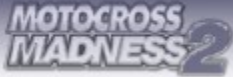
Tuning your bike

You can tweak your bike's power curve settings and make adjustments to your front and rear suspension on the Garage Options screen.

Power curve settings

The key to tuning your bike for top performance is to tweak its power curve so that the bulk of the horsepower of your bike's engine is being applied where and when you need it most. In general, bike engines are either tuned for low-end to mid-range power, or mid-range to high-end power.

For each of the five bike size categories featured in Motocross Madness 2, you can choose from three preset power curve settings, or you can create your own custom power curve settings (you can save up to three for each bike size category).

To create your own custom power curve, you assign a certain amount of horsepower over the curve's RPM range. There are minimum and maximum settings for each range of RPMs, but you can assign any amount of horsepower within those limits. There is a maximum amount of horsepower you can parcel out for each engine size:

- 125-cc bikes: generate 33 horsepower at peak

- 250-cc bikes: generate 45 horsepower at peak

- 400-cc 4-stroke bikes: generate 42 horsepower at peak

- 500-cc bikes: generate 56 horsepower at peak

- Open class bikes: generate 48   horsepower at peak

When you're creating your own custom power curve settings, make sure you use up all available horsepower. The Unused Power box (located on the Garage Options screen) indicates the amount of horsepower not yet applied to the current custom power curve setting.

Each of the three preset power curve settings for each bike size distributes all of its usable horsepower across an RPM power curve (also sometimes referred to as a band), and the key difference among them is where that horsepower is distributed.

Power curve settings that distribute horsepower across the lower RPM ranges offer plenty of power down low and through the mid-range, which can work well on tight, technical tracks with lots of off-camber corners. Power curve settings such as these are most often recommended for rookie riders, because it makes the bike easier to control.

When you're racing across the wide open terrain featured in Baja and Enduro races, you may want to look at using a power curve setting that distributes horsepower more evenly, for a smoother acceleration path.

Experiment with your custom power curve settings to find the perfect combination of explosive power out of the starting gate and plenty of ponies through the straightaways.

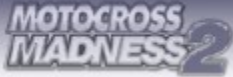## Front and rear suspension settings

You can also make adjustments to your bike's front and rear suspension.

As you tweak your suspension settings, keep in mind that, although a stiffer suspension makes for a bouncy ride, it may save you from wrecking because you bottom out more with a weaker suspension.

You can tweak the following for both front and rear suspension:

- **Damping.** Controls how much your front or rear suspension bounces on impact when landing. Stronger settings will give you less bounce.

- **Fully Compressed.** Controls the strength of your front or rear suspension when it is pushed in all the way. Stronger settings translate to a stiffer feel.

- **Fully Decompressed.** Controls the strength of your front or rear suspension when it is not pushed in at all. Stronger settings translate to a stiffer feel.

{button ,AL(`first')} Related Topics

Riding the bike

The following are the default controls when playing with a joystick. Keep in mind that you can customize the button/key assignments to suit your personal tastes at any time.

Steering	Joystick left-to-right (X-Axis)
Gas	Button 1
Brakes	Button 2
Leaning forward and back	Joystick front-to-back (Y-Axis)
Reverse	BACKSPACE key

Riding Tips

Remember: Balancing the rider's weight on the bike is the key to successful motocross and supercross bike riding.

Keep both wheels on the ground	Keep the rider's weight evenly balanced over the bike. Don't push the joystick too far forward or back.
Popping Wheelies	To pop a wheelie, pull back on the joystick and hit the gas. Ease the joystick forward to bring the front wheel back down to the ground.
Pulling off Stoppies	Pulling off stoppies is tough, but not impossible. To pull off a stoppie, you need to start off either airborne or from an extreme downhill slope. (at least 30-degrees). Push forward on the joystick and hit the brakes. Ease the joystick back to bring the back wheel back down to the ground.
Power Sliding	To power slide the bike around a corner, press the joystick forward to shift the rider's weight over the front tire and hit the gas.
Popping the clutch	To engage the clutch, hold down the CTRL key, and when you're ready to pop it, let go! Popping the clutch can be a great way to get extra firepower at the starting gate. Hold down the clutch while revving the engine. When the starting gate drops, release the clutch to rocket

past your opponents.

Default Keyboard Driving Controls

Steering   LEFT and RIGHT ARROW keys

Gas   UP ARROW key

Brakes   DOWN ARROW key

Leaning forward   W key

Leaning back   S key

Reverse   BACKSPACE key

Default Mouse Driving Controls

Steering   Slide mouse left and right

Gas   Mouse Button 1

Brakes   Mouse Button 2

**Leaning forward and   Slide mouse forward and back
back**

Reverse   BACKSPACE key

{button ,AL(`controls;first')} Related Topics

In-game overlays

While you are playing Motocross Madness 2, the in-game overlays provide constantly updating information to keep you oriented, competitive, and in the thick of the race for the finish line.

You can press F5 to toggle the Stats Overlay on and off, and F6 to toggle the Radar Overlay on and off. Press Z to adjust the Radar's field-of-view.

Overlay	Description
Race Statistics	*Located in the upper left corner of the screen.*

For Bajas and Enduros

- Your position relative to your opponents (Position: 2/3)
- Current lap number plus total number of laps in event (Lap: 3/3) for races. In Practice mode, it displays only the current lap number.
- Lap Time for the last completed lap (Lap Time: 01:46:35)
- Best Lap: the time for your fastest completed lap for the current event.
- TBL (Time Behind Leader). Displays how many minutes/seconds you are behind the race leader. TBL stats are updated each time you pass through a waypoint gate.
- Current waypoint gate number plus total number of gates for each lap

For Nationals & Supercross

- Your position relative to your opponents (Position: 2/4)
- Current lap number plus total number of laps in event (Lap: 3/5)
- Lap Time for the last completed lap (Lap Time: 01:08.94)
- Best Lap: the time for your fastest completed lap for the current event.
- TBL (Time Behind Leader). Displays how many minutes/seconds you are behind the race leader. This stat updates each time you cross the Start/Finish line.
- TRT: Total Running Time. The total amount of time you are on the track.

For Stunt Quarry events

- Time remaining in current session.
- Current points standings for all participants

Radar Overlay *Located in the upper right corner of the screen.*

For Baja, Enduro, and Stunt Quarry

Your bike is displayed as a red arrow in the center of the radar display, and the radar rotates to keep you centered and oriented north. Your opponents are displayed as green dots, and waypoint gates are displayed as yellow lines.

You can also change the "zoom level" of the radar overlay to adjust the radar's scope. Press the < and > keys to zoom the radar in and out.

For Nationals & Supercross

Your bike is displayed as a red arrow in the center of the radar display, and the radar rotates to keep you centered and oriented north.

An outline of the track itself is also included on the radar overlay.

For Moto-Tag events The overlay for Moto-Tag events includes updates on the status of the tag ball (does somebody have it, or is it up for grabs?) as well as scoring and time status for all participants.

{button ,AL(`first')} Related Topics

Jumping and landing

Learning to jump and land the bike successfully is an essential element of motocross racing. Mastering the art of jumping the bike will require hours of practice. Fortunately, practicing jumps is a lot of fun.

A successful jump has three key elements: takeoff, flight, and landing.

When lining up for a jump, achieving the correct speed is the single most important factor. Without enough speed, your bike will most likely crash into the front of the landing ramp, resulting in a spectacular wreck. Gain too much speed and you'll overshoot the landing ramp. Sometimes this can work to your advantage, but not always.

You can use your rider's body weight to help spring the rear suspension as you ride off a jump. Pull back on the joystick as you hit the base of the jump, and push the joystick forward as you ride off the jump. The faster you move the joystick forward, the more suspension spring will be generated. This will cause the bike to fly higher and carry further.

Timing is everything! If you spring too late, you are already airborne and you've got nothing to push against.

While flying through the air, you must estimate where the bike is going to land. Use the joystick to orient the bike so it matches the angle of the ground. Don't lean too far forward or back or you'll probably fall off the bike.

Use cross-ups (moving the bike side-to-side in mid-air) to steer your bike in mid-air, which allows you to make a course correction while you're airborne.

Don't be afraid to use the brake in the air!

To safely land the bike, try to touch down with both wheels at the same time. If you come down really hard, let the front wheel absorb most of the shock. The front suspension is more than twice as strong as the rear suspension. If you overshoot the landing ramp, you are more likely to bounce the bike, which will cause you to bleed off excess speed.

Landing

{button ,AL(`first')} Related Topics

Performing stunts

To successfully perform a stunt, you need to get airborne. You'll need maximum hang-time if you really want to impress the crowd (not to mention those Pro-Circuit sponsors!).

Difficult stunts take more hang time to finish, so make sure you hit the jump hard. The Split-X is the easiest stunt to complete because it is the shortest. Stunts like the Superman, the Lazy Boy, and the Airwalk are particularly challenging because they take almost 2 seconds to from start to end. Anytime you invoke a stunt, you must complete the stunt before touching down (otherwise, the bike and rider go their separate ways).

In the freestyle stunt quarries, you earn stunt points based on how long you can hold the stunt, the number of stunts you pull off in a single jump, and whether you successfully pull off an alternate ending.

As you race in Pro-Circuit career mode, keep in mind that sponsors are always watching. If you're not making a name for yourself at the front of the pack, you can still make the crowd roar by kicking off stunts in the Supercross stadiums as well as the Baja and Enduro events. Keep in mind, however, that wrecking your bike while trying to pull off a sick stunt will cost you in terms of medical and repair bills.

A new stunt-based form of Moto-Tag is also available for multiplayer battles. When you turn on Stunt Mode for Moto-Tag, you still earn points based on how long you retain possession of the ball (your opponents must tag you to claim it!), but you can pad your point total by kicking off mean stunts while you're playing tag.

{button ,AL(`first')} Related Topics
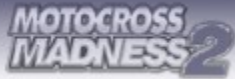
View controls

Motocross Madness 2.0 offers a variety of view controls that allow you to watch the action from any vantage point. Most of the view controls are located around the numeric keypad on the keyboard.

Camera Panning Controls

VIEW CONTROLS	KEYBOARD
Toggle preset camera views	5 (numeric keypad)
Pan left	4 (numeric keypad)
Pan right	6 (numeric keypad)
Pan down	2 (numeric keypad)
Pan up	8 (numeric keypad)
Dolly camera in	+ (plus sign on numeric keypad)
Dolly camera out	- (minus sign on numeric keypad)
Reverse Cam	ALT key
View Next Rider	PAGE DOWN
View Previous Rider	PAGE UP
Telephoto Zoom In	HOME
Telephoto Zoom Out	END

Special Camera Controls

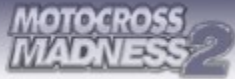| SPECIAL CAMERA CONTROLS	KEYBOARD
Thrill Cam	Press and hold SHIFT Key
Bird's Eye Camera On/Off	0 (zero on numeric keypad)
View Next Rider	PAGE UP
View Previous Rider	PAGE DOWN
View Next Animated Object	] (right bracket key)
View Previous Animated object	[(left bracket key)

The Bird's Eye Camera offers a unique television style view of the world. Press 0 (zero on the numeric keypad) to toggle the Bird's Eye view on and off. When Bird's Eye is enabled, the standard camera panning controls still apply. This allows you to position the Bird's Eye camera anywhere you like. Driving the bike from the Bird's Eye Camera is a lot like owning your own radio-controlled motorcycle.

The Thrill Cam offers exciting views of landing big jumps. Press and hold the Thrill Cam key while the bike is in the air. Hold the key down as long as you like. When you release the key, the camera snaps back to the original tracking view. The default key for the Thrill Cam is the SHIFT key.

{button ,AL(`first')} Related Topics

Overview: Racing

With Motocross Madness 2, there are five distinct ways to race:

- Lap-based waypoint racing in large, open environments in Baja and Enduro events.

- Indoor and outdoor lap-based track racing in the Nationals and Supercross events.

- Timed freestyle stunt competitions where you compete for points.

- Pro-Circuit single player career mode.

- Ghost racing: Race against your own fastest laps!

- Online racing tournaments with custom bike plate numbers for the Top 100 online riders!
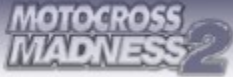
And, if you're competing against human opponents in Multiplayer mode, you can also compete in challenging Moto-Tag events.

Whatever way you want to race, Motocross Madness will test your moto-mettle!

{button ,AL(`first')} Related Topics

Universal Keyboard Controls

Universal keyboard game controls give you a quick and easy way to do useful things while you play Motocross Madness 2—from pausing the game to taunting your opponents. These controls work with all game controllers.

The default button assignments for universal keyboard game controls are listed below. Print this list and keep it handy while you race.

IMPORTANT: You can change the default button assignments of the universal keyboard game controls. But if you customize the button assignments, the list below will no longer be accurate. Of course, you can always restore the settings to their defaults. For details, see Customizing Your Controller.

To…	Press This Key
Pause the game	**ESC** or **F3**
Mute all sounds	**CTRL + S**
Taunt	Spacebar
Dumpster (bail-out)	**ENTER**
Reset after wreck	**TAB** (in Practice mode only)
Pause the game	**ESC** or **F3**
Show/Hide Visual Cues (directional arrow and 5-second countdown timer)	**F4**
Show/Hide Stats Overlay	**F5**
Show/Hide Radar Overlay	**F6**
Change Radar Overlay field-of-view	**< and > keys**
Toggle rider name on Radar Overlay (displays name of current rider on Radar Overlay). Switch between riders using the PAGE UP and PAGE DOWN keys	**T**
Toggle speedometer	**F7**
Toggle sky	**F8**
Toggle particles	**F9**
Toggle shadows	**F10**
Decrease graphics quality	**F11**
Increase graphics quality	**F12**

Display Text Chat window   **/ (forward slash key)**
(in multiplayer only)

Dismiss Text Chat window   **ESC**

{button ,AL(`controls')} Related Topics
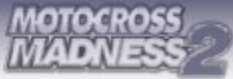
Playing with the keyboard

Use the following controls, in conjunction with the universal keyboard game controls, to play Motocross Madness 2 with your keyboard.

Keep in mind that, when playing Motocross Madness 2, you need to select your game controller on the Control Options screen based on its characteristics (.e.g., "2-axis, 4+ button joystick," "standard game pad," "mouse," etc.) When you choose a controller type from the list of presets, key driving and stunt controls are assigned to axes or buttons on your controller.

When pulling off stunts, first you've got to catch some air. Then, once you're airborne, press the Z or X key and then hit the appropriate ARROW key (or combination thereof).

RIDING WITH THE KEYBOARD

Throttle	**UP ARROW**
Brakes	**DOWN ARROW**
Steer left	**LEFT ARROW**
Steer right	**RIGHT ARROW**
Engage clutch	Hold down **CTRL** key
Reverse	**BACKSPACE** key

IN THE AIR…

Cross over	**LEFT/RIGHT ARROW**
Lean forward	**W** key
Lean back	**S** key

STUNTS **1-8**   PRESS Z KEY AND PRESS…

Heel Clicker	**UP ARROW** key
Barney	**UP** and **RIGHT ARROW** keys
Nac-Nac	**RIGHT ARROW** key
Split X	**DOWN** and **RIGHT ARROW** keys
Superman	**DOWN ARROW** key
Big Kahuna	**DOWN** and **LEFT ARROW** keys
Air Walk	**LEFT ARROW** key
Cordova	**UP** and **LEFT ARROW** keys

STUNTS 9-16…   PRESS X KEY AND PRESS…

Heart Attack	**UP ARROW** key
Bar Hop	**UP** and **RIGHT ARROW** keys
Tail Grab	**RIGHT ARROW** key
Seat Grab	**DOWN** and **RIGHT ARROW** keys
Lazy Boy	**DOWN ARROW** key
Saran Wrap	**DOWN** and **LEFT ARROW** keys
Double Can-Can	**LEFT ARROW** key
Cliff Hanger	**UP** and **LEFT ARROW** keys

{button ,AL(`controls')} Related Topics

Playing with a joystick

Use the following controls, in conjunction with the Universal Keyboard Controls, to play Motocross Madness 2 with a joystick that you've previously installed on your PC.

Keep in mind that, when playing Motocross Madness 2, you need to select your game controller on the Control Options screen based on its characteristics (.e.g., "2-axis, 4+ button joystick," "standard game pad," "mouse," etc.) When you choose a controller type from the list of presets, key driving and stunt controls are assigned to axes or buttons on your controller.

NOTE: Joysticks vary greatly in the number and placement of buttons. The following instructions for accelerating, braking, and steering work with most joysticks, but the special button assignments may not work with your joystick. To get the most out of your joystick, customize the button assignments to your own liking. For details, see Customizing Your Controller.

RIDING WITH A JOYSTICK

Throttle	Joystick button 1 (trigger)
Brakes	Joystick button 2
Steer left	Joystick left (X-axis)
Steer right	Joystick right (Y-axis)
Engage clutch	Hold down **CTRL** key
Reverse	**BACKSPACE** key

IN THE AIR…

Cross over	Joystick left/right (X-Axis)
Lean forward	Joystick up (Y-Axis)
Lean back	Joystick down (Y-Axis)
Stunts 1-8	Joystick button 3 (plus joystick direction)

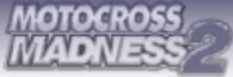Stunts 9-16   Joystick button 4 (plus joystick direction)

{button ,AL(`controls')} Related Topics

Playing with the mouse

Use the following controls, in conjunction with the <u>Universal Keyboard Controls</u> to play Motocross Madness 2 with your mouse.

Keep in mind that, when playing Motocross Madness 2, you need to select your game controller on the Control Options screen based on its characteristics (.e.g., "2-axis, 4+ button joystick," "standard game pad," "mouse," etc.) When you choose a controller type from the list of presets, key driving and stunt controls are assigned to axes or buttons on your controller.

When pulling off stunts, first you've got to catch some air. Then, once you're airborne, press the Z or X key and then hit the appropriate ARROW key (or combination thereof).

RIDING WITH THE MOUSE

Throttle	Mouse button 1
Brakes	Mouse button 2
Steer left	Mouse left (X-axis)
Steer right	Mouse right (X-axis)
Engage clutch	Hold down **CTRL** key
Reverse	**BACKSPACE**

IN THE AIR…

Cross over	Mouse left/right
Lean forward	**W**
Lean back	**S**
Stunts 1-8	**Z** (plus joystick direction)
Stunts 9-16	**X** (plus joystick direction)

STUNTS 1-8 — PRESS Z KEY AND PRESS…

Heel Clicker	**UP ARROW** key
Barney	**UP** and **RIGHT ARROW** keys
Nac-Nac	**RIGHT ARROW** key
Split X	**DOWN** and **RIGHT ARROW** keys
Superman	**DOWN ARROW** key
Big Kahuna	**DOWN** and **LEFT ARROW** keys
Air Walk	**LEFT ARROW** key
Cordova	**UP** and **LEFT ARROW** keys

STUNTS 9-16…	PRESS X KEY AND PRESS…
Heart Attack	**UP ARROW** key
Bar Hop	**UP** and **RIGHT ARROW** keys
Tail Grab	**RIGHT ARROW** key
Seat Grab	**DOWN** and **RIGHT ARROW** keys
Lazy Boy	**DOWN ARROW** key
Saran Wrap	**DOWN** and **LEFT ARROW** keys
Double Can-Can	**LEFT ARROW** key
Cliff Hanger	**UP** and **LEFT ARROW** keys

{button ,AL(`controls')} Related Topics

MOTOCROSS MADNESS 2   HELP Trial Version

Playing with a Microsoft Sidewinder gamepad

Use the following controls, in conjunction with the Universal Keyboard Controls to play Motocross Madness 2 with your Microsoft Sidewinder gamepad.

Keep in mind that, when playing Motocross Madness 2, you need to select your game controller on the Control Options screen based on its characteristics (.e.g., "2-axis, 4+ button joystick," "standard game pad," "mouse," etc.) When you choose a controller type from the list of presets, key driving and stunt controls are assigned to axes or buttons on your controller.

RIDING WITH THE GAMEPAD

Throttle	Button 8
Brakes	Button 7
Steer left	Gamepad left (X-axis)
Steer right	Gamepad right (X-axis)
Engage clutch	Hold down **CTRL** key
Reverse	**BACKSPACE**

IN THE AIR…

Cross over	Gamepad left/right
Lean forward	Gamepad forward (Y-axis)
Lean back	Gamepad back (Y-axis)

STUNTS 1-8

PRESS BUTTON 1 AND MOVE GAMEPAD…

Heel Clicker	Forward
Barney	Forward and right
Nac-Nac	Right
Split X	Back and right
Superman	Back
Big Kahuna	Back and left
Air Walk	Left
Cordova	Forward and left

STUNTS 9-16…

PRESS BUTTON 2 AND MOVE

GAMEPAD...

Heart Attack	Forward
Bar Hop	Forward and right
Tail Grab	Right
Seat Grab	Back and right
Lazy Boy	Back
Saran Wrap	Back and left
Double Can-Can	Left
Cliff Hanger	Forward and left

{button ,AL(`controls')} Related Topics

Stunt Controls and Variations

You can earn points (and bragging rights!) by pulling off extreme moves as you catch copious amounts of air. The Freestyle Stunt Quarries are a great place to practice and hone your skills, but you'll love to hear the crowd roar as you pull of stunts during the heat of Supercross and Pro-Circuit competition.

To pull off a stunt, first you gotta get airborne. Don't forget to stick your landing!

The specific stunt control assignments for each type of game controller are included in the list of riding controls for each controller type.
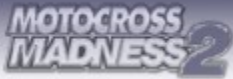
In addition, you can earn maximum stunt points by pulling off the very tricky alternate endings for specific stunts. These stunt variations will help you make your mark in the motocross world.

To execute an alternate stunt ending, keep pressing the appropriate button or key after you execute the initial stunt, and then fling the controller in the opposite direction from the initial stunt.

Alternate endings are available for the following stunts:

- Heel Clicker (alternate ending: Lazy Boy)

- Barney (alternate ending: Cordova)

- Nac-Nac (alternate ending: Nac-Nac taunt)

- Superman (alternate ending: Body Bag)

- Double Can-Can (alternate ending: Reverse Can-Can)

- Saran Wrap (alternate ending: Hefty Bag)

{button ,AL(`controls')} Related Topics

View Controls

In most situations, the default Chase Cam View is the best view of your bike and what's right ahead of you. But in certain situations, or by personal preference, you may want to use other camera views.

The Slot Cam view is the best view for seeing your wheels and weight distribution.

You can also create your own custom view, using the panning and dollying controls below. Once you've created your custom view, you can save it as your User Cam view, which allows you to cycle through it and the other available views using the 5 key on the numeric keypad.
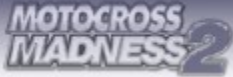
And, for Stunt Quarry events, you can use the green arrow as a position locator to help you track down your opponents. Press the INSERT and DELETE keys in Stunt events only to change which rider the arrow is pointing to.

VIEW CONTROLS	KEYBOARD
Change camera views (cycles through Chase Cam, Slot Cam, Rider Cam, and User Cam)	**5** key (numeric keypad)
Pan left	**4** (numeric keypad)
Pan right	**6** (numeric keypad)
Pan down	**2** (numeric keypad)
Pan up	**8** (numeric keypad)
Dolly camera in	**+** (plus sign on numeric keypad)
Dolly camera out	**-** (minus sign on numeric keypad)
Bird's eye camera view	**0** (zero on numeric keypad)
Thrill Cam (in air only)	**SHIFT**
Reverse Cam	**ALT**
View Next Rider	**PAGE DOWN**
View Previous Rider	**PAGE UP**
Toggle rider name on Radar Overlay (displays name of current rider on Radar Overlay). Switch between riders using the PAGE UP and PAGE DOWN keys	**T**
Telephoto Zoom In	**HOME**
Telephoto Zoom Out	**END**

To save a customized view as your User Cam view

⇒   Once you are in the view you want to save as your User Cam view, press * (asterisk key).
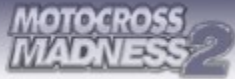
{button ,AL(`controls')} Related Topics

Graphics Controls

Use the controls listed below to adjust your graphics options while you are riding.

You can unclutter your game view by turning of the visual indicators displayed in all corners of the game screen, and you can also adjust the level of detail in the race environment.

GRAPHICS CONTROLS	KEYBOARD
Show/Hide Visual Cues (directional arrow & countdown timer)	F4
Show/Hide Stats Overlay	F5
Show/Hide Radar Overlay	F6
Change Radar Overlay field-of-view	< and > keys
Toggle rider name on Radar Overlay (displays name of current rider on Radar Overlay). Switch between riders using the PAGE UP and PAGE DOWN keys	T
Toggle Speedometer (located in lower left corner of screen)	F7
Toggle sky	F8
Toggle particles (dirt, dust, smoke)	F9
Toggle shadows	F10
Decrease graphics quality	F11
Increase graphics quality	F12

{button ,AL(`controls')} Related Topics

Audio Controls

Use the controls listed below to adjust your sound experience while you are riding.

You can control everything from the roar of the crowd at stadium events to the sound of your bike as you pass by your opponents.

AUDIO CONTROLS	KEYBOARD
Mute all sounds	**CTRL+S**
Cycle through Crowd Sounds On, Crowd Sounds Reduced, and Crowd Sounds Off	**CTRL+C**
Toggle reverberation effect	**CTRL+V**

{button ,AL(`controls')} Related Topics

Multiplayer Controls

All of the universal keyboard, view, stunt, and riding controls that are available in single player mode are also available for multiplayer play.

In addition, you can use keyboard shortcuts to toss text-based taunts at your opponents during the heat of multiplayer competition. Press the CTRL key and   a number between 0-9 to send a preset text message.

We've supplied you with some beautiful bon mots to get you started, but you can customize these messages to let your true voice shine through! You can review the preset messages on the Messages Options screen, and customize them so that your true voice comes shining through.

You can also type your own comments on the fly using the Text Chat window to send messages to your opponents both while you're setting up the game and while you're racing.

To customize a text-based taunt

1. On the main Motocross Madness 2 screen, click the Gears icon.

2. Click the **Messages** tab.

3. Click the text box that contains the text you want to change, and start typing!

To type messages during Multiplayer play

NOTE: You can specify when the Chat Box window is displayed during gameplay on the Game Options screen: Always On, Always Off, Normal (

⇒   Press / (the forward slash key) to open the Text Chat window, type the text you want to send, and then press ENTER.

⇒   To dismiss the Text Chat window, press ESC.

{button ,AL(`controls')} Related Topics

Customizing your controller

If you don't like the way the game controls and functions are assigned to your game controller, you can customize the assignments at any time.

Some riders like tight, responsive steering and others like loose, forgiving steering. To match your riding preferences, you can change the steering sensitivity of your controller.

If you are using a joystick and notice that the control feel is twitchy, you can try turning on the Filter Joystick Input checkbox on the Advanced Options screen in addition to trying the other tuning options listed below.

To customize your controller

1. On the main Motocross Madness 2 screen, click the Gears icon.

2. Click the **Controls** tab.

3. Confirm that the controller you want to customize is selected in the **Input Device** list.

4. In the **Controls** list, click the control you want to change in the left column, and then immediately press the button or key to which you want to reassign the control.

To tune your controller

1. On the main Motocross Madness 2 screen, click the Gears icon.

2. Click the **Controls** tab.

3. Confirm that the controller you want to customize is selected in the Input Device list.

4. Make adjustments to the following controls to tune your controller:

    *   **Control Sensitivity/Steering:** Tunes the response time for control input to the handlebars, which determines how fast your bike turns side-to-side.

    *   **Control Sensitivity/Cross-Up:** Tunes how fast your bike rolls side-to-side during a jump.

    *   **Control Sensitivity/Pitch:** Tunes how fast your bike pitches forward and backward during a jump.

    *   **Press Sensitivity/Throttle:** Tunes how fast maximum acceleration is reached after the throttle control is pressed.

    *   **Press Sensitivity/Brakes:** Tunes how fast maximum braking is reached after the brake control is pressed.

    *   **Release Sensitivity/Throttle:** Tunes how fast the bike responds when the throttle control is released.

    *   **Release Sensitivity/Brakes:** Tunes how fast the bike responds when the brake control is released.

    *   **Gas Gyro Effect:** When this is turned on, when you give your bike gas while you're in the air, the rear wheel spins, bringing the back of your bike up.

    *   **Brake Gyro Effect:** When this is turned on, when you apply the brakes while you're in the air, the rear wheel stops spinning, pitching your bike forward.

To restore your default controller settings

IMPORTANT: When you use the Restore button to reset your controller to its default settings, keep in mind that you are resetting all your options, including any you may have customized on the Game, Graphics, Sounds, Messages, and Garage Options screens.

⇒ Click the **Restore** button (located at the bottom of all Options screens).

{button ,AL(`controls')} Related Topics

Troubleshooting your controller

If your controller isn't working right, use this information to diagnose and fix problems. If none of these solutions work, check the documentation provided by the manufacturer of your controller and readme.rtf (file located in the folder where you installed Motocross Madness 2). The following problems account for most joystick troubles:

- When playing Motocross Madness 2, you need to select your game controller on the Control Options screen based on its characteristics (.e.g., "2-axis, 4+ button joystick," "standard game pad," "mouse," etc.) When you choose a controller type from the list of presets, key driving and stunt controls are assigned to axes or buttons on your controller.

- Your joystick may not be properly configured in Windows®. USB controllers are not detected unless they are identified by Windows Device Manager with Controller I.D. #1. To confirm that your USB controller is assigned Controller I.D. #1, click the Start button, point to Settings, click Control Panel, and then double-click Game Controllers. Click the Advanced tab. You may need to physically remove any non-USB controllers from your computer in order to allow your USB controller to use Controller ID #1.

- If you have more than one game controller plugged into your computer (e.g., one plugged into a gameport and the other to a USB port), Motocross Madness 2 will only recognize the gameport controller. For Motocross Madness to recognize the USB controller, you must disconnect the other controller from the gameport, delete it from the list of devices in the Game Controllers applet (on the Control Panel), and then assign the USB controller Controller ID #1.

- If your joystick's force-feedback effects are not working in Motocross Madness 2 after you've selected the joystick as your controller, you may need to quit and then restart Motocross Madness 2 to turn on force-feedback effects.

- The button assignments of your joystick may differ from your expectations.

- You may need to adjust your game controls settings. If your joystick has a jittery feel, turning on the Filter Joystick Input checkbox (Advanced Options screen) may clear things up, although your driving controls may be affected.

Verify that your joystick is configured in Windows

For your joystick to function correctly, you need to configure it as the "current joystick" for all Windows® programs. Before you run Motocross Madness 2, follow the procedure below to configure your joystick for all Windows® programs:

1   Click 🔳 to display the Windows® **Game Controllers** dialog box.

2   In the **Controller** list, verify that the joystick you want to use for Motocross Madness 2 lists a Status of **OK**. If it's not, click the **Properties** button to configure it.

3   Click **OK**.

{button ,AL(`controls')} Related Topics

Baja

For the Baja race events, you and your opponents race in remote outdoor environments as you pick your way through a series of waypoint gates.

You navigate with the help of a green arrow that appears in the lower left of your screen. The green arrow always points directly to the next waypoint gate, but it's up to you to carve out a route that puts you on the podium when the checkered flag flies. Your best lap time is displayed in the upper left corner of your screen.

With five Baja environments and 15 challenging waypoint race layouts, you'll have plenty of opportunity to chart this wide-open territory.

Once you've mastered the challenges of each Baja environment, you can add a new wrinkle to your Baja race experience by using the RandomGate feature, which automatically generates new waypoint race layouts for endless variety and challenge. Just click the **Random Gate #** checkbox on the Baja Race Event screen.

If there's a random race you really love, you can always return to it by selecting its associated race number in the **Random Gate #** spin control box. Just click the arrows to select the appropriate **Random Gate #**.

{button ,AL(`eventtypes')} Related Topics
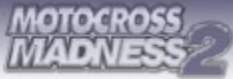
Freestyle Stunt Quarries

The freestyle stunt quarry worlds featured in Motocross Madness 2 are giant playgrounds where you can cruise and crash and pull off sick stunts as you go flying through the flora.
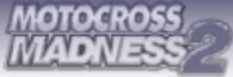
In Practice mode, there are no rules and no time limits, so the possibilities are endless. Race around and explore the terrain for good hits, hidden valleys, and new and creative ways to send you and your bike on a phat air flyer.

You can also compete against your friends or computer-controlled opponents in time-based competitions to see who can score the most stunt points as the timer ticks down.

Here's all the dirt on stunt events:

- Stunt competitions can be between 1 and 30 minutes in duration.

- You can compete against up to 10 other riders in single player or multiplayer competition.

- You can earn extra points for pulling off multiple stunts and stunt variations. See Stunt Controls and Variations for more information.

{button ,AL(`eventtypes;scoring')} Related Topics

Enduro

Enduros are an all-new racing event where riders rumble through richly populated race environments, from an Arizona trailer park to an open pit mine to a snowbound ski lodge. With working highways, airports, train tracks, and construction areas, you may encounter cross traffic when you least expect it!
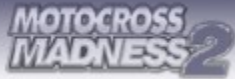
Like Baja races, Enduro races give you the freedom to find your own fastest route as you pick your way through a series of waypoint gates. With everything from ditch diggers and oil derricks to cattle cars and cabooses dotting the landscape, you'll find plenty of new racing challenges for all levels of racers.

Unlike Baja races, where you can hurtle from one waypoint gate to the next in more-or-less a straight line, Enduro races offer more depth and the possibility of multiple lines between waypoint gates.

If you take the time to explore your multiple path options, you'll soon discover that simply following the green navigational arrow is not the way to dominate and win an Enduro event.

{button ,AL(`eventtypes')} Related Topics

Nationals

The Nationals tracks are outdoor tracks that are designed to emphasize gigantic jumps and wide-open racing with the occasional technical section tossed in just to make sure you're paying attention. Unlike Baja and Enduro races, you'll have to hold on tight to the track if you expect to place on the podium in Nationals.

When racing, if you leave a Nationals track at one location and attempt to re-enter it further along the course, a 5-second timer starts and a small yellow arrow is displayed, indicating where you have to return to the track. If you ignore the timer, you will be automatically transported back to the location where you left the track.

Carved out of hillsides and valleys, Nationals tracks are designed to exploit the natural landscape. With towering triple jumps and awesome elevation changes, Nationals tracks will really test your moto-mettle!

{button ,AL(`eventtypes')} Related Topics

Supercross

The 17 Supercross tracks featured in Motocross Madness 2 were co-designed by pro 125-cc Supercross rider, Stephane "Ron Ron" Roncada to offer the ultimate dirt bike challenge.

Crammed with tight, technical corners, rib-jarring rhythm sections, and kidney-killing triple jumps, these tracks transform stodgy stadiums into soaring Supercross cities.

When racing, if you leave a Supercross track at one location and attempt to re-enter it further along the course, a 5-second timer starts and a small yellow arrow is displayed, indicating where you have to return to the track. If you ignore the timer, you will be automatically transported back to the location where you left the track.

Supercross tracks are highly technical, and are usually composed of a series of sequential technical sections. To truly succeed in Supercross, you'll have to master the following:

- Straight line acceleration

- Braking and cornering

- Suspension spring (See Jumping and landing for details)

{button ,AL(`eventtypes')} Related Topics
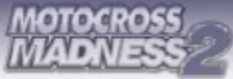
Pro-Circuit

With Pro-Circuit career mode, you start out as a rookie rider in local weekend races, earning points and sponsorship money as you build a name for yourself on the road to the ultimate motocross challenge, the professional Supercross Circuit!

You juggle entry fees, repair costs, and medical bills and earn cool new bikes and racing gear as you grind your way to the top in increasingly challenging races.

The bottom line? You've got to keep your budget in the black, so you can stay alive to race another day. How? By winning purses and attracting sponsorship dollars while keeping medical and repair costs to a minimum.

As you move from racing your friends in Enduro and Baja weekend races to the more challenging Nationals and Supercross tracks, keep in mind that sponsors are always watching; if you're not preening on the podium, you'll have to find some other way to make sure fans never forget that face!

{button ,AL(`eventtypes')} Related Topics

Moto-Tag

Exclusive to Multiplayer, Moto-Tag is the coolest of contact sports. You'd better be ready to bang bars with your buddies!

Moto-Tag offers four different ways to play:

- **Classic Moto-Tag:** Different from the traditional children's game of Tag in that you want to be it! The longer you're "it" in classic Moto-Tag, the higher your score. Bump the rider who is "it" to claim control. Tag-backs are allowed, but only after 5 seconds have elapsed.

- **Tag Ball:** This games adds a ball to classic Moto-Tag. The rider who is "it" is indicated by a red ball that follows him. If you wreck while the ball is in your possession, you lose the ball and control (not to mention your dignity). Tag-Ball is tougher than classic Moto-Tag because most possession changes occur during wrecks! To play Tag-Ball, click the Tag-Ball checkbox on the Multiplayer Host Lobby screen.

- **Stunt Mode:** In addition for getting points for being "it," you can also earn points in the Stunt Mode version of Moto-Tag by successfully kicking off sick stunts while you're "it." To play Moto-Tag in Stunt Mode, click the Stunt Mode checkbox on the Multiplayer Host lobby.

- **Tag Ball & Stunt Mode combined:** The rider in possession of the ball must successfully complete stunts to earn any points. Perhaps the most challenging form of Moto-Tag, it rewards the skillful player who can aggressively maneuver and kick off stunts without wrecking and losing the ball.

{button ,AL(`eventtypes')} Related Topics

Practice Mode

You can use Practice mode to refine your racing moves and to get to know your bike and the track without the pressure of opponents or a ticking timer.

When you're riding in Practice mode, there are no lap or time limits; you can keep on riding until you're done for the day. Your lap times, stunt points, and your position in relationship to your opponents are recorded and displayed, however, so you can see at a glance how you're stacking up.

You can specify that up to 10 other riders join you for your practice session, or you can choose to ride solo.

And, when you're riding in Practice Mode, you can hit TAB when you take a tumble to reset your bike quickly after a wreck (this feature is only available in Practice Mode). You can also specify that you are returned to the track and rest on your bike by choosing the Practice: Reset on Track checkbox on the Game Options screen.

To reset immediately after a wreck

⇒   Press **TAB**.

To end a practice session

⇒   Press **ESC**, and then click **Quit Event**.

Single Race Mode

In Single Race mode, you can compete against opponents in individual races on any track.

When you choose Single Race mode (on the Event tab), you can specify the following:

- The number of opponents you're racing against (10 maximum)

- The number of laps you're running (20 maximum)

- The duration of time-based stunt events (30 minutes maximum)

Tournament Mode

With Tournament mode, you can set up a series of races that are run consecutively on the same track.

When you choose Tournament mode (on the Event tab), you can specify the following:

- The number of opponents you're racing against (up to 10 maximum)

- The number of laps you're running (up to 20 maximum)

- The number of individual races to be run for this tournament (between 1 and 7)

- The duration of time-based stunt events (30 minutes maximum)

Ghost Race Mode

With Ghost Race mode, you can challenge yourself by racing against   the "ghost" of your (or other's) best performance in each Motocross Madness environment.

When you start a new Ghost Race session, you must first complete a lap to create the initial Ghost Race file. Once you've "logged" your first lap, a "ghost" version of you and your bike will repeat the lap following your exact route and speed.

If you lay down a lap that beats your initial ghost lap, the new best lap will replace the first one.

You can also share your ghost laps with your friends and pesky opponents. By placing them in the Record folder where you installed Motocross Madness 2.0, you make them available from within the game.

To record a ghost race lap

1. On the **Race Events** screen, under **Race Mode**, choose **Ghost Race**, click **Start A New Ghost Race** on the dropdown list below the track illustration, and then click the checkered flag icon to start racing.

2. When you're finished or satisfied with your latest Ghost Race lap, press **ESC**, and then click **Yes** to confirm that you want to save your Ghost Race file.

To race against a saved Ghost Race file

1. To make a shared ghost race file available on the Saved Ghost Race Files list in your copy of Motocross Madness 2, copy the .GHO file to the Record folder where you installed Motocross Madness 2.

2. On the main Motocross Madness screen, click the Single Player (helmet) icon.

3. Choose the appropriate **Race Event** type, and then, under **Race Mode**, click **Ghost Race**.

4. In the list of Saved Ghost Race Files that appears under the track illustration, click the one you want to race against.

5. Click the checkered flag icon to start the race.

Stunt Scoring

The number of points you earn when pulling off stunts in Stunt Quarries depends on the following factors:

- How long can you hold the stunt? The longer you can maintain the stunt position before landing safely, the bigger the point reward.

- Did you kick off more than one stunt in a single jump? Watch those points pile on!

- Did you pull off the stunt's alternative ending? The judges will be most impressed if you can pull off a radical alternate ending to an already righteous stunt.

Stunt Scoring in Pro-Circuit

As you and your competitors take to the skies to cop copious cloudage, keep in mind that potential sponsors on the Pro-Circuit tour love riders who know how to make their mark. If you can't blind 'em with your speed, dazzle 'em with your mega-moves! You may even earn extra cash from sponsors who like the attention your stunt moves generate.

{button ,AL(`scoring')} Related Topics

Pro-Circuit Scoring

The key to success on the Pro-Circuit is to keep the money rolling in; as long as you've got the cash to cover entry fees, repair bills and medical expenses, you'll be alive to race another day.

When you compete in events in Pro-Circuit, you earn both points and cash as you battle your way to the top.

The Pro-Circuit Next Race screens include a summary of all your expenses-to-date, so you can balance your checkbook before each event.

Your Expenses

Competing in the Pro-Circuit means pulling out your wallet and forking over the cash for the following expenses:

- **Entry fees.** The entry fee for each race is clearly posted on the Next Race screen. If you don't have enough cash to pay-to-play, you will be banished to the Inactive list (where you'll be condemned to never bang bars again!).

- **Repairs.** When you bash up your bike, you've got to pay to put it back together again. Your repair fee is calculated at the end of each race event and is determined by the number (and force!) of collisions, failed jumps, endos, etc.

- **Medical Bills.** When you crash, it's usually not your bike that needs the Band-aid. Your medical expenses are calculated at the end of each race and are determined by the number of collisions, endos, etc. that you've survived. We know, we know, it's just a flesh wound!
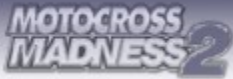
Potential Income Sources

When it comes to cash, it's not all about outflow. You can also earn money in the following ways:

- **Winning races.** The most straightforward way to pad your bank account is also the most simple: win races! As you progress through the weekend Enduro and Baja events, you'll notice that the purses get bigger as the stakes get higher. The higher you place in the pack, the bigger the amount of cash you take home.

- **Pulling off stunts.** One thing the smartest riders on the Pro-Circuit have learned is this: "If you can't blind 'em with your speed, dazzle 'em with your mega-moves." Keep in mind that, potential sponsors are always scouting even local weekend races, looking for the one rider who really stands out from the rest.

  If you can catch their eye by successfully kicking off some sick stunts, you just may be able to open their purse strings. Good luck!

{button ,AL(`scoring')} Related Topics

Moto-Tag Scoring

Scoring in Moto-Tag depends on how you're playing this multiplayer-only game.

- **Classic Moto-Tag:** You earn points based on how long you're "it." Tag-backs are allowed, but only after 5 seconds have elapsed.

- **Tag Ball:** You earn points based on how long you're "it" (indicated by the red ball hovering above you). If you wreck while the ball is in your possession, you lose the ball and control (not to mention your dignity).

- **Stunt Mode:** In addition for getting points for being "it," you can also earn points in the Stunt Mode version of Moto-Tag by successfully kicking off sick stunts while you're "it."

- **Tag Ball & Stunt Mode combined:** The rider in possession of the ball must successfully complete stunts to earn any points.

{button ,AL(`scoring')} Related Topics

Wheelie
A bike maneuver in which you shift your weight back and apply the throttle to balance your bike on its back wheel, with the front wheel in the air.

Stoppie
A bike maneuver in which you shift your weight forward and apply the brakes to balance your bike on its front wheel, with the back wheel in the air. This move is best initiated from an airborne position or from an extreme 30-degree angle.

kbps (kilobits per second)
A measurement of modem speed. A 14.4 modem can send data at a rate of 14,400 kbps, while a 28.8 modem can send data at a rate of 28,800 kbps.

Host

In Multiplayer racing, the host controls who participates and chooses the details of the event everyone is competing in.

IP Address

A series of numbers assigned to each individual computer connected to the Internet. These numbers distinguish a computer from other computers on the Internet.

LAN

A Local Area Network of computers that are wired together so that they can exchange data.

IPX

IPX (Internetwork Packet Exchange) is Novell's routing protocol. It is one of the most common routing methods used to transmit traffic on a LAN (Local Area Network) and the Internet. (From *The Free On-line Dictionary of Computing)*

TCP/IP
The TCP (Transmission Control Protocol) is a common and reliable protocol on LANs (Local Area Network) and the Internet. TCP is built on top of Internet Protocol (IP) and is nearly always seen as TCP/IP. (From *The Free On-line Dictionary of Computing)*

CPU

The CPU (Central Processing Unit) is the "brains" of a computer, where most calculations take place. It is considered the single-most important element of a computer system.

Vegetation Collision
When this option is turned on, it is possible for riders to collide with trees, plants, and shrubs.

Player Collision
When this option is turned on, it is possible for riders in multiplayer sessions to collide with each other, potentially causing wrecks.

Fast Finishes
When this Multiplayer option is turned on, the race event ends automatically 30 seconds after the first place finisher has crossed the finish line, regardless of whether the other participants have completed the race. This is useful when competitors vary widely in terms of skill level.

Software rasterization

The process of transforming a 3D image into a set of colored pixels using software resources in the absence of a graphics accelerator card.

FOR MICROSOFT® MOTOCROSS MADNESS™ 2.0 (TRIAL VERSION)

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