EXTREME TRIAL MOTOCROSS

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www.thedawn.it

Developed By

IMPORTANT INFORMATION

OPERATING PRECAUTIONS FOR CD-ROM

Epilepsy Warning : Please Read Before Using Any Computer Or Allowing Your Children To Use It.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns and backgrounds on a television screen or while playing computer games may induce epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptons even in persons who have no previous history of seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing.If you experience any of the following symptons while playing a computer game- dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions - IMMEDIATELY DISCONTINUE AND CONSULT YOUR PHYSICIAN BEFORE RESUMING PLAY.

2) Do not damage or soil the cd rom, be careful not to scratch the cd rom.

3) Do not write or attach stickers to the cd rom.

4) When storing, put the cd rom back in the original case and keep it away from places of high temperature or high humidty.

5) When cleaning becomes necessary, use a soft cloth such as a lens cleaning cloth and wipe gently. Do not use thinners, benzine or other petroleum based products.

6) This cd rom is intended for computer software use only. Do not attempt to play on conventional audio cd players as it may damage speakers or headphones.

7) Please read any README.TXT documents present on the cd rom. These documents contain important information.

INTRODUCTION

Developed in association with the two time world-champion ALEX PUZAR and the TM GRAND PRIX MOTORCROSS Team, experience the full on thrills and spills of high-speed Grand Prix Motocross competition at the very highest level.

STARTING THE GAME

Minimal Hardware Configuration:
> Pentium 166 Mhz
> SVGA with 2Mb DirectX Compatible
> 16 MB of RAM
> Sound card 16 bit
> CD-Rom 2x

Recommended Hardware Configuration:
> Pentium 200
> 3D Accelerator
> 32 MB of RAM
> Sound card 3D
> CD-Rom 6x
> Modem 56Kbps

Multi-player (1CD per PC):
> Network (2-8 Players)
> IPX or TCP/IP compliant network
> Internet play: 28.8Kbps connection

You will require a Video and Sound Card compatible with DirectX 6.0 (Supplied). You may need to contact your hardware manufacturer to update the driver software for these components. *Downloadable updates will require an Internet connection.

INSTALLING THE GAME

1) Insert the CD-ROM 'EXTREME TRIAL MOTOCROSS' in the CD-ROM drive.

2) The installation program appears automatically on the screen. Press **'Install'** in order to start the installation of the game.

3) If you're sure you have already installed DirectX 6.0, the Intel Indeo 5.1 and DirectX Media 5.2 on your PC, then you will be able to skip their installation.

4) The full installation will take up more disc space, but the game will have a much faster loading time; the partial installation however, will occupy less space on disc, but it will have far longer loading times.

5) The default the folder for installation **'The Dawn Interactive\Extreme Trial Motocross'**.

In order to launch the game, access the **Start** menu and go into **'Start/Programs/The Dawn Interactive/ Extreme Trial Motocross'** (or the path you previously chosen).

LAUNCHING THE GAME FOR THE FIRST TIME:

The first time you launch the game, you'll be asked to enter the setup; press **'Setup'**.

BASIC CONFIGURATION OF THE GAME:

Press the setup key on the LAUNCHER. Depending on the version of the game you have installed, different options will be presented:

DIRECT3D VERSION:

In the DIRECT3D SETTINGS dialog box, you will be able to adjust the following:

3D Device: select the 3D card of your choice

Resolution: select the resolution of the game

Render Quality: set up the visual quality

Shadows: select the detail level of the shadows

Filtering: enable / disable the filtering effects

Persp. Correction: enable / disable the perspective correction of the textures

Lens Flare: enable / disable the lens flare effect

Particle Effects: enable / disable the mud particles

Sound Device: select the audio card of your choice

Input Device: select the controller to use (keyboard, joystick, joypad, etc.)

Feedback: if you have selected an Input Device that supports force feedback, this option will be active and will let you decide the intensity of the effects.

ALL VERSIONS:

In the *GAME CONTROLS* dialog box, you can customise the control device you have selected.

Once you've changed these options click on **'Apply'**, then *'OK'*.

You're now ready to start the game by pressing *'PLAY'*.

GETTING SOME HELP WHILE PLAYING

While in the game menus, every time you hold the cursor over a button for more than 3 seconds a pop up help will appear, explaining the functionality of the button you're on.

FUNCTION KEYS

F1 ....…………... During the Practice Session and Qualify Session, this enables to you enter or exit the track;

F5 ....…………... Change the camera target to view the previous rider;

F6 ....…………... Change the camera target to view the next rider;

F7 ....…………... Cycle forward through all the views available;

F8 ....…………... Cycle back through all the views available;

LEFT SHIFT……………………. Hold down for Rear View;

PAGE UP ....………..Enlarge the visible screen area;

PAGE DOWN......…........…… Reduce the visible screen area;

ESC ....………... In Practice, Qualify and Race – Esc will 'pop up' the options; while in the menus, Esc will 'pop up' the 'Abort Race' or 'Abort Championship' dialog box;

ENTER...........................……. Select (only when the mouse is disabled);

ARROW KEYS..............…… Move among the buttons and options (only when the mouse is disabled);

IN GAME VIEWS

You can switch among the different in-game views using the *F7- F8* keys:

CHASE1: First person camera; additionally by pressing the keys *G,J,Y,N* you're able to mode the riders head to the right, up, left, or down respectively

CHASE2, CHASE3, FLY-BY: third person cameras

TV: These cameras are placed next to the track

REAR CAMERA: enables you to access the reverse view – you can also access this camera through the LEFT SHIFT key.

DEFAULT CONTROL SETTINGS

ACTION	JOYSTICK	KEYBOARD
Throttle	Joystick Forward	A
Brake	Joystick Back	Z
Steer	Joystick Left/Right	Left and Right Arrow Keys
Change Up A Gear	Fire Button 1	S
Change Down A Gear	Fire Button 2	X
Clutch	Fire Button 1/2	S / X
Reverse View	Fire Button 3	Left Shift

To change these default settings see the section of the manual entitled **BASIC CONFIGURATION OF THE GAME**.

MOTOCROSS GP RULES

The Championship consists of 12 Grand Prix with every GP having a Practice Session, a Qualify Session and two Race Heats.

PRACTICE SESSION
40 minutes – In this session all the riders have the chance to practice the selected track and to alter the bike settings to achieve the optimal bike setup.

QUALIFY SESSION
40 minutes – A better lap time, means a better position on the starting grid.

RACE
Every Heat is 40 minutes long, plus 2 laps.
After each Heat, depending on the finishing position, the rider will gain some championship points, with the winner gaining 20 points, the second place rider 17 points and the third 15.

FLAGS
In a Motocross GP, flags are used to indicate different race situations

Blue Flag: you must let an upcoming rider pass you; if you don't, then you will be disqualified.

Yellow Flag: this signals an accident or obstacle on the track - you have to slow down and not perform any overtaking manoeuvres.

THE MAIN MENU

From the Main Menu you can access the **CHAMPIONSHIP**, **SINGLE RACE**, **QUICK RACE** and **NETWORK PLAY**.

The **OPTIONS** button accesses the Options Menu, while the **EXIT GAME** button lets you exit to Windows.

OPTIONS MENU

In this screen you can customise many aspects of the game:

MUSIC: Increases / decreases the music volume. You can turn the music off if you move the slider to the minimum position.

EFFECTS: Increases / decreases the Sound FX volume. You can turn the Sound FX off if you move the slider to the minimum position.

SKILL: In Extreme Trial Motocross, you can challenge in three available engine classes. The 125cc is the easiest bike to ride, but has the least power.

BUDGET MODE: Enable / Disable the budget. If ON, at the beginning of the Championship, you'll be provided with a budget; each race will have an inscription fee and each bike fix will need some money. Classifying in the first three places will help you earn some money to keep your championship.

MANCHE TIME: This is expressed in minutes and sets the length of each Heat, Qualifying Session and Practice Session. The total number of laps in a Heat is decided from the total RACE TIME plus two laps.

BIKE DAMAGES: Enable / Disable the bike damages.

TRANSMISSION: This sets the transmission to Manual or Automatic. If you select Manual Transmission, you will need to use the clutch to gear up. To use the clutch you will need to click twice on your Gear Up / Down button: the first click will enable the clutch, the second one will release it.

SPEEDOMETER: This lets you switch between KMH and MPH.

SKY DETAIL: Sets the sky detail to HIGH or LOW.

WEATHER: Enable / Disable the randomness of the weather.

FORCE FEEDBACK: Enable / Disable the force feedback effects.

FOG DISTANCE: Sets the distance of the fog to NEAR or FAR.

DRAW DISTANCE: Sets the rendered detail to NEAR or FAR.

LOAD POSITION: Load a previous saved position.

LOAD POSITION MENU

From here you can access previously saved positions. Click the button with the name of the saved position that you want to load; now, click on the load button to load your previous position. Once the loading process has completed, you'll be taken to the NEXT CIRCUIT MENU.
If you wish to cancel the operation, click on the EXIT LOAD MENU button.

SAVE POSITION MENU

From here you can save your current Championship position. Click an empty save slot; enter a name for your save and press ENTER. Now, click on the save button to save your current position. Once the saving process has completed, you'll be taken to the NEXT CIRCUIT MENU. If you wish to cancel the operation, click on the EXIT SAVE MENU button.

THE CHAMPIONSHIP

PICK RIDER MENU

Here you can chose your bike and customise the name of your rider clicking in the ENTER YOUR NAME box. Every bike has different features: acceleration, brakes, grip, speed, torque and handling.
To scroll the list of the bike models available click on the arrows to the side of the current bike shown.

NEXT CIRCUIT MENU

In this screen, you can see the circuit together with all of the features of the track, that you're going to race on.
A weather forecast for the next session is also shown on the left.
Every time you're in this menu you can save your position clicking on the SAVE POSITION button which accesses the SAVE POSITION MENU.

Select PRACTICE SESSION to practice the track and find the right bike settings, QUALIFY SESSION to jump to the Qualify Session or RACE to access the first HEAT directly.
If you access the HEAT, without competing in the Qualify Session, you'll be in last position on the starting grid.

A single bike setup will not perform well on all circuit types; that's why you'll need to learn how the settings affect the bike performance and how to adapt the setup to different terrain.

Reading through the information that follows together with some experimentation, you should be able to set the bike up correctly for each track. To change a value, press the left mouse button while the mouse cursor is on a slider bar. Then while keeping the button depressed, drag it left to decrease the value and right to increase it. The current value of the option is displayed on the right side of the slider.

ENGINE COMPRESSION RATIO
Decrease and increase the engine compression ratio; a low value will decrease the engine performance and the maximum rpm, but should minimise any damage to the engine.

GEAR BOX
Decrease and increase the gear ratio; setting a long gear ratio will give you hi-speed but low acceleration; a short gear ratio will give you hi-acceleration and low speed.

TYRE TREAD
Vary the tyre compound; compounds available are Soft, Medium and Hard. The Soft tyre type gives more grip to the bike but wears out sooner. The Hard type is less efficient in grip and acceleration, but is more resistant over longer distances.

BRAKES
Here you can select the brakes power.

SUSPENSION
Decrease and increase the suspension stiffness; with a low stiffness value the bike handling will be easy but the suspension will be easily damaged.

ADVANCED SETTING
This lets you access to the advanced settings.

SAVE
Save the current settings and assign them to the current track.

LOAD
Load a previously saved setting.

These options offer even more depth in performance setup, and let you tweak particular aspects of your bike.

SUSPENSION

TRAVEL
Decrease and increase the travel of the front / rear suspension; a high value will absorb the bumps better but will damage the suspension quickly.

COMPRESSION DAMPING
Decrease and increase the resistance of the front / rear suspension to a compression movement; you should find a good equilibrium between the compression damping and the rebound damping depending on the frequency and height of the bumps on the track.

REBOUND DAMPING
Decrease and increase the resistance of the front / rear suspension to a rebound movement; you should find a good equilibrium between the compression damping and the rebound damping depending on the frequency and height of the bumps on the track.

SPRING RATE
Decrease and increase the stiffness of the front / rear suspension.

BIKE GEOMETRY

WEIGHT
Decrease and increase the weight of the bike frame.

DISTANCE
Decrease and increase the angle between the front / rear suspension and the frame. A high value will make the bike more stable, while a low value will absorb the bumps better.

RAKE ANGLE
Decrease and increase the distance between the front / rear wheel and move the centre of gravity for the bike. With high values, the bike will be more stable while you are jumping, but more difficult to drive.

HEIGHT
Decrease and increase the vertical distance between the frame and the front / rear wheel. A bike with high values will behave better on bumps but will be difficult to handle at high speed.

WHEELS

WEIGHT
Decrease and increase the front wheel weight. You should find a good equilibrium between the front and rear weight, depending on your riding technique in jumps and turns.

RADIUS
Decrease and increase the front / rear wheel radius. On high bumpy terrain it is generally better to have a low value.

STARTING GRID MENU

In this screen, the riders have the choice of deciding their position on the Starting Grid, depending on their qualification time. Using the arrows, you can position your rider (represented by his helmet) on the grid, in the available slots.

Usually the best position to start a HEAT is the most inner side of the first turn.

Once your position is selected, click on NEXT to start the Race.

THE HEAT
STARTING THE HEAT

The most important phase in a GP Heat is the start, when you'll need to use the best trajectories, avoiding crashes and arriving at the first turn in first place.

Just before the start, you'll be able to lean the rider forward and you'll need to accelerate, easing the weight on the front of the bike gently and avoiding erroneous behaviour in acceleration.

GAME INTERFACE

While using the EXT type of views, the following information will be available on screen:

Lap time: displays the current lap time

Race time: displays the elapsed race time

Laps: displays the number of completed laps

Speed: displays the current speed

Damage Bars: these bars show your bike damages:

> **Engine**: damaging your engine will result in less power and torque until it eventually blows up.

> **Suspension**: damage to the suspension makes your bike more reactive to the bumpy terrain and therefore more difficult to handle.

> **Structure**: hitting and knocking the frame of your bike will damage it, leading to the bike's handling becoming more unpredictable.

> **Brakes**: stressing the brakes will result in less braking strength.

> **Gear**: a stressed clutch will make it very difficult while gearing up and down.

Gearbox: displays the current gear

Clutch LED: shows the status of the clutch, On – activated, Off – released.

Analog RPM: shows the engine RPM; continuous revving in the red zone will lead to engine damage.

HEAT INFORMATIONS:

While in a race, information at the bottom screen will be available to guide your race strategies:

Race time: displays the split from the heat leader

Classification: displays the current race classification

Split: displays the gap between two riders

Last lap: Compares the last lap and the best lap between two riders

Best Lap: Displays the time and average speed of the heat's best lap

Race Stats: Shows statistics of your race performance

During the race, pressing the ESC key, you'll get access to the race options; from there you can abort or restart the race, change the music and sound fx, turn the Automatic Replay ON/OFF and turn the Force Feedback effects ON/OFF.

CLASSIFICATIONS:

At the end of each Heat, a classification of the times, heat points and world championship points is shown. By clicking the MORE button on the Championship ranking screen, you can access a race by race classification.

ADDITIONAL PLAYING MODES

These playing modes, are extensions of the Championship mode.

SINGLE RACE

In Single Race mode, you compete on one track only.
After choosing your bike – PICK YOUR RIDER MENU -, you'll be presented with the TRACK SELECTION MENU.

TRACK SELECTION MENU

In this screen, you can decide where you want to race your single GP.
To scroll the list of the available tracks, use the arrow buttons. You can decide whether to ride in the sun, fog or the rain.

In this menu some statistics about the track are also shown:

LENGTH: displays the length of the track

RECORD: displays the track lap time record

TYPE: displays the compound of the terrain; it's important to choose the right tyre tread.

SKILL: shows an evaluation of the overall track complexity.

THE QUICK RACE

Jump straight to the race, just pick the rider and the track. No complications at all!

At the beginning of the Championship you'll be assigned a *BUDGET;* depending on the class (125cc, 250cc or 500cc) you compete the amount of budget is slightly different.

Each race you compete has an inscription *FEE* that you'll need to pay. The fastest lap in the practice sessions or in the qualify sessions will be prized with credits; you'll gain credits also classifying among the first three positions in the race; if you classify only in one heat, you'll receive only half the prize.

When the budget mode is on, you really need to watch your bike damages since each repair will cost you precious credits.

TIME
Each fix to your bike needs time to be accomplished. Between two heats you have only 60 minutes; you won't have any time limit between two races.

CREDITS
The total amount of your budget.

ENGINE
A damage to your engine will result in less power and torque until it will eventually blows up.

STRUCTURAL
This type of damages lead to the bike's handling becoming more unpredictable.

SUSPENSIONS
A damage to the suspension makes your bike more reactive to the bumpy terrain and therefore more difficult to handle.

BRAKES
A damaged brake will result in less braking strength.

GEAR BOX
A stressed clutch will make it very difficult while gearing up and down.

NETWORK PLAY

Extreme Trial Motocross, gives you the option to play in multi-player mode, on a local LAN, modem, serial and Internet link with up to 8 players.

You can disconnect from a network game by pressing the ESC key.

Once in the Network menu:

- If you wish to play on a local LAN (IPX/SPX), click on the led next to the option and then NEXT.

- If you wish to play over the INTERNET (TCP/IP) **(make sure you're already connected to your provider)**
click on the led next to the option; enter the IP ADDRESS in the field, the address of the server you wish to connect, or enter your address if you wish your PC to be the HOST; click on NEXT.

- If you wish to play by MODEM, click on the led next to the option; use the arrow to select the modem to use and enter the field NUMBER, and the phone number to call. If you want to receive a call, do not enter any number and click on NEXT.

- If you wish to play by SERIAL, click on the led next to the option, enter the link serial data and then click on NEXT

SESSION MENU

This menu will let you participate in the sessions currently available on the server (HOST) you're connected to.
The sessions available will be displayed in the GAMES fields; click on a session name to see the players currently in that session.
To join a session, select its name under GAMES and then click JOIN SESSION.

If you're the HOST, you have to create a session. Enter the name of the session, choose the game mode – Single Race or Championship – then click on NEW SESSION.

CHALLENGE MENU

MESSAGE TEXT field, then click SEND MESSAGE.
The HOST is the only one who can launch the game. Click on disconnect and you'll be disconnected from the server and you'll be taken back to the SESSIONS MENU.
If you're the HOST, click on START CHALLENGE to start the game.

To start properly, it is best to lower the throttle, then raise the throttle slowly. Lower the throttle slightly before shifting into the next gear.   Once you get to be a good rider, you will be more used to moving quickly through the gears while keeping the throttle as open as you can without lifting the front wheel too far off the ground.

As we wanted to completely simulate a bike's behaviour, we also incorporated a clutch. As with a real bike, too fast a release of the clutch and the front end of your bike will raise too quickly. Just remember, one click to activate the clutch and a second one to release it.

JUMPING (AND GYRATION):

Once you master the throttle and gears, you will want to get on to the exciting stuff. All you need to do to jump is to hit a hill at a high enough speed. Landing properly requires an understanding of what motocross riders call "gyration". Gyration is the ability to control the rotation of the bike while it is in the air by using the throttle. Gyration works because of "conservation of angular momentum". More simply, if the rear wheel is turning and you stop it quickly, the whole bike turns instead. On the contrary, if you speed up the rear wheel by hitting the throttle, the bike rotates the other way. In Extreme Trial Motocross, to bring the front end up, you increase the throttle and to lower the front end, you close the throttle. Since the amount of gyration depends on the speed of the wheel, the maximum gyration effect will occur in the highest gear.

EXPERT RIDING:

When jumping, you don't always want to jump as far as possible. First of all, you can only accelerate when your back wheel is touching the ground. Secondly, if you can land your bike on the downhill side of a hill, you save some of the momentum that you had built up.