

Dave Mirra Freestyle BMX FAQ

PC VERSION
README v1.0

November 7, 2000

Welcome to Dave Mirra Freestyle BMX!

Developed by Z-Axis, Ltd., brought to you by Acclaim Entertainment.

Please ensure that you have the latest direct X 7 drivers installed
on your system before you play Dave Mirra Freestyle BMX.

SYSTEM REQUIREMENTS

- * DirectX 7a or higher
- * 100% DirectX 7a or Higher compliant Direct 3D Hardware Accelerator
- * 100% Windows compatible 95/98 computer
- * 200 MHz Pentium processor
- * 100MB of uncompressed hard disk space to install, plus an additional 50MB for Windows swap file.
- * 32MB of RAM
- * Windows 95/98 Operating system
- * 100% DirectX 7a or higher compatible sound card
- * 100% Microsoft compatible mouse and driver

RECOMMENDED SPECS

- * PII 266 or higher processor
- * 64MB Ram
- * TNT 2 or equivalent Direct 3D compatible Accelerator Card

KNOWN COMPATIBILITY ISSUES

Updates and information can be found at <http://www.acclaim.com>. Each country has their own Tech Support details and services, check out your Dave Mirra Freestyle BMX manual for actual details.

ACTION BUTTONS

Ground Moves

D Key **Bunnyhop (press, hold and release at edge of jump)**

E Key **Grind + Direction on Directional Pad**
NOTE: Just Triangle (no direction) is a Double Peg Grind.

E Key **Stall + Direction on Directional Pad**
NOTE: You must be going 90 degrees "straight towards an edge" to Stall, otherwise you will grind.

Up Arrow **Speed up when coasting (tap or hold for extra speed)**

Air Moves

S Key **Big Air Trick + Direction**

F Key **Modifier Trick + Direction**

NOTE: Use in conjunction with other tricks to make new tricks or use by themselves.

A Key **When in the air – A + Direction (Fastplant, Wall Tap, Wallrides etc.)**

Shoulder Buttons

W **Spin Left**

R **Spin Right**

Directional Button Controls

↑ **Accelerate. When backwards (Fakie), tap Up to spin around.**

↓ **Brake**

← **Turn Left**

→ **Turn Right**

TRICK CHEAT SHEET

Unlike other games in this genre, Dave Mirra Freestyle BMX lets you actually create new tricks on the fly by mixing tricks with other tricks. You can mix Big Air tricks w/ Modifier tricks, Big Air w/ Big Air and Modifier w/ Modifier. You can literally mix and match almost anything and make up completely new tricks. We currently have more than 1,300 different tricks, not including combo strings. **NOTE: Trick points are not complete yet. Transfers and Gaps are also not implemented yet.**

The Modifier code is so extensive you can create almost anything.

Example Big Air + Modifier

Superman via ↗ + **S** immediately followed up with **No Hander** ↘ + **F** creates a **SUPERMAN NO HANDER**. Continue to hold the circle button and you will hold the trick in the air.

You can even do a **Backflip Nothing** if you're quick enough. See **Nothing** below.

Example Modifier + Modifier

No Hander ↘ immediately followed up with **No Footer** ↙ + **F** creates a **NOTHING** where the rider completely lets go of the bike.

Example Big Air + Big Air

Candybar ↙ immediately followed up with **Backflip** ↓ + **S** creates a **BACKFLIP CANDYBAR**.

Experimentation is the key to DMFBMX, the more you create/improvise, the bigger the score.

PLEASE NOTE: EVEN MORE TRICKS can be found via pressing ←← or →→ or ↑↑ or ↓↓ or ↖↖ or ↗↗ or ↙↙ or ↘↘ or ←→ or →← using either Square or Circle + a Direction. **Double Backflips, Double tailwhips etc.**

PLEASE NOTE: You can actually pull off a trick next to a wall by pressing **A + ←** or **A + →** to do a Fast Plant or a Walltap. Kick off the wall into another trick then land in a Manual.

BIG AIR TRICKS - S KEY

NOTE: Hold the button to hold the trick for bigger points, but be sure to let go before you land.

Toboggan	Tabletop	Superman
Lookdown	S + DIRECTION	Can Can
Candy Bar	Backflip	Tailwhip

IN AIR TRICK MODIFIERS – F KEY

NOTE: These can be used on their own, combined with each other, or combined with big air tricks.

Rocket Air	X-Up	Seat Grab
One Footer	F + DIRECTION	One Hander
No Footer	Barspin	No Hander

GRINDING – E KEY

Luc-E	Toothpick	Lipslide
Smith	E+ DIRECTION	Feeble
Crooked	Icepick	Sprocket

No Direction = Double Peg

NOTE: To grind you must be parallel to the edge.

STALLING – E KEY

Nosepick	Toothpick	Nosepick
Disaster	E+ DIRECTION	Disaster
Tail tap	Icepick	Tail tap

NO DIRECTION = DOUBLE PEG

STALLS - E Button

NOTE: You must be going 90 degrees “straight towards an edge” to Stall. Otherwise you will grind.

D KEY Tricks

N/A	N/A	N/A
Fastplant	D + DIRECTION	Wall Tap
N/A	N/A	N/A

Manual/Nose Manual controls

Manual ↓↓ (after jumping) Hold the second down action until the Manual balance meter appears on the left side of the screen. You will then need to balance the Manual with the Up and Down controls on your controller’s Directional pad.

Nose Manual ↑↑ (after jumping) Hold the second Up action until the Nose Manual balance meter appears on the left side of the screen. You will then need to balance the Nose Manual with the Up and Down controls on your controller’s Directional pad.