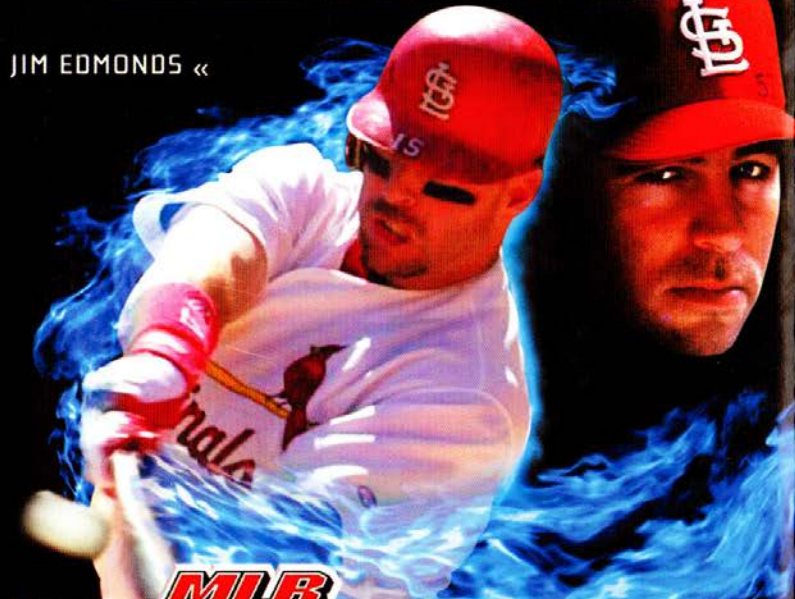


MIDWAYSPORTS.NET

BETTER THAN REAL.

JIM EDMONDS «



# MLB SLUGFEST 2004

ON SALE NOW!

EmuMovies



Comic Mischief  
Violence



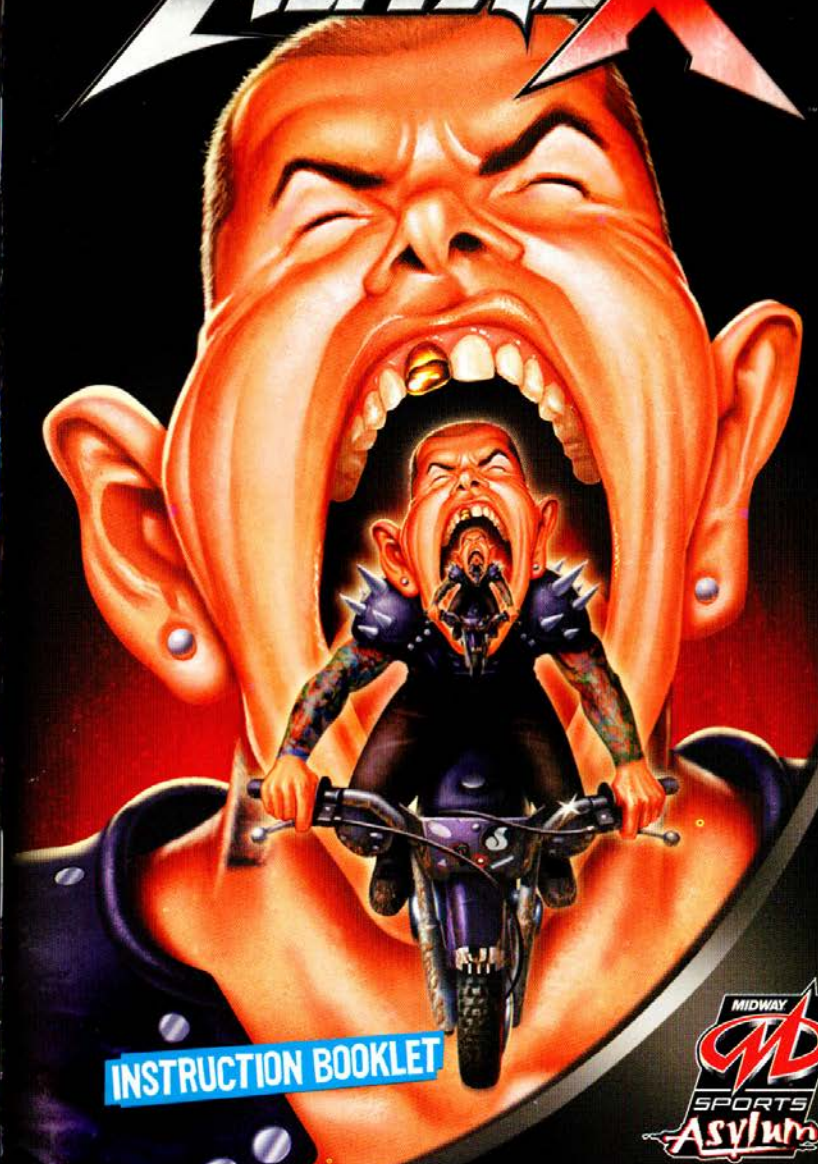
MLB™ SlugFest™ 20-04 © 2002 Midway Amusement Games, LLC. All rights reserved. SLUGFEST, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Visit the official web site at MLB.com. © MLBPA— Official Licensee. Major League Baseball Players Association. Visit The Players Choice on the web at www.bigleaguers.com.

Midway Home Entertainment Inc. 675 Sycamore Drive, Milpitas, CA 95035.  
Freestyle Metal X © 2002 Midway Home Entertainment Inc. All rights reserved. MIDWAY, MIDWAY SPORTS, MIDWAY SPORTS ASYLUM and the Midway logos are registered trademarks of Midway Amusement Games, LLC. Used by permission. FREESTYLE METAL X is a trademark of Midway Home Entertainment Inc. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC UIC designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC UIC DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. U.S. AND FOREIGN PATENTS PENDING.

PlayStation 2



# FREESTYLE METAL X



INSTRUCTION BOOKLET





# WARNING

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior 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 symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# TABLE OF CONTENTS

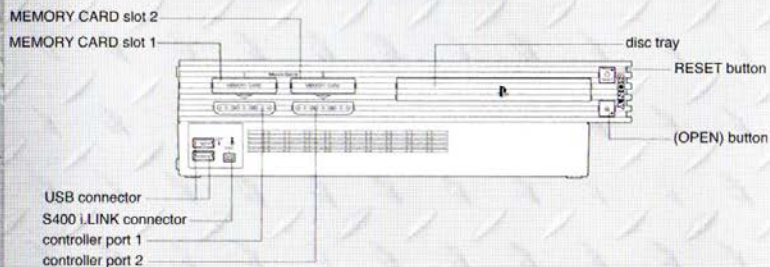
Getting Started .....	2
Starting Up .....	3
The Stunt System .....	4 - 9
Default Controls .....	10
Main Menu .....	11
Options .....	12 - 13
Loading & Saving Games .....	14
Select a Rider/Bike .....	15 - 16
Bike Shop .....	17
Career .....	18 - 19
Level Editor .....	20
FMX Pickups .....	21
The Worlds .....	22 - 23
FMX Worlds Collide .....	24 - 25
Credits .....	26 - 27
Warranty .....	29



# GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the Freestyle MetalX™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



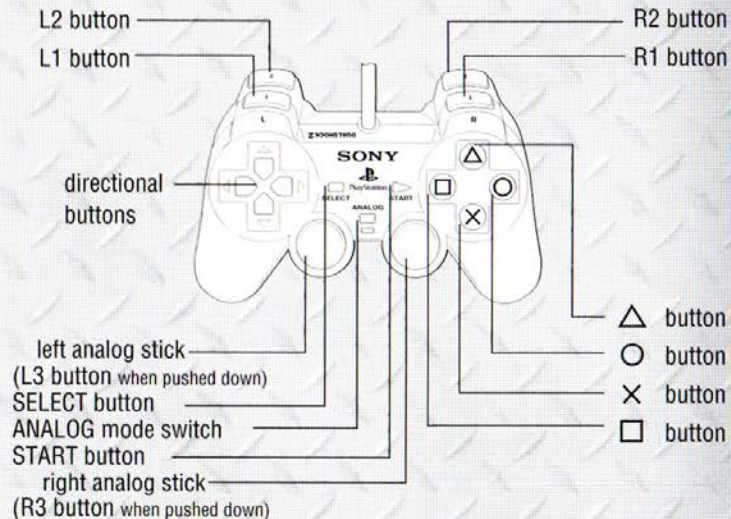
## MENU/SUB-MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the **×** button. To go back to the previous menu and/or cancel the previous selection, press the **△** button.

# STARTING UP

Freestyle MetalX does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

## DUALSHOCK®2 analog controller



## QUITTING A GAME IN PROGRESS

To quit a game in progress, press the START button during the game. The Pause Options Screen will appear. Select Quit, then confirm by selecting Yes. You'll then return to the Main Menu.





# THE STUNT SYSTEM

Freestyle MetalX contains a multitude of Stunts to perform on your bike. Read below to learn the game's Stunt System.

⊙ = Stunt button

△ = Stunt Modifier button

↑ ↓ ← → = directional buttons or left analog stick

## CORE STUNTS

Barhop ..... ↑ ↑ + ⊙  
 Barney ..... ↑ + ⊙  
 Can Can ..... ← + ⊙  
 Can Nac ..... → ← + ⊙  
 Candy Bar ..... ← ↑ + ⊙  
 Candy Can ..... → ↑ + ⊙  
 Coffin ..... ↓ ↓ + ⊙  
 Cordova ..... ↓ ↑ + ⊙  
 Dead Body ..... ↓ ← + ⊙  
 Heelclicker ..... ↑ ← + ⊙  
 Kiss of Death ..... ↓ → + ⊙  
 Kung Fu ..... → → + ⊙  
 Mc Metz ..... ← ↓ + ⊙  
 Nac Nac ..... → + ⊙  
 Pendulum ..... ← ← + ⊙  
 Saran Wrap ..... → ↓ + ⊙  
 Starfish ..... ↑ ↓ + ⊙  
 Stripper ..... ↑ → + ⊙  
 Superman ..... ↓ + ⊙  
 Twitch ..... ← → + ⊙

## MODIFIERS

9 O'Clock ..... → → + △  
 12 O'Clock ..... ↓ ↑ (or ↑ ↓) + △  
 Crotchgrab ..... ← ← + △  
 Double Indian Air ..... ← → (or → ←) + △  
 Double Seatgrab ..... ↓ ↓ + △  
 Fender Grab ..... ↑ ← (or ← ↑) + △  
 Footgrab ..... ↓ → (or → ↓) + △  
 Foot Mod ..... → ↑ (or ↑ →) + △  
 Indian Air ..... ← + △  
 No Footer ..... ↓ + △  
 No Hander ..... ↑ ↑ + △  
 One Hander ..... ↑ + △  
 Seatgrab ..... ↓ ← (or ← ↓) + △  
 Twist ..... → → + △  
 Whip ..... → + △

See Modified Stunts, pg. 6, for examples of how you can use the above Core Stunts and Modifiers to create an endless amount of Motorcycle Stunts during the game.

# THE STUNT SYSTEM

## SPECIAL STUNTS

Specials can be performed once your Radometer is full and you have a spinning "X" displayed on-screen (see below). Here are the Specials:

Admiring The View ..... ↑ ← ↓ + ⊙  
 Backflip Suicide ..... ↑ ↓ ↓ + ⊙  
 Balancing Act ..... ↑ ← → + ⊙  
 Bar Spinner ..... ← → → + ⊙  
 Blender ..... ↓ ↑ ↓ + ⊙  
 Boom Box Bike ..... ↓ → ← + ⊙  
 Chain Saw ..... ↓ ↓ ← + ⊙  
 Contortionist ..... ↓ ← → + ⊙  
 Crazy Chicken ..... ↓ ↓ ↑ + ⊙  
 Drill ..... ← → ← + ⊙  
 Face of Death ..... ↑ → ← + ⊙  
 Finger Flip ..... → → ← + ⊙  
 Hang Ten ..... ↓ ↓ ↓ + ⊙  
 Lord of the Dance ..... ↑ ↑ ↓ + ⊙  
 Mediator ..... ↑ ↑ → + ⊙  
 Mentalist ..... → → ↑ + ⊙  
 Monkey Swing ..... ↑ ↓ ↑ + ⊙  
 Nut Cracker ..... → ← → + ⊙  
 Nutcase ..... ↓ ← ↑ + ⊙  
 Screw Loose ..... ↓ → ↑ + ⊙  
 Speed Ball ..... ↑ ↑ ← + ⊙  
 Spinning Top ..... ↑ → ↓ + ⊙  
 Super Surfer ..... ← ← ← + ⊙  
 Super Spin ..... → → → + ⊙  
 Suspended Belief ..... → ← ← + ⊙  
 Swimmer ..... ← ← → + ⊙  
 Thriller ..... ↓ ↑ ↑ + ⊙  
 Titanic ..... ↑ ↑ ↑ + ⊙  
 Tripped ..... ← ← ↓ + ⊙  
 Walk the Dog ..... → → ↓ + ⊙  
 Ze Ballerina ..... ↓ ↓ → + ⊙

## Radometer

In order to bring up your Radometer, you'll need to put together a series of successful tricks. Once the meter is full, you can perform the Special Stunts listed above.



If you stop doing tricks, the meter will slowly diminish and reset. You will then not be able to perform special stunts until you fill it back up again.

Tip: If you land and use a Wheelie or Stoppie between jumps, the meter will stay full. You can then build your points even more by performing additional tricks.



# THE STUNT SYSTEM

## MODIFIED STUNTS

Below are some of the endless amount of stunts that can be executed using the Stunt System. All may be combined again and again with nearly all of the modifiers.

Stunt Name	Controls
Air Walk	↓ ⊙ + ↑ △
Arch	↓ ↑ ⊙ + ↓ ↓ △
Barhop Can Can	↑ ↑ ⊙ + → → △
Barhop Scissor Kick	↑ ↑ ⊙ + ← → △
Butterfly	↓ ← ⊙ + ← → △
Buzzsaw	← ⊙ + ↓ △ + ← → △
Catnac	↓ ⊙ + → → △
Catnac Indian Air	→ ⊙ + ↓ △ + ↓ ↑ △ + ← △
Catnac Scissor Kick	→ ⊙ + ↓ △ + ↓ ↑ △ + ← → △
Cliffhanger	↑ ⊙ + ↑ ↑ △
Crane	→ → ⊙ + → ↑ △
Dead Body Indian Air	↓ ← ⊙ + ← △
Disco Can Can	← ← ⊙ + ↑ △
Disco Can Can Indian	← ← ⊙ + ↑ △ + ← △
Double Candybar	← ↑ ⊙ + ↑ → △
Double Grab Hart Attack	↓ → ⊙ + ↓ ↓ △
Double Grab Helicopter	↓ → ⊙ + ↓ ↓ △ + ← △
Double Grab Nine	↓ → ⊙ + ↓ ↓ △ + → → △
Double Grab Scissor Kick	↑ → ⊙ + ↓ ↓ △ + ← → △
Double Grab Twitch	← → ⊙ + ↓ ↓ △
Double Nac Nac	→ ⊙ + ↓ △
Double Nac Nac Indian Air	→ ⊙ + ↓ △ + ← △
Double Nac Nac Scissor Kick	→ ⊙ + ↓ △ + ← → △

# THE STUNT SYSTEM

## MODIFIED STUNTS (CONT.)

Stunt Name	Controls
Double Saran Wrap	→ ↓ ⊙ + ↓ △
Double Seat Grab Hop	↑ ↑ ⊙ + ↓ ↓ △
Fab Hop	↑ ↑ ⊙ + ← △
Fender Hop	↑ ↑ ⊙ + ↑ ← △
Fendova	↓ ↑ ⊙ + ↑ → △
Flatliner	↓ ⊙ + → △ + → → △
Floater	↑ ⊙ + ↑ ↑ △ + ↓ △
Fred Flintstone	→ ⊙ + ↓ △ + ↑ ↑ △
Hart Attack	↓ → ⊙ + ↓ ← △
Helicopter	↓ → ⊙ + ↓ ← △ + → ↓ △ + ← △
Holy Man	↓ ⊙ + ↑ ↑ △
Holy Man Indian Air	↓ ⊙ + ↑ ↑ △ + ← △
Holy Man Scissor Kick	↓ ⊙ + ↑ ↑ △ + ← → △
Indian Air	↓ ⊙ + ← △
Indian Air Kung Fu	→ → ⊙ + ← △
Kick Back Can Can	← ⊙ + → → △
Kiss of Death 9 O'clock	↓ → ⊙ + → → △
Kiss of Death Indian	↓ → ⊙ + ← △
Kiss of Death Scissor Kick	↓ → ⊙ + → ← △
Kung Fu Fighting	→ → ⊙ + ← → △
Lazy Boy	↓ ↓ ⊙ + ↑ ↑ △
Mac Nac	→ ⊙ + ↓ △ + ↑ △
Mac Nac Indian Air	→ ⊙ + ↓ △ + ↑ △ + ← △
Mac Nac Scissor Kick	→ ⊙ + ↓ △ + ↑ △ + ← → △
Mulisha Air	↓ ⊙ + ↓ ↓ △
Mulisha Indian Air	↓ ⊙ + ↓ ↓ △ + ← △



# THE STUNT SYSTEM

## MODIFIED STUNTS (CONT.)

Stunt Name	Controls
Mulisha March	↓ ⊙ + ↓ ↓ △ + → ↑ △
Mulisha Nine	↓ ⊙ + ↓ ↓ △ + → → △
Mulisha Scissor Kick	↓ ⊙ + ↓ ↓ △ + ← → △
No Footed Can Can	← ⊙ + ↓ △
One Footer Shoebox	↑ ⊙ + ↑ ↑ △ + → ↑ △ + → ↑ △
Oxecutioner	↓ → ⊙ + ↓ ← △ + ↓ → △
Plus	↑ ⊙ + ↑ ↑ △ + ↓ △ + → → △
Rock Solid	↓ ⊙ + ↓ ↓ △ + ↑ ↑ △
Rock Solid Indian Air	↓ ⊙ + ↓ ↓ △ + ↑ ↑ △ + ← △
Rock Solid Scissor Kick	↓ ⊙ + ↓ ↓ △ + ↑ ↑ △ + ← → △
Rocket Air	↓ ⊙ + ↓ △
Rodeo	↑ ← ⊙ + ↑ △
Reverse Catnac	↓ ⊙ + → → △ + → → △ + → → △
Reverse Indian Air	↓ ⊙ + → → △ + → → △ + ← △
Reverse Kiss of Death	↓ ⊙ + → → △ + → → △ + ↓ ↑ △
Reverse Shaker	↓ ⊙ + → → △ + → → △ + → ← △
Reverse Superman	↓ ⊙ + ↓ △ + → → △ + → → △
Ruler	↓ → ⊙ + ↓ ↑ △
Ruler Indian Air	↓ → ⊙ + ↓ ↑ △ + ← △
Ruler Scissor Kick	↓ → ⊙ + ↓ ↑ △ + ← → △
Ruler 9 O'Clock	↓ → ⊙ + ↓ ↑ △ + → → △
Scissors	↓ ⊙ + ← △ + ← → △
Scorpion	↓ ⊙ + ↓ ← △ + ↑ ↓ △ + → ↑ △
Seatgrab Indian Air	↓ ⊙ + ↓ ← △ + ← △
Seatgrab Scissor Kick	↓ ⊙ + ↓ ← △ + ← → △
Seat Kneel	↑ ⊙ + → ↑ △

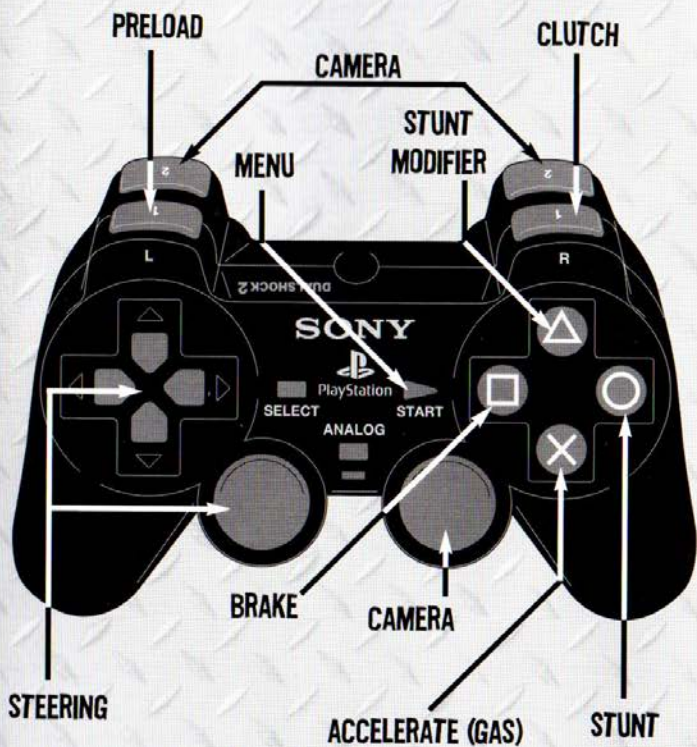
# THE STUNT SYSTEM

## MODIFIED STUNTS (CONT.)

Stunt Name	Controls
Seat Stand Saran	→ ↓ ⊙ + → ↑ △
Setting Sail	↓ ← ⊙ + → ↑ △
Shadow Kick	↑ ↑ ⊙ + ↑ → △
Shaker	↓ ⊙ + → ← △
Shaolin	↑ ↑ ⊙ + ↓ △
Shoebox	↑ ⊙ + ↑ ↑ △ + → ↑ △
Shoebox Skip	→ ⊙ + ↓ △ + ↑ △ + ↓ ↑ △
Sideways Seat Grab	↓ ⊙ + ↓ ← △ + → → △
Spider	↓ ↑ ⊙ + ↓ △
Spider Strike	↓ ↑ ⊙ + ↓ △ + ← △
Star	↓ ⊙ + ↓ △ + ↑ ↑ △
Starfish Indian Air	↑ ↓ ⊙ + ← △
Starfish Scissor Kick	↑ ↓ ⊙ + ← → △
Super Can	← ⊙ + ↓ △ + ↓ ↓ △
Superman Seat Grab	↓ ⊙ + ↓ ← △
Switcharoo	↑ ⊙ + → → △
Switchblade	← ⊙ + ↓ △ + ← △
Tsunami	↓ → ⊙ + ↓ ↑ △ + ↓ ↑ △
Tsunami Indian Air	↓ → ⊙ + ↑ ↓ △ + ↑ ↓ △ + ← △
Tsunami Scissor Kick	↓ → ⊙ + ↑ ↓ △ + ↑ ↓ △ + ← → △
Tweak Air	↓ ⊙ + → △
Windbreaker	↓ ← ⊙ + ↓ ↓ △
Windsurf Can Can	← ⊙ + ↑ → △
Windsurf Nac Nac	→ ⊙ + → ↑ △



# DEFAULT CONTROLS



## OTHER CONTROLS

Wheelie - Double-tap the directional buttons or left analog stick ↓ along with the gas button.

Stoppie - Double-tap the directional buttons or left analog stick ↑.

Ejecting - Press the **L1** button, **○** button and **△** button simultaneously.

# MAIN MENU

## QUICK PLAY

The Quick Play option lets you jump right into the game. Begin playing using game options you've unlocked in Career Mode (see Career Mode, pgs. 18-19), or enjoy Freeride where you can hop on a bike and tear up the terrain in any of the game's available environments. You or your bike will sustain no damage as you ride, so have fun. There are no tasks, rules or time limits. Just ride!



Keep in mind that Quick Play doesn't let you win money to develop your character and his/her equipment.

*Remember:* In Quick Play mode, you can only access areas that have been unlocked in Career Mode.

## CAREER

This game mode is the heart of Freestyle MetalX. You can begin your career at Cindy's Motocross School, taking a tutorial of the basic skills you'll need to build on to reach the highest level. It's also a great way to earn easy money. If not, you can begin completing the tasks necessary to unlock other riders and areas (see Career, pgs. 18-19, for details).

## PARTY MODE

This option supports up to 9 players. Select a rider, bike and world, then compete against your buddies in these three events: Big Air, Freestyle or Hill Climb. You'll take turns trying to post the best times or point totals.

## LEVEL EDITOR

See [Level Editor](#), pg. 20.

## OPTIONS

See Options, next page.









# LOADING & SAVING GAMES

Freestyle MetalX lets you save accumulated data to your Memory Card (8MB) (for Playstation®2). We highly recommend using a memory card to enjoy the many features you'll find in this game.

Each time you start Freestyle MetalX on your PlayStation®2 computer entertainment system, the game will read your memory card.

On the Options Menu, you'll find the Load Game and Save Game options.

## LOADING AND SAVING

### Loading

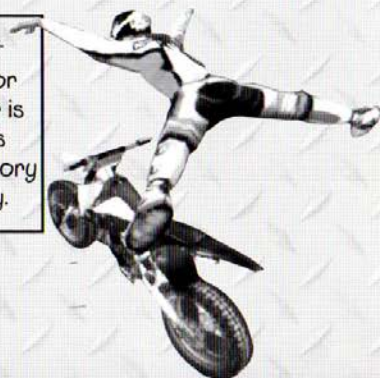
You can manually load your saved career using this option. When selected, you'll be asked to confirm the Load. Select Yes, and the game will automatically load any saved information on your memory card.

### Saving

Saving game information is quite simple. If you have no Freestyle MetalX data on your memory card, the Save Game feature will create a file for you.

After you've saved information to the memory card, you'll be asked if you want to "Overwrite" the existing file. This will occur each time you write to the memory card.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.



# SELECT A RIDER/BIKE

## SELECT A RIDER

Once you've selected either Quick Play or Career mode, you'll go to the Select Rider Screen. You'll notice that not all riders are initially available for selection.

Press the directional buttons **←** or **→** to select any of Midway's fictional riders, or choose from any unlocked pro freestyle riders available.

As you highlight "locked" riders, on-screen text will explain how to unlock a locked rider. Rider attributes appear on-screen as well.

## Customize Rider

Each available rider includes options to edit the Name, Tricks, Attributes or Gear. Press the **○** button to view the menu.

### Edit Name

To edit the name, press the directional buttons **↑**, **↓**, **←** or **→** to highlight a letter, then press the **⊗** button to select it. Repeat this process to spell out the name, then select Done when you're finished.

### Edit Tricks

Each rider has a certain number of tricks available for use when you play. Although you initially have a limited number available, you can pick and choose which of the tricks you'd like to use.

Press the directional buttons **↑** or **↓** to highlight a trick, then press the **⊗** button to select it. A list of tricks will be displayed. Highlight and select the new trick that will replace the old one.





## Customize Rider (cont.)

### Attributes

Each rider has a varying amount of Attribute points available to distribute to the four different rider attributes. You can increase this amount as you achieve successes in Career mode.



Press the directional buttons **↑** or **↓** to highlight Strength, Style, Balance or Airtime, then press the **←** or **→** directional buttons to add or subtract points from an attribute. Use this method to re-distribute the attributes as you see fit.

- Strength** - Land from higher in the air without crashing.
- Style** - Do stunts more quickly and with more precision.
- Balance** - Do manuals and railing with more precision.
- Airtime** - Riders achieve higher air.

### Helmet

Press the directional buttons **←** or **→** to toggle and choose whether the rider's helmet is **On** or **Off** as he/she rides.

### Gear

Highlight and press the directional buttons **←** or **→** to change what the rider is wearing. Each rider has one default costume and one alternate costume that must be unlocked.

## SELECT A BIKE

Press the directional buttons **←** or **→** to select any of the available bikes. Initially, eight default bikes are available. As you highlight "locked" bikes, on-screen text will explain how to unlock a locked bike. Bike attributes appear on-screen as well.



### Cash

Your accumulated cash is displayed at the bottom of the screen. You'll use that cash to customize your rider and upgrade your bike in the Bike Shop (see next page).

## Bike Shop

Once you select a bike, you can upgrade it in the Bike Shop. At the Select Bike Screen, press the **⊙** button to enter the Bike Shop. Upgrade options are displayed. Press the directional buttons **↑** or **↓** to highlight an option and then press the **⊗** button. Press the **↑** or **↓** directional buttons again to highlight a component (if more than one is available). Press the directional buttons **←** or **→** to make upgrades.

### Upgrade

As you purchase a component your Cash (displayed below) diminishes. Make upgrades to your Engine, Brakes, Tires or Suspension, then select Done when you're finished.



### Tune

The Tune Up option includes several components available to upgrade:

**Brakes** - Make your Front or Rear brakes have soft or hard stopping ability.

**Gear Ratio** - A Low gear ratio forces your engine to run at higher RPMs. The gears will remain low, so you'll be able to be "fast-off-the-line" and climb hills better, but you'll sacrifice top speed. Conversely, a High gear ratio will give you good top speed, but being "fast-off-the-line" and your hill climbing ability will suffer.

**Gyro Effect** - The Gyro Effect option lets you add some force to your mid-air spins. Add gyro to your Gas or Brake, then press the gas or brake as you're spinning in the air.

**Power Curve** - This option lets you distribute the bike's power to the lower or higher gears. This will allow you to decide if you want a quicker bike with less power in the higher gears, or a bike that will withhold power for the higher gears.

**Suspension** - Adjust the softness of your bike's front and rear suspension.

**Tires** - The Grip of your tires can be adjusted to your liking.

### Appearance

If you're not happy with the bike's default appearance, highlight a bike part, then press the **⊗** button. Press the directional buttons **←** or **→** to make changes to the bike.



This game mode is the heart of Freestyle MetalX. You can begin your career at Cindy's Motocross School, taking a tutorial of the basic skills you'll need to build on to reach the highest level.

If you feel you don't need the Tutorial, you can begin your career in the Rodeo Rise world. More worlds open as you advance in your career.

## CINDY'S MOTOCROSS SCHOOL

Cindy's Motocross School is a great way to train yourself on the game's motorcycles. The school covers topics such as Speedburst, Air Tricks, Stunt Linking, Wheelies, basic bike moves and everything else you'll need to know to play the game at the highest level.


You'll progress through four stages to complete the tutorial. Afterwards, you should be ready to tackle any challenge in Freestyle MetalX.

## THE WORLDS

At the Select Worlds Screen, press the directional buttons ◀ or ▶ to cycle through the various worlds. When you first start your Career, most worlds will be "Locked" until you've gained the needed amount of cash to unlock them.

To unlock worlds faster, you'll need to gain cash by completing the following events:

### Challenges

Within the area are several challenges you must complete before you can move on to the next event. InfoChicks (marked with a large yellow arrow) will explain the challenges when you drive up to them and press the  button. Complete all the challenges, and you'll be prompted as areas or other events unlock.



### Big Air

This competition pits you against the pros as you try to out score them in a Big Air Challenge. Pull off as many tricks as you can, but land safely to increase your chances of winning.

## THE WORLDS (CONT.)

### Freestyle

This competition requires that you freely roam a world and accumulate as many points as possible in two minutes. You get three runs, and the lowest score is dropped.

### Race

Take on the Area Champ in a race. You'll race from Check Point to Check Point performing stunts to accumulate time. If time runs out, you lose the race. A large red arrow will point the way as you race.

### Freeride

This option is always available and is a good way to familiarize yourself with all the worlds. The Worlds in Freestyle MetalX are Interconnected, so you can freely roam from one world to another in this game mode. Once worlds are unlocked, you're free to explore them in your own time with no rules, no restrictions and no limits!

## HOSPITALIZATION

It's a foregone conclusion that you'll hit the dirt once in a while. Your Health Meter in the lower left portion of the screen will tell you how close you are to visiting the hospital.

If you go to the hospital, the event ends and you have to fork over \$1,000. Stay on your bike!



Health Meter

## EARNING CASH

You can pick up cash by winning events, completing challenges or by finding cash icons throughout the world. You can then use your winnings to upgrade bike and open new worlds (see Select Rider/Bike, pg. 15-16).





# LEVEL EDITOR



The Freestyle MetalX Level Editor is a great way to take control and create your own riding area. Once you've created your own level, you can then select it at the Select World Screen.

You'll use all the elements used to create the game's default levels. Here's how to do it:

## Placing Objects

1. Press the directional buttons **←** or **→** to scroll through the various categories of objects. Press the **⊗** button once you've found a category you'd like to browse. An object should appear on the ground.

2. Press the directional buttons **←** or **→** again to scroll through the objects, then press the **⊗** button again. You can now press the directional button in all directions to position the object where you want. Press the **⊗** button again to place the object.

Note: If you continue to press the directional button, you'll notice that you can place that object in another spot by pressing the **⊗** button in the new location.

3. Press the **△** button to release that object and return to the category of objects. Press the **△** button again to exit the category. Repeat this process for all categories and objects as you build your level.

## Controls

Press the **SELECT** button to view the Level Editor Controls.

## Editor Menu

**Test Ride** - Take a test ride on your created level in progress.

**Change Theme** - Change the type of setting for your new level.

**Clear Level** - Clears all objects from the map.

**Load Level** - Load a previously saved created level.

**Save Level** - Save your created level.



# FMX PICKUPS



Delivers a Power Increase for a higher jump or pre-jump, a speed burst or an increase in a rider's Agility attribute.



Unlocks the Hill Climb Event.

Adds 100 points to your score.



Unlocks the Daredevil Event.

Adds 200 points to your score.



Unlocks a video in the Gallery.

Adds 500 points to your score.



Increases a rider's Attribute. You choose which attribute.

Adds 1000 points to your score.



Rewards a varying amount of cash.

Multiplies your achieved points score by 2.



Unlocks a Poster in the Gallery.

Multiplies your achieved points score by 4.





# THE WORLDS

## RODEO RISE

Take the bulls by the horns, and break this bronco of a level. Get down and dirty as you take on the ranch hills, but watch out for Area Champ, Jeff Tilton.



## VILLA BRAVA

Ruin the peace of this quiet resort town, and give the Art Gallery patrons a visit they'll never forget. Area Champ, Clifford Adoptante, is out to disturb your peace.



## SEASIDE SMASH

Enjoy a typical day in the park—complete with a band, and musically challenged Area Champ, Nate Adams.



## SNOW STORMER

Don't get blinded by the blizzard when you're eighty feet in the air. The air is scarce up here, but the excitement isn't. Area Champ, Kris Rourke, is out to heat things up.



## DOWNTOWN DESTRUCTION

Urban chaos reigns in this high-rise level. Avoid the cars in the streets, and fear urban legend Doug Parsons, Area Champ.



## SKULL VALLEY

Desert sand is harsh on the bike—make sure to stay airborne, and don't become vulture bait for the likes of Area Champ, Trevor Vines.



# THE WORLDS

## SLOT CITY

Change in your chips for some airtime, catch a show or just lounge in one of the luxurious pools that Slot City has to offer. High roller, "Mad" Mike Jones, is the reigning Area Champ.



## HEAVY METAL

This oil rig is a maze of moving machinery. Stay on your toes (or wheels), and you can catch more airtime than Howard Gosell. Area Champ, Jeremy Stenberg, is the roughneck you'll have to beat if you want to unlock the ultimate challenge, Cross Country.



## CROSS COUNTRY

Race across the entire world against the baddest motorcycle man on the planet, Johnny Demonic.

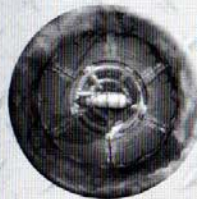


## DAREDEVIL

Earn some extra cash in this death-defying crowd pleaser.

## HUMAN DARTS

First it was bulls, and now it's bulls-eyes. Send your rider flying into the world's most outrageous dartboard.



## LEVEL EDITOR

Don't like the parks? Make your own using the Level Editor option (see pg. 20).







Worlds displayed on pages 23-24 can all be found on this complete map of the Freestyle MetalX world. This map is a great reference when racing Cross Country versus Johnny Demonic or if you just want know how the worlds are positioned in relation to one another.





# CREDITS

## Midway Sports Asylum

### PRODUCT DEVELOPMENT

Executive Producer	Michael Gottlieb
Producer	Zach Wood
Associate Producer	Annon Onsak
Assistant Producers	Mico Bhang & Imran Yusuf
Technical Director	Paul Lefevre & Mark Allen
Special Thanks	Rob Gustafson, Regan Kerwin "InfoChick", Chris Mowry, John Stookley, Greg Holstrom, Mike Abbot, Steve Crane, Lee Jacobson & Sean Wilson
Voice Audio Engineering & Editing	David Norris
DVD Content Support	Jon Mangalluzzo

### SAN DIEGO QA

Quality Assurance Director	Pauli Stremgold
Quality Assurance Manager	Rob Sablon
Quality Assurance Supervisor	Steve Kravner
Lead Product Analyst	Caris Barnes
Technical Standards Analysts	Adam Bailey, Todd Moulton & Ron Salazar
Product Testing Analysts	Rick Blair, Saleem Crawford, Jared Hanft, Dirk Lancaster, Ben Nicholas, Andrew Nguyen, Nick Roehy, Gilbert Sandejas, Eric Spoon & Ray Verhemp

### MARKETING

Senior VP Publishing	Mark Beaumont
VP Marketing	Helene Sjoglar
Din Sports Marketing	Tim Granich
Product Manager	Phil Manneoa
Marketing Coordinator	Mary Gahr
Din Channel Marketing	Christa Wittenberg
Channel Marketing Manager	Elio Storchi
Asst. Channel Marketing Manager	Larisa Canello
VP Licensing	Steve Booth
Sr. Licensing Manager	Reggie Saunders
Din PR and Promotions	Mandi Dittler
PR Manager	Tim Cousins
Internet Manager	Dawn Vossburg

### CREATIVE SERVICES

VP Creative Services	Debbie Austin
Din Creative Services/Manual	Jon Mangalluzzo
Project Manager	Sally Nichols
Graphic Designer	Matt Schiel
Additional Graphic Design	Ron White

### MUSIC & VIDEO SUPERVISION

Garry Gueller - Go Big Entertainment

### RIDER VIDEOS & FMV

Melissa Kangster - MK Productions

### SPECIAL THANKS TO

Ann Denton, Tim Mulligan, Aaron Grant, Kristine Lefevre, Midway Creative Media, Midway Legal, Azyerberg, MS&L, Jeremy Buffords, Doug Parsons, Ronnie Fassit, Jeremy Sternberg, Clifford Adolphante, Mike Jones, Kris Rookie, Nate Adams, Jeff Tilton & Trevor Vines

## Deibus Studios

Executive Director	Lisa Gatto
Executive Producer	Daniel Bobroff
Executive Development Director	Michael Lavare
Non-Executive Director	Mike Pitt
Creative Manager	Jose Queral
Design & Technology Manager	Walter Aften
Producer	Ronnie White

# CREDITS

### Software Designers

Designers	Jon Backlund, Tobias Baranoff, Grady Brady, Chris Brunning, Sanick Chidambaram, Owan Green, Mitchell Goodwin, Yong Gung Li, Jien Luo, Marie Moris, Keith Pung, Paolo Pinta, Danon Pritchard, Thomas Prosser, Andrew Southgate & Alob Templeton
Artists	Robert Barnett & Derek Van Dyk David Chappell, Oscar Ferrero, Carl Jackson, Josef Kainz, Alex Shute & Matt Wilde Nicholas Stephens Matt Chanley
Animation	Paul Weir & Richard Stevens (Erancom Ltd)
QA Lead	Juan Sierra
Sound Design	Don Rogers (BazDev Inc)
Network Administration & Localization	Valerie McDonald
Business Development	Tim Birt, Paul Granber & Janie Ingram (Osborne Clark) & Richard Thompson (Bowling and Co)
Financial Controller	Jeremy Bernard, Hilary Taylor & Melvin Jones (Barley and Co)
Legal	Jonery O'Brien, Richard Jones, Tim Ann McGonagles (Saxbury), Jake and Molly ("Ducky can come home now"), Janey G, Casle Doolby, Jeanette Beal, Amy Warfield, Sam Livingston, Brian Venegas, Ma and Pa Wilde, Rob and TJARP, Nick Jeremy, Moly Andros Ruiz Garcia, Kwana RuggiePrice, Nathaly Scarpoulos, Rob's Riding Buddies & Erica Rogers
Accountancy	
Special Thanks to	
With Thanks for the Understanding & Support of	

## Freestyle MetalX Music

**OUTSPOKEN - "Bitter Shovel" BITTER SHOVEL** produced under license from LAVA RECORDS LLC by arrangement with WARNER SPECIAL PRODUCTS "2002 LAVA RECORDS LLC

**TWISTED SISTER - "I Wanna Rock" "I WANNA ROCK"** written by Dee Snider, courtesy of SNISET MUSIC CO. (administered by ZOMBA MELODIES, INC.) (SESAC). Performed by Twisted Sister. Produced under license from ATLANTIC RECORDING CORP. By arrangement with WARNER SPECIAL PRODUCTS. "1984 ATLANTIC RECORDING CORP. Adam Mirabella at ATLANTIC RECORDING CORP.

**MOTLEY CRUE - "Kick start My Heart" "KICK START MY HEART"** by Nicki Sixx "1989 WB MUSIC CORP. (ASCAP) SIXX GUNNER MUSIC (ASCAP), MARS MOUNTAIN MUSIC (ASCAP) and TOMMYLAND MUSIC (ASCAP). All rights on behalf of SIXX GUNNER MUSIC (ASCAP) and MARS MOUNTAIN MUSIC (ASCAP). Administered by WB MUSIC CORP. (ASCAP). All rights reserved. Used by permission. Performed by Motley Crue courtesy of UNIVERSAL MUSIC ENTERPRISES

**MOTORHEAD - "Ace of Spades," "Speed Freak," "Overkill" "ACE OF SPADES"** by Ian Kilmister, Edward Clarke and Philip Taylor. "1980, 1981 MOTOR MUSIC LTD. All rights for the U.S. and Canada controlled and administered by EMI INTERTRAX MUSIC. All rights reserved. International copyright secured. Used by permission. "SPEED FREAK" by Ian Kilmister, Edward Clarke and Philip Taylor "1982 MOTOR MUSIC LTD. All rights for the U.S. and Canada controlled and administered by EMI INTERTRAX MUSIC. All rights reserved. International copyright secured. Used by permission. "OVERKILL" by Ian Kilmister, Edward Clarke and Philip Taylor "1979 MOTOR MUSIC LTD. All rights for the U.S. and Canada controlled and administered by EMI INTERTRAX MUSIC. All rights reserved. International copyright secured. Used by permission.

**REACH 454 - "6 Yrs.," "Wake Up" "6 YRS"** (John Kamoosi, Erwin Mata, Richard Cipriano, Daniel Martinez) (c) WB MUSIC CORP (ASCAP), JKNY PUBLISHING (ASCAP), 4 JODI MUSIC (ASCAP), RIVER MINH MUSIC (ASCAP) AND DANNY DUMPWHEEL MUSIC (ASCAP) Produced under License from Lava Records LLC. By Arrangement with Warner Special Products. (p) 2002 Lava Records LLC. ALL RIGHTS ADMINISTERED BY WB MUSIC CORP. ALL RIGHTS RESERVED. USED BY PERMISSION. "Wake Up" (John Kamoosi, Erwin Mata, Richard Cipriano, Daniel Martinez) (c) WB MUSIC CORP (ASCAP), JKNY PUBLISHING (ASCAP), 4 JODI MUSIC (ASCAP), RIVER MINH MUSIC (ASCAP) AND DANNY DUMPWHEEL MUSIC (ASCAP). Produced under License from Lava Records LLC. By Arrangement with Warner Special Products. (P) 2002 Lava Records LLC. ALL RIGHTS ADMINISTERED BY WB MUSIC CORP. ALL RIGHTS RESERVED. USED BY PERMISSION.

**GRADE 8 - "Adrenochrome," "Brick by Brick" "ADRENACHROME"** (Ryan Tooker and Dustin Tooker) "GRADE 8 PUBLISHING (ASCAP) BLOODY KNUCKS MUSIC. All rights reserved. Used by permission. Performed by Grade 8. Produced under license from LAVA RECORDS LLC. By arrangement with WARNER SPECIAL PRODUCTS "2002 LAVA RECORDS LLC "BRICK BY BRICK" (Ryan Tooker and Dustin Tooker) "GRADE 8 PUBLISHING (ASCAP) BLOODY KNUCKS MUSIC. All rights reserved. Used by permission. Performed by Grade 8. Produced under license from LAVA RECORDS LLC. By arrangement with WARNER SPECIAL PRODUCTS "2002 LAVA RECORDS LLC

**MEGADETH - "Peace Sells," "Crush 'Em," "Devil's Island" "PEACE SELLS"** by Dave Mustaine "1986 MUSTAINE MUSIC and THEORY MUSIC. All rights controlled and administered by EMI BLACKWOOD MUSIC INC. All rights reserved. International copyright secured. Used by permission. "PEACE SELLS" performed by Megadeth. Courtesy of CAPITAL RECORDS under license from EMI FILM & TELEVISION MUSIC. "CRUSH 'EM" by Dave Mustaine, Bud Prager and Marly Friedman "1999 MUSTAINE MUSIC, ADAM MARTIN MUSIC and WINDFULL MUSIC. All rights controlled and administered by EMI BLACKWOOD MUSIC INC. All rights reserved. International copyright secured. Used by permission. "Crush 'Em" performed by Megadeth. Courtesy of CAPITAL RECORDS. Under license from EMI FILM & TELEVISION MUSIC. "DEVIL'S ISLAND" by Dave Mustaine "1986 MUSTAINE MUSIC and THEORY MUSIC. All rights controlled and administered by EMI BLACKWOOD MUSIC INC. All rights reserved. International copyright secured. Used by permission. "DEVIL'S ISLAND" performed by Megadeth. Courtesy of CAPITAL RECORDS. Under license from EMI FILM & TELEVISION MUSIC.

**SHORTIE - "5 Seconds," "The One" "5 Seconds"** (c) Go Big! Entertainment, Inc. All rights reserved. International copyrights secured. Used by permission. All publishing rights controlled and administered by Hard 2 Pronounce Music, LLC. Performed by Shortie. Courtesy of Go Big! Records "The One" (c) Go Big! Entertainment, Inc. All rights reserved. International copyrights secured. Used by permission. All publishing rights controlled and administered by Hard 2 Pronounce Music, LLC. Performed by Shortie. Courtesy of Go Big! Records.

Freestyle MetalX is a trademark of Midway Home Entertainment Inc. Portions of this software are Copyright 1998-2002 Criterion Software Ltd. and its Licensors.





**TEEN**  
**T**  
CONTENT RATED BY  
**ESRB**

Comic Mischief  
Mild Violence  
Suggestive Themes

Freaky Flyers © 2002 Midway Home Entertainment Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. Freaky Flyers is a trademark of Midway Home Entertainment Inc.

**FEELIN'  
FREAKY?**



**SPY HUNTER  
2**

*PREPARE TO BE HUNTED*

**MIDWAY**

**RATING PENDING**  
**RP**  
Visit [www.esrb.org](http://www.esrb.org) or  
call 1-800-771-3772  
for Rating Information.

Toy Nation © 2002 Midway Amusement Games, LLC. All rights reserved. "SPY HUNTER", "MIDWAY" and the Midway logo are trademarks of Midway Amusement Games, LLC. Used by permission. "From Post-Game" Concept and Conducted by Huey Mischel. Published by Northridge Music Company (ASCAP). Universal MCA Music Publishing, a Division of Universal Studios, Inc. Distributed under license by Midway Home Entertainment Inc.

# WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**Midway Home Entertainment Inc.**  
**Attn: Tech/Customer Support**  
**PO Box 360839**  
**Milpitas, Ca 95036-0839**  
**[www.midway.com](http://www.midway.com)**

**Midway Customer Support**  
**(408) 473-9499**  
**10:00am - 6:30pm / Central Time**  
**Monday - Friday**  
**Automated help line open 24 hours a day**  
**Email: [support@midway.com](mailto:support@midway.com)**

**Hints and Tips**  
For the hottest tips and codes for Midway Games, call 1-900-529-HINT (4468). Automated tips and codes are available 24 hours a day, 7 days a week. The cost for automated hints is \$1.40 for the first minute, .59 cents per minute thereafter. Live operator support is 1.50 per minute and is available Monday through Friday from 9 am to 6 pm Pacific Time. You must be 18 years of age or older or have parental consent to call this number. A touchtone phone is required. Messages are subject to change without notice.