

Excitebike

1 Controls

2 Getting Started

3 Basic Play

4 Game Screen

5 Techniques

6 Design Mode

7 Saving

Basic Controls

Motocross controls	+
Accelerate	A
Turbo	B
Start/Pause/Resume game	START
Menu navigation	SELECT

Handlebar left	Press + to turn the handlebar to the left.
Handlebar right	Press + to turn the handlebar to the right.
Lift front wheel	Press + while moving on the ground or through the air to lift the front wheel.
Lower front wheel	Press + during a jump to lower the front wheel.
Turbo	Press B to use turbo. The engine will receive a boost and give you a burst of speed. However, if you overuse it, your engine will overheat and you will temporarily grind to a halt, so be careful.
Accelerate	Hold A to accelerate, and release to slow down.

Press SELECT on the title screen to select a game mode, then confirm by pressing START.



SELECTION A

Race against the clock in a solo run. Choose a track to race on.

SELECTION B

Race against rival bikes on the track of your choice.

DESIGN

Design your own track, then race on it.

3

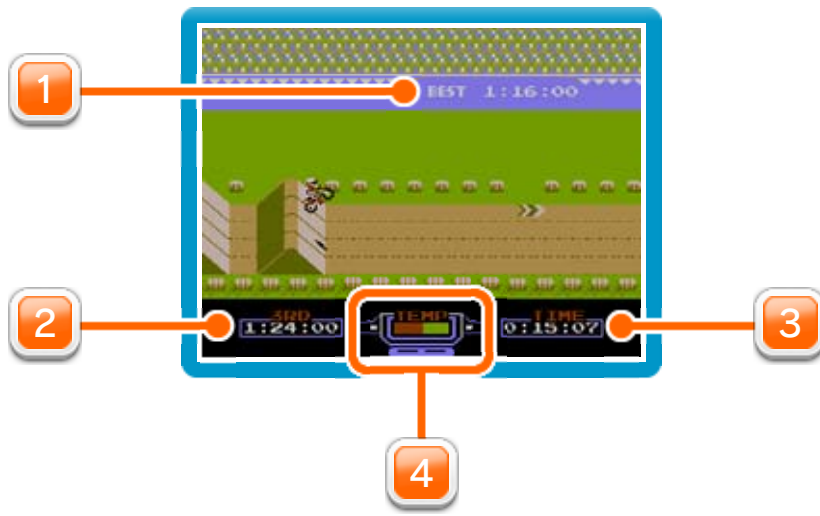
Basic Play

Aim for pole position as you speed round the track. You will need to achieve at least third place in a qualifying round to



compete in the main race. Choose a qualifying round from tracks one to five and then qualify to enter the main race. If you finish third place or above in the main race, you will progress onto the next round. The higher the number of the track, the higher the difficulty.

- ◆ If you finish in third place or above on the fifth track, then you will repeat the race.



1 Best time

2 Qualifying time

3 Timer

4 Heat meter

- Pay attention to the track

Keep your speed up by staying on the track. Try to avoid rough areas as this will slow you down.



- Jumping

Hold \oplus while in mid-air to lift your front wheel, giving you more elevation but less distance.

Conversely, lower the front wheel with \oplus to jump lower but longer.

Use these techniques tactically to shave fractions off your time.

- Turbo

Use turbo by pressing **B** for a dash start or to speed over obstacles.

- Cool Zones

If you pass over cool zones \gg the temperature of your engine will decrease. By using cool zones, you can prevent your engine from overheating.

- Rival bikes

Rival bikes will try to avoid gaps in the track, so take care not to crash into them. Also, you can make rivals fall off their bikes by nudging their front wheel with your back wheel.

In design mode, you can change various features such as obstacles and the number of laps, to create your own original track.



● Menu Navigation

On the title screen, choose DESIGN to display the list of options below.

- ◆ Selecting RESET and pressing START will end design mode and any unsaved data will be lost.
- ◆ If you select PLAY MODE A or B before you have designed a track, then the track will run on forever.

PLAY MODE A	Try a solo run on the track you have designed.
PLAY MODE B	Challenge rival bikers on your original track.
DESIGN	Make a new track.
SAVE	Save the track you have made.
LOAD	Load a saved track.
RESET	Return to the title screen.

● Designing a Track

In design mode, choose one of 19 (A-S) different obstacles and features, and then move the bike to the position on the track where you wish to place it. To remove an obstacle, select it, then delete by highlighting CL with the cursor and pressing **B**. Select END to finish editing the track, then finally, select the number of laps.

Select obstacle/Feature	+
Select number of laps	+
Move bike	A
Confirm/Change number of laps	B

Select SAVE in design mode to save the track you have made. You can only save one track at a time, so any existing track will

be deleted. **Once deleted, data will be lost forever, so please be careful.**

