Extreme Mountain Biking Help

Contents

1.   Read this First

Head Games(R) Extreme Mountain Biking (TM)
Readme file version 1.0
March 1999

(c) Copyright 1999 Creative Carnage LLC.

Other sources of information for Extreme Mountain Biking

Check out the Creative Carnage or Head Games Web sites at   http://www.creativecarnage.com or http://www.headgames.net for late-breaking information on patches, tips, and other cool stuff.

For Technical support, contact Head Games at:

Phone: 612-942-5202
Fax: 612-942-5580

E-Mail: support@headgames.net

Thank you for purchasing Extreme Mountain biking we hope you enjoy the game.

---

2.   System Requirements

To play Extreme Mountain Biking you'll need:

* Pentium 166 MHz or higher processor
* Microsoft Windows 95 or Windows 98 operating system
* 32 MB of RAM
* 75 MB of available hard disk space

* 4X CD-ROM drive
* Microsoft DirectX 6 compliant video card with at least 1 MB RAM
* Microsoft DirectX 6 compatible mouse
* Microsoft DirectX 6 compatible sound card

_____

3.   Optimizing Performance

To speed the performance of the game, reduce the resolution.

Extreme Mountain biking supports resolutions as low as 320 X 200.

To change resolution
1. On the Extreme Mountain biking main menu, click [Options], [Graphics Options].
2. Click [Display Mode] until you see the value you want.
3. Click [OK].

You can also improve performance by changing the values for hi-res decorations, hi-res textures, and fogging.

_____

4.   How To Tell If You Need To Install New Video Drivers

Problems--including the game doesn't start, the game crashes and sends you back to the desktop, the objects are the wrong color (or black and white), or the game display is streaked or splotchy, lines on the display--are all indications that you probably need to install a new video driver from your manufacturer's web site.

_____

5. Installation Notes

To install Extreme Mountain biking you must be using Microsoft Windows 95 or later.

Do not install Extreme Mountain biking with Microsoft Windows NT.

_____

6.   Overview

Extreme Mountain Biking Overview
Extreme Mountain Biking is your opportunity to take part in the virtual mountain biking.   Try your luck with a fast-paced single-track, or test your skill with stunts in the trials event.   For speed thrills, try a downhill run or mano-e-mano gate racing.

Getting Started
After starting the game, you'll be faced with the Extreme Mountain Biking launcher.   From here you can browse to the internet for more information about Headgames, Creative Carnage, or Trek mountain bikes.   You'll also need to select your renderer.   If you have a Voodoo card installed in your machine, select 3DFX Glide, if you don't have a Voodoo card, or you don't know what type of card you have, but know you do have an accelerator, select Direct-3D. If you don't have any hardware acceleration (or have no idea) try Software.

Select 'Launch Game' to start your game.

Once the opening splash screen(s) have gone by, you'll be able to choose from 'Practice,' 'Single Race,' 'High Scores,' or 'Options.'

'Practice' mode: The pressure is off in practice mode.   This is a good way to plan your strategy on the single tracks and downhills, and find the big air jumps in the trials courses.

'Single Race' mode: Compete against up to 4 computer-controlled opponents in trials, single track and downhill.

'High Scores':   Extreme Mountain Biking keeps track of the best times and scores for each map in each race mode. Can you beat them all?

'Options':   Set game and display options for peak performance

Good luck!

Controller Overview

To control your speed :
--   You can pedal by pressing the "pedal" button (by default, the 'a' key for keyboard, the left mouse button, or button 1 on the joystick).   Pressing the "brake" button will cause you to slow down (by default, the 'z' key on the keyboard, the right mouse button, or button 2 on the joystick).   You can make the character pedal harder or lock up the brakes by pressing the "turbo" button (by default, 'ctrl' on the keyboard) in combination with the pedal or brake keys.

To control your direction :
-- Use the left/right arrow keys, or slide the mouse side-to-side, or tilt the joystick left and right.

To control your balance (while airborne):
-- Use the arrow keys, or slide the mouse in the desired direction, or move the joystick.

To perform a trick :
-- Press and hold the "Stunt" button (by default, 'alt' on the keyboard and button 3 on the joystick), then use the arrow keys, mouse or joystick to begin the stunt.   Release the direction and stunt button to activate the stunt   Your character will do one of 8 stunts, depending on what direction(s) you select.   You can do multiple stunts one after the next while in the air for maximum points, but be careful!   If you're doing a stunt when you land, or attempt one while on the ground, you're in for a hurting!   For added air over big jumps, try a bunny hop at the top of the ramp.

To perform a bunnyhop:
-- Press the "Bunnyhop" button (by default, the 's' key on the keyboard, and button 4 on the joystick) while on the ground to jump up and avoid obstacles or get extra air on jumps by bunnyhopping just before you leave the ground.

Different camera angles:
--You can access different cameras with the function keys:
F1: Close-In View (Standard view)
F2: Far-Off View (Thrill cam)
F3: Reverse View
F4: First person View

---

7. Tips

Tips on bike selection:

It's a good idea to pick a bike suited for the event you're going to be racing in.   For quick, bumpy downhill and gate-racing tracks, a full-suspension bike like the YSL, VRX, or the Pro-Downhill are supreme.   For the single track and stunt-quarries, where there's going to be a lot more pedaling and climbing, the hardtails like the 9.8, 9.9 and 8000 are a smart option.

VRX series

The Trek VRX Long Travel bike is being dubbed the world's ultimate long travel full suspension bike.   Perfect for bombing down slopes or taming the steepest, roughest singletrack.   The Trek Pro geometry gives you a very responsive ride at high speeds.

The VRX 500 features top-of-the-line components built for high speed and exceptional handling.   The VRX 400 is a little slower, but provides more responsive braking.   The VRX 300 is perfect for the more cautious rider, with less powerful acceleration and a reduced top-speed, but exceptional cornering and braking.

Y SL

Satisfy your jones for technical trails, challenging stunts, or fast racecourses with Trek Y SL full suspension bikes -- and their right blend of speed, handling, and superhuman strength.   The Y SL frame is made of ultralight, ultra-strong Trek OCLV-HC carbon.   It's proven Y Bike (tm) design features the Trek fully Active Uni-Link rear suspension and single pivot Unified Rear Triangle, giving you more power to the pedal.

The Y SL provides snappy acceleration and forgiving suspension.   Perfect for Trials and gate racing, the Y SL is an exceptional bike for the technical rider.

9.9 and 9.8

The 9.9 and 9.8 have Trek OCLV-HC frame construction for a lighter, stronger, faster hardtail.   The lightest prouction mountain bike frame in the world, the Trek Pro geomtery gives you a whole new level of control at high speed flight.

Both the 9.9 and 9.8 provide exceptional acceleration and braking, at the cost of a bumpier ride and lower top-speed.   The 9.9 has a faster top speed, with reduced braking power to compensate.   These are perfect for hard-core single tracks.

8000

Welcome to the 8000 - Trek/Volkswagen Pro, Travis Brown's new rocket ship.   The custom, seamless drawn, double butted Alpha SL tubing allows us to make a super-light race machine.   An ovalized downtube and beefy, eliptical chainstays and "wishbone" monostay make the 8000 a climbing and cornering beast.

The 8000 features a moderate top speed and handling in exchange for outstanding acceleration and braking, as well as phenomenal cornering.   The 8000 is perfect for single track races.

Pro-Issue Downhill

The Pro-Issue downhill is super fast and built for speed.   Featuring top-of-the-line acceleration, dual suspension, and bomb-proof construction, the Pro-Dh is perfect for gate racing and downhill events.

Tips on jumps and stunts:
-- You'll want to land on your back tire for the majority of big jumps to help absorb the impact of the landing, otherwise your feet are likely to slip off the pedals (ouch!).   It's also a good idea to be standing ('ctrl' by default) and coasting (don't pedal) when you hit a jump to help keep your balance.   Pull back some (by pressing down on the

keyboard or joystick, or moving the mouse) to shift your center of balance behind the seat and come down smoothly on your rear tire.   Be careful not to land too far to the side or pull back too far (you'll fall off the back of the bike) and you'll be jumping like a pro in no time.

Tips on the bunnyhop:
-- Bunnyhopping at the end of a ramp will launch your rider upward, allowing greater air for tricks, or for clearing obstacles.   It's also a valid technique to use the bunnyhop to avoid rough areas and obstacles along the trail.

Tips for Single Track:
-- Follow these back-country trails to victory.   Singletrack is no walk in the woods, mind you.   You have to stay alert and carefully monitor your speed to avoid splattering yourself against a tree.   Stay on the course, or you'll have to back-track.

-- You can race for between one and nine laps, against up to four opponents.

-- The rider who completes all their laps without skipping any areas and crosses the finish line first wins.

Tips for Trials:
-- Catch huge air and show off for your friends in this large, open area in the middle of nowhere.   Here you have the opportunity to test your skills on large, open canyons, gullies and fields.

-- You are scored based on the number of tricks you perform during the allotted time.   You can make your character perform tricks by pressing the 'alt' key plus the arrow keys on the keyboard, moving the mouse or joystick (whichever you're using) and then releasing the 'alt' key to begin the trick.   Performing more than one trick in succession will increase your score considerably, but don't get cocky!   If you're not done when you land, you'll pay the price.

-- You can race for between one and nine minutes, against up to four opponents.

-- The rider with the most points when the timer expires wins.

Tips forDownhill:
-- Race your opponents to the bottom of the hill as quickly as possible.   Unlike singletrack and gate-racing course, you don't have to stick to the trail, but you're probably better off if you do.   Also, don't get carried away!   It's easy to find yourself going so fast you're out of control, so be careful.

-- You can race against up to four opponents.

-- The rider who crosses the finish-line first wins.

Gate Racing:
-- One-on-one racing action, as you compete against a single opponent to get to the bottom of the track as quickly as possible without missing any gates along the way.   If you miss one, you can go back and do it again, but you might as well hang it up;   your opponent is already at the finish line, so watch your speed.

-- You can race against a single opponent, who follows their own lane, separate from yours.   You must alternate which side of the gate you pass by as you proceed down the course.   Stay loose, and stay close to the gates to win!

_____

8.   Course Selection

Each race type has five courses available.   You can select between them by clicking the arrows on the course selection screen.   Each track has its own character, as does each race type.   In general, desert tracks have slightly worse traction due to the sand on the trail.   Watch out for trees, stumps, and cacti in your way too!

---

9. Controller Type

You can change your controller type from the Main Menu / Options / Controller Options.   Most of the controls are configurable:

Highlight a control with the mouse cursor and press the left mouse button to change the setting.   The control will display "???", prompting you for the new setting you wish to assign.   Press the key or controller button you wish to assign to this game function.   Click "OK" to save your settings.   Some controls are hard-coded and cannot be changed:

Joystick

Joystick X-axis (left to right) = controls turning to left and right
Joystick Y-axis (up and down) = controls leaning forward and back

Mouse

Mouse X-axis (left to right) = controls turning to left and right
Mouse Y-axis (up and down) = controls leaning forward and back

Keyboard

Fully configurable, with the exception of when doing tricks.   When performing tricks, the four "hard" tricks have to be done with the numeric keypad or the extended keys (home, Page Up, Page Down, and End).   Using two directional keys in conjunction will not trigger these tricks.

You may have difficulty performing the 4 extended tricks with the joystick or mouse.   If you experience any difficulty, we suggest using the keyboard.

---

10. Display

From the main menu, click [Options], [Graphics Options] to change your display options.

If the graphics appear jumpy or seem to flicker, the frame rate – the speed at which the display is updated - is too slow.   With a faster frame rate characters and scenes will appear to move more smoothly.   You can improve the frame rate by reducing the complexity and quality of the graphics.   Each of the items below describe how they will affect frame rate.

Resolution

Resolution impacts how clear the events will be on your display.   The numbers (800x600) describe how much detail will be sent to your screen.   The higher the numbers, the better the game will look.   The trade off on high resolution can be that the frame rate may be slower on some machines.

320x200   This option gives you the lowest quality video resolution.   Some slower computers may need to use this option to provide a high enough frame rate to play the game.

640x480   This is typically the best choice to balance resolution and speed.

800x600   Provides the best quality video resolution.   If you try this setting and notice that the frame rate has

dropped off, try using a lower resolution.

Hi-Res Textures

There are two sets of texture for hardware accelerated systems in Extreme Mountain Biking, Hi-res and Lo-res (software uses only lo-res).   Hi-res textures are crisper and therefore take up more memory.   If you're experiencing unsatisfactory performance, try switching hi-res textures off.

Hi-Res Objects

There are two sets of background objects for both accelerated and unaccelerated systems in Extreme Mountain Biking, Hi-res and Lo-res.   Hi-res objects have more realistic shapes, but are more taxing for the computer to draw. If your performance is mediocre, consider turning hi-res objects off.

Fog

The haze in the air is called 'fog.'   While visually appealing, the fog can negatively affect performance.   If you're experiencing poor performance (especially in software) try turning the fog off.

_____

11.   Music and Sound

You can control the volume on the music and sound effects by selecting [Options], [Sound Options].   You can set each of them to a level between 'off' and 'max', and 1 through 9 in between.   If you set the sound or music to be on and still don't hear anything, make sure your speakers are plugged in, turned on, and the volume is turned on.   Also ensure that your system is not muted by Windows.

_____

12.   High Scores

The high scores are sorted according to race type and track.   Extreme Mountain Biking maintains the best race times and high scores only.

_____

13.   General Issues and Troubleshooting

CONFIGURATION

If you experience difficulty with the video display, you should make sure you have the latest video drivers for your system.

Here are a few locations where updated drivers can be found for some of the more common video cards:

ATI:
http://support.atitech.ca/drivers/drivers.html

Creative Labs:
http://www.soundblaster.com

Diamond:
http://www.diamondmm.com/products/drivers/driver-index.html

Matrox:
http://www.matrox.com/mgaweb/drivers/drivers2.htm

nVidia / Riva:
http://www.nvidia.com/

If you don't see your video card manufacturer listed here, Try searching:
http://www.go2net.com or http://www.google.com

CONTROLS

If your mouse or joystick are not responding, or behaving erratically, go to the Extreme Mountain biking Main Menu and click [Options].   Under [Control Options], make sure the appropriate device is selected.

SOUND

No sound?
Make sure your speakers are plugged in, turned on and the volume control is turned up.

Sound effects and music are controlled separately.   To change these settings, from the Main Menu click [Options] then select [Sound Options].   Tweak the numbers until you reach the desired volume.

If you experience problems with sound, first make sure you have the latest drivers for your sound card.

To see the settings for your sound card, from your desktop, click [Start], [Settings], [Control Panel]. Then select [Multimedia] and in the [Playback] section, choose [Advanced Properties].   Select the 'Performance' tab and make sure that Hardware Acceleration is set to Full and Sample rate conversion Quality is set to Good.

If these settings do not improve the quality, try changing them until you get the sound quality you want.   If that does not work, press the Restore Defaults button to go back to the original settings.

VIDEO

In software mode, with a 640 x 480 screen resolution, clicking OK on the Biker Selection screen will sometimes cause the artwork to pixelate.

---

14. Credits

Creative Carnage
Programmers:
Dave Richardson, John Sundberg, Joe Wilcox
www.geometricom.com
www.creativecarnage.com

Menu art:
Kenneth (Pyro) Woodruff

Character models and skins:
Brian (Evil Bastard) Collins

Character animations:
Ken (Syncan) Post, V. Andre Lowe

Bike Models and skins:
Mike Sagan

Height maps and textures:
Dave (DaveU) Urban, Steve (Kamshaft) Cameron

Map Assembly:
Jeff (Capp) Miner

Sounds:
Ken Post, Ragu Sundberg

Trek Advisors:
Wes Wilcox, Steve Baumann, Kip Montgomery, Mike Zeigle, Doug Cusack,
Michael Sagan, Chad Bailey, Eric Lynn, Dave Barrette.

Special thanks to:
Stacey Sickler, Mary Gilstead, Dave's mom, Holly O'Dell, Chili's in Eagan (who never gave us a free meal) and
Willie Nelson for "Shotgun Willie," which we must have listened to 1000 times during the making of this thing.
Thanks to S.J. for SFX and our physics model.

HeadGames Publishing

Producer:	Marc Struhl
Box Design & Misc Art:	Trevor Harveaux
Thanks:	Danny Hammett
	Chad Koehler
	Terry DeSanctis
	Mitch Norton
	Charmaine Klohe
	Jamie Harris
	Jay King
	Jason Delamater
	Jeremiah Conlon
	Ryan Merriman
	Peter Eckert
Special Thanks:	Michael Mayer, Nate Tobecksen, Kathy Endres,
	and the rest of the folks at Trek
	Powerbar, Wendy Smith
	Samantha, Timmary, Billy, Patrick and Joseph Hammett.

Activision

QA Thanks:	Nadine Theuzillot, Greg DiDieu, Angelo Federizo, Alex Lei,
	Adam Hartsfield, Anthony Korotko, Jim Summers, Dave Arnspiger,
	Jason Wong, Todd Komesu, Indra Gunawan, David Baker,
	Tanya Langston, Curtis Shenton, John Fritts, Jennifer Oneal,
	Stan Chao, Gary Bolduc