CONTENTS

CONTROL SUMMARY

RACE CONTROLS

The following game controls can be modified in the Controls option. The ESC key, however, cannot be modified. Additional control options are available for joypad, joystick and Force Feedback controllers.

Function	Keyboard
Accelerate	Right Shift
Brake	Right Ctrl
Steer Left	Left Cursor
Steer Right	Right Cursor
Wheelie	Down Cursor
Lean Forward	Up Cursor
Stunt A	Semi-colon ;
Stunt B	Apostrophe '
Bunny Hop	Alt Gr
Air Turn	L/R Cursor
Air Pitch	U/D Cursor
Air Roll	Alt Gr +L/R
Restart	Return
Alt. Restart	BackSpace
Pause On/Off	C

CAMERA CONTROLS (NUMERIC KEYPAD)

0 (Ins)	ChaseCam / TVCam / HeliCam
Plus	Zoom in*
Minus	Zoom out*
Arrows	Move Camera Position*

*HeliCam view only

CAMERA CONTROLS (KEYBOARD)

Q	Switch to next rider
W	Switch to previous rider
E	Switch to player rider

INTRODUCTION

Extreme Biker is an motorsports title featuring three distinct styles of play, allowing you to experience the most extreme action ever to be had on two wheels. You'll compete in either stadium-based supercross, wild outdoor motocross or freestyle stunt action, over 24 of the most bone-shaking environments ever created.

Sierra and Deibus Studios, in conjunction with Edgar Torronteras, the craziest guy on two wheels, bring you all the thrills and excitement of the world's most exciting, colourful, and downright dangerous motorsport. Now it's your turn to thrash around the most bizarre and breath-taking courses imaginable, performing the ultimate in trick and stunt action, as you discover what it takes to be an *Extreme Biker*.

STARTING THE GAME

NOTE: IN ORDER TO PLAY EXTREME BIKER ON YOUR COMPUTER, THE GAME DISC MUST BE INSERTED INTO THE CD-ROM DRIVE.

Once the game is successfully installed, you can run the game directly from the Start menu on the Windows Taskbar. Having run the game, following the introductory sequence, the main menu screen is displayed (as shown). You can choose to play on your own against the computer, or begin a multiplayer game.

You can take part in a single race by selecting one of the three game types (Motocross, Supercross, and Freestyle), or participate in a multi-event Tournament, which allows you to take part in a combination of types.

In addition, the Options menu gives you complete control over graphics and audio functions, as well as allowing you to change and define control devices, and even create your own rider profile!

CREATING A RIDER PROFILE

This is a permanent record of how you perform in the game. This includes your selected name, your bike and rider colours, your skill level, how many events you have played (including how many you have won), and the total number of points scored.

You can select an existing profile, as well as create and delete profiles. If you create a new profile, you can change rider and bike colours, and give your rider a name. Once complete, this is added to the profile list, so you can create as many riders as you like!

BIKE & SKILL LEVEL SELECTION

Once you have selected either a single-player event or a multiplayer game, you can choose your bike class from 125cc, 250cc, and 500cc engine sizes. These have their own strengths and weaknesses, but an additional "custom" bike can be selected and improved by using "bike points", which are awarded for excellence. These are obtained by winning events and performing stunts – the more points you score, the better you can make your bike!

There are also three difficulty levels to choose from, which will offer certain levels of assistance during play. In addition, the Assistance function toggles between three settings: Land (where the computer will try and land the bike for you if possible), Point (Motocross / Supercross only: this not only attempts to land the bike for you, but also points it in the right direction), or No Assist.

NEWBIE: For real beginners, this setting completely controls the bike in the air, and should things get too much, it will even take control of the bike on the ground!

RACER: For the more experienced player, this provides you with control over the bike in the air and on the ground. However, the bike itself has no momentum, and will only turn and move to a limited extent.

EXTREME: For seasoned bikers, this setting provides complete and total freedom of the bike in the air and on the ground. The Extreme bike has its own momentum, so you'll have to counteract it - or lose control!

SINGLE-PLAYER GAME

From the main menu screen, you can choose to jump straight into a single race in an event of your choice, or take part in a tournament.

MOTOCROSS

Select one of ten manic outdoor circuits, ranging from muddy fields and forests, through Arctic wastelands and blazing deserts, through to tropical islands and the pits of Hell, and even across the rooftops of Paris!

SUPERCROSS

Pick one of seven hard-as-nails indoor arenas, containing the toughest supercross courses imaginable. Race around the tightest corners and the craziest cross-overs, but don't get distracted by the cheerleaders!

FREESTYLE

You want to see what sort of stunts your bike can really do? Then throw yourself into one of six mind-blowing environments, including underground caverns, a desert oasis, and even a pipe-strewn playground! There are also three hidden levels – come first in all the Freestyle events, and you'll be in for the ride of your life!

TOURNAMENT

The ultimate test for an *Extreme Biker* – a multiple event championship. Choose events from all three styles, then get on your bike and show 'em what you're made of!

GAME MODE OPTIONS

Within each of the game styles, there are additional game mode options:

PRACTICE: A non-competitive mode that allows you to become accustomed to a particular course.

RACE: The main event, which involves you taking on a number of opponents across a selected track.

BAJA: An entirely new, fourth style of play which involves point-to-point racing across any of the environments, accessible from each of the Main Menu game styles. Be the fastest across each course, and reach the coloured columns before the other riders! Be warned - some of the markers are really difficult to reach, so you'll have to be at your best to beat the rest!

STARTING A SINGLE-PLAYER GAME

1. From the Main Menu, select the event of your choice (Motocross, Supercross, or Freestyle), or select Tournament to participate in a number of events.

2. Select the course(s) you wish to participate in, the number of laps/length of time, the number of opponents, and select either Practice or Race (Practice only available in single event mode).

3. Select a difficulty level (Newbie, Racer, or Extreme), the size of engine (125cc, 250cc or 500cc), and perform any tweaks to the bike as you see fit (dependant on available bike points).

4. Click Start, and hold on tight!

MULTI-PLAYER GAME

Playing against the computer is a real challenge, but nothing quite beats the satisfaction you get from playing your friends – and winning! *Extreme Biker* lets you participate against up to 7 other players in a single event of your choice, or in a tournament.

HOST OR JOIN?

You can choose to join an existing session, or 'host' a new session. If you choose to host an event, you will control all aspects of the event from the track to the number of players, as well as the difficulty level, aerial assists (if any) and bike engine class. If you terminate an event as a host, the event ends for all other players who have joined your game.

If you join a session, you can select a profile to use within those events, but the track, number of laps/length of event time, number of bikes etc. are all controlled by the host. When you leave an event in progress, that event will continue without you.

USING TCP/IP

The following instructions for Local Area Network (LAN) games are for a TCP/IP network. Your PC's IP address does not have to be entered for LAN games, but should you need to enter this address, try running WINIPCFG (in the C:\WINDOWS directory) on the host machine.

LAN games will allow up to a maximum of 8 players to compete against each other (depending upon network speed and traffic).
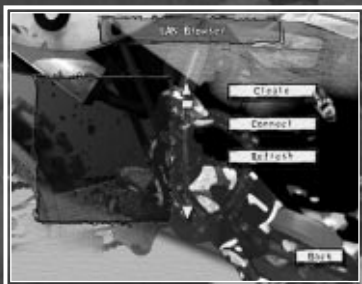
CONNECTION

This screen allows you to monitor who is joining or has already joined your game. From this screen you can see the players' profile names, and their current status.

If you are the race host, you decide when to start the event. When the status of all the players you want to race against is READY, press Start. Any player whose status was still IN PROGRESS will not be allowed to join the game. If you are joining a session, you must wait for the host to start the event. If you no longer wish to wait, you can quit the session by clicking on Exit. As the host, or a player joining a session, you can also communicate with the other players by entering text into the Message Box, and pressing Return.

NOTE: ANY PLAYER NOT ALREADY IN THE PLAYER LIST WHEN MESSAGES ARE SENT WILL NOT RECEIVE THEM.
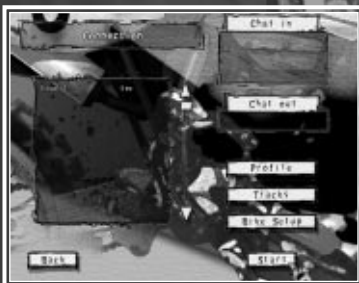
HOSTING A NETWORK SINGLE EVENT GAME

1. From the Main Menu, select LAN.
2. Click on Create to bring up the LAN Server screen.
3. Enter a server name.
4. Select the event of your choosing (Motocross, Supercross, or Freestyle).
5. Select the course you wish to participate in, the number of laps/length of time, the number of opponents, and select either Practice or Race.
6. Select a difficulty level, the size of engine, and upgrade custom aspects.
7. From the Connection screen, select rider profile (if necessary), and deliver messages to other players.
8. Click Start to begin.

HOSTING A NETWORK TOURNAMENT GAME

1. From the Main Menu, select LAN.
2. Click on Create to bring up the LAN Server screen.
3. Enter a server name.
4. Select the Tournament mode.
5. Select the courses you wish to participate in, the number of laps/length of time, the number of opponents, and select either Practice or Race.
6. Select a difficulty level, the size of engine, and upgrade custom aspects.
7. From the Connection screen, select rider profile (if necessary), and deliver messages to other players.
8. Click Start to begin.

JOINING A NETWORK GAME

1. From the Main Menu, select LAN.
2. Click on the desired server from the list on the left, and select Connect.
3. Select a difficulty level, the size of engine, and perform custom upgrades.
4. From the Connection screen, select rider profile (if necessary), and deliver messages to other players.
5. Click Start.

INTERNET

This method of multi-player supports eight players over the Internet, and requires your PC to be fitted with a correctly configured modem that supports a BAUD rate of at least 33k. Ensure that your modem is switched on before selecting an Internet game. You will need to enter the correct IP address of the host computer (see **USING TCP/IP** for instructions on identifying IP addresses).

NOTE: TO HOST OR JOIN AN INTERNET GAME, FOLLOW THE ON-SCREEN INSTRUCTIONS IN MUCH THE SAME WAY AS FOR A NETWORK GAME.
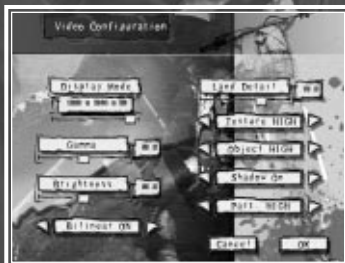
CONFIGURATION

GAME CONTROLS

This screen allows you to configure the game controls for keyboard, mouse, gamepad, joystick, or a combination of these and other DirectX-compatible input devices.

To configure a control option, select the desired option, then choose a control input. Inputs can be a key or button press, or a mouse/joystick/D-pad movement.

NOTE: IF YOU WISH TO USE A SPECIFIC GAME CONTROLLER, PLEASE ENSURE THAT IT HAS BEEN ACTIVATED FROM THE WINDOWS CONTROL PANEL.

GRAPHICS

As graphical detail relies heavily on processor speed and the power, memory, and functions supported by your video card, the settings within the Video Configuration screen are crucial to the game's performance. The higher the detail, the more processing is required. On slower machines, high detail will cause the game to slow down or run in a jerky fashion.

This game requires a 3D accelerator card, and will not run without it. However, to assist slower machines, there are multiple resolution settings available, as well as options to alter the level of detail in the landscape and riders, the level of shadow detail, and the level of particle detail.

AUDIO
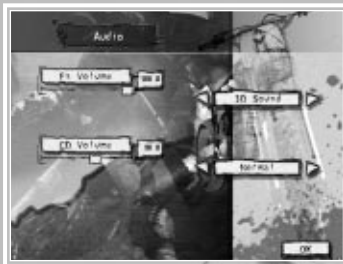
The game allows you to choose whether or not you have sound effects and CD music, and at what volume levels. Simply select the volume you want using the sliders, and switch between 3D and stereo sound (depending upon the capabilities of your sound card).

As the game reads information and music from the Extreme Biker CD during play, your audio CDs cannot be played from within the game.

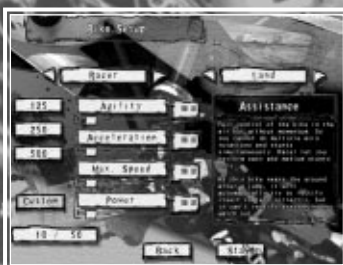NOTE: THE VOLUME SETTING HAS NO EFFECT IF YOU HAVE SWITCHED THE SOUND OFF.

CUSTOM BIKE SETUP

If you select the Custom bike, there are four individual attributes which you can improve. In order to do so, however, you need to score "bike points", which are awarded by gaining podium positions within individual events, and performing high-scoring stunts.

These points can then be allocated to the four categories (agility, acceleration, maximum speed, and bike power), increasing the percentage value. If you wish to remove points from a category, simply move the relevant slider to the left, and the points value will be credited to your overall bike points.

Each attribute can be enhanced to a maximum of 100%, and the resultant machine will be the fastest and most powerful on the track. The only question remains, will you be an extreme enough biker to be able to handle it?

STUNTS

Each stunt is activated by pressing the relevant button (A for easy stunts, B for medium, and both A and B for hard), then moving the controls in the right combination. Easy stunts appear automatically, but when medium or hard stunts are activated, the Dynamic Stunt System will appear, either as two or four indicators surrounding the rider, with a marker at the centre. You'll have to keep the marker centred to keep yourself balanced, otherwise you'll fall off. The more accurately the stunt is performed, the bigger the score – rotating the bike will even provide additional points, for the highest scores of all!

EASY STUNTS

NO HANDS
Control: A, ↑←

Simply take your hands away from the handlebars, leaving your feet on the footrests. A quick and easy stunt that's popular with racers.

FEET OFF
Control: A, ↓↓

Another simple trick, widely used by professionals. Simply take your feet away from the footrests, leaving your hands on the handlebars.

PRAYER
Control: A, ↑↓

Take your hands away from the handlebars, holding your hands before you as if in prayer. Although seemingly easy, no-one's tried to pull this one off - yet.

MEDIUM STUNTS

SARAN WRAP
Control: B, ←↑

Raise your right hand away from the handlebars, leaving your left foot on the footrest, whilst lifting your right foot into the air. Another quick trick that looks cool and is easy to perform.

NAC-NAC
Control: B, ↓→

Leaving your left foot on the footrest, swing your right foot out and back. Edgar created this simple-looking stunt, which is tougher to pull off than it looks.

CAN-CAN
Control: B, ↓←

Leaving your left foot on the footrest, lift your right foot over the fuel tank. Another popular trick, made to look easy by the professionals.

NOTHING
Control: B, ↓↑

Raise your hands away from the handlebars, take your feet off the footrests, and lean back! This stunt is definitely not for newbies, but riders like Edgar take this in their stride.

DOUBLE CAN-CAN (LEFT-HAND SIDE)
Control :   B, ←←

Raise both feet over the fuel tank to the left-hand side of the bike. A tricky stunt that's tough to master, but one that professional riders often perform.

DOUBLE CAN-CAN (RIGHT-HAND SIDE)
Control :   B, →→

The same as before, except this time raise both feet over to the right-hand side of the bike. Some experienced riders even try performing both stunts together, one after the other!

HARD STUNTS

MONKEY SWING
Control :   A+B, ←↓

Let go with your right hand, and swing your right arm and leg out to the side, holding on by one hand. This one's so tough, no-one's even tried to do it!

DOUBLE CANDY-BAR
Control :   A+B, ↑→

Raise both feet, and lift them over the fuel tank and the handlebars. This tricky stunt was created by Edgar himself, who can perform it with ease.

WINDSURF
Control: A+B, ↑↑

Stand on the seat, whilst holding on to the handlebars! A quick stunt that's also very popular with racers, but takes a lot of practice to get right.

EASY BOY
Control :   A+B, ↓↓

Hold on to the back of the seat, raise both feet over the fuel tank, and wriggle your legs in the air. A tough trick that even real pros have trouble with.

HEADPLANT
Control :   A+B, ↑↓

Another stunt that's so difficult, no-one's had the nerve to try it! Perform a handstand, raising both your feet high over the fuel tank!

There are other stunts to be found, including the hardest of the lot – the terrifying Titanic! All of these are really tricky to activate, and even harder to perform. Can you discover them all, and even outshine 'The Showman'?

REPLAYS

Extreme Biker has a unique replay system that allows you to store six individual replays in memory per track, in special "slots" that give you the ability to switch from one to the next without having to load any files. Control over this system is via a video control panel, with usual buttons to control recording, playback, fast search, and freeze-frame.

It also allows you to switch from one camera position to the next, as well as letting you manipulate that camera's point of view and zoom controls, giving you the chance to check out your fastest races or biggest crashes from every possible position.

Each replay can be saved onto your PC's hard drive. The replay file can then be saved onto disk, or posted onto the Internet for everyone to see exactly how extreme (or otherwise) a biker you really are!

CONTROLS

SPACE BAR	Replay Control System On / Off
1 – 6	Select Replay Slot
Z	Rewind
X	Fast Forward
C	Record
V	Stop
B	Play
N	Slow Play
M	Pause

SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION (LOW GRAPHICAL DETAIL)

- 233MHz Intel® Pentium®, or equivalent processor
- Windows® 95/98
- 32Mb RAM
- 12x CD-ROM drive
- 4Mb 3D accelerator card
- 16-bit soundcard
- 70Mb hard drive space

RECOMMENDED CONFIGURATION

- 333MHz Intel® Pentium II®, or equivalent processor
- 96Mb RAM
- 24x CD-ROM drive, using 32-bit Windows® 95/98 CD-ROM driver
- 16Mb 3D accelerator card
- 64-bit soundcard
- 100Mb hard drive space

SUPPORTED 3D GRAPHICS ACCELERATORS

3Dfx:	Voodoo II / Voodoo Banshee / Voodoo III
3D Labs:	Permedia 2 / Permedia 3
ATi:	128 / II, II+ / II Charger / Rage Pro
Nvidia:	Riva TNT / Riva TNT2 / Riva 128
Matrox:	G200
S3:	Savage 4

REQUIRED FOR MULTIPLAYER GAMES

LOCAL AREA NETWORK

- 266MHz Pentium,, or equivalent processor
- TCP/IP compliant network
- 1 Extreme Biker CD per PC

INTERNET

- 33Kbps (or faster) modem
- High speed serial port (16550 UART)

SUPPORTED INPUT DEVICES

Mouse, keyboard, Windows® 95/98 supported gamepad / joystick, Microsoft® Sidewinder Force Feedback Pro / Sidewinder Freestyle Pro

DIRECTX™ INSTALLATION NOTES

READ THIS SECTION COMPLETELY BEFORE INSTALLING EXTREME BIKER OR INSTALLING THE DIRECTX DRIVERS.

DirectX is an Application Programming Interface (or API) that allows Windows-based applications to have high-performance, real-time access to your hardware. It also reduces the complexity of installing and configuring your PC, making DirectX well suited to games. Extreme Biker uses the DirectX 7.0 API (the latest version at the time of release), and includes these files for you to install. The DirectDraw, DirectSound, and Direct3D components of DirectX may require updating your video, sound, or 3D card drivers respectively, for proper operation of these components. Using video, sound, and 3D card drivers that do not have DirectX 7.0 support will result in display, audio, and 3D problems in relevant applications. During the installation of DirectX 7.0, your video, sound, and 3D card drivers will be updated if required. These include drivers for most video, sound and 3D cards from the major manufacturers; for new hardware, and for lesser-known brands of peripherals, you may have to contact the manufacturer to obtain drivers with DirectX 7.0 support.

After installing DirectX 7.0, check to see if your video, sound, and 3D card drivers have DirectX 7.0 support:

1.   Click the 🖳 Start button on your Windows Taskbar. Then click Run…
2.   From the Run dialogue box, type
        C:\PROGRAM FILES\DIRECTX\SETUP\DXDIAG.EXE
        Then click OK.

The DirectX diagnostics program gives you information on your video, sound, and 3D card drivers. Click on the Display 1 tab to check video drivers, Sound to check sound drivers, and Display 2 for 3D card drivers. On each of these screens, the Drivers section tells you whether your driver is certified by Microsoft, as supporting DirectX 7.0. If your driver is reported as "Certified", your device should function properly – if it is reported as "Certified: No", however, the device does not have DirectX 7.0 support, and may experience problems running DirectX 7.0 applications. If this is the case, please consult the notes section at the bottom of the DirectX Diagnostic Tool application. Windows 98 users may also consult the Troubleshoot button, accessed from the Still Stuck? tab.

IMPORTANT NOTE: DURING THE INSTALLATION OF DIRECTX 7.0, THE SETUP PROGRAM DETECTS WHETHER OR NOT YOUR DRIVERS CAN BE UPDATED SUCCESSFULLY. IF THE DRIVER IS BEING REPLACED HAS NOT BEEN TESTED, OR REPLACING THE DRIVER IS KNOWN TO CAUSE PROBLEMS, THE SETUP PROGRAM WARNS YOU ACCORDINGLY. WE RECOMMEND YOU TO ABIDE BY THESE WARNINGS.

INSTALLING THE GAME

If you have at least the minimum stated specification, you can install the game by following these instructions:

1.   Insert the Extreme Biker CD into your CD-ROM drive.
2.   After a few seconds, the autorun menu should appear. If it does not, double-click on the My Computer icon on your Windows Desktop, double-click on the CD-ROM icon, and then double-click on the Setup.exe icon.
3.   Select your chosen language, and click the Install button.
4.   Follow the installation instructions carefully until the game has been installed. You will then be given the option to run Extreme Biker once installation is successfully completed.

NOTE: *EXTREME BIKER* WILL NOT OPERATE PROPERLY IF YOU HAVE INCORRECTLY INSTALLED THE GAME OR HAVE NOT COMPLETED THE INSTALLATION PROCEDURE. IF YOUR COMPUTER HAS 2 CD DRIVES, THE GAME WILL ONLY LOAD IF YOU INSERT THE CD INTO THE DRIVE FROM WHICH THE GAME WAS INSTALLED.

UNINSTALLING

From the Windows ▦ Start menu, select the Uninstall Extreme Biker option (located in the Programs/Sierra/Extreme Biker folder), then simply follow the on-screen prompts to remove the game from your PC.

NOTE: IT IS POSSIBLE THAT THE UNINSTALL PROCESS WILL REPORT THAT NOT ALL FILES WERE REMOVED. *EXTREME BIKER* CREATES NUMEROUS FILES, INCLUDING RIDER PROFILES AND REPLAYS ETC. WHICH THE UNINSTALLER DOES NOT REMOVE. THESE CAN BE REMOVED MANUALLY BY DELETING THE GAME DIRECTORY USING WINDOWS EXPLORER. PLEASE REFER TO YOUR WINDOWS DOCUMENTATION FOR MORE INFORMATION.

TROUBLESHOOTING
VIDEO PROBLEMS

Extreme Biker requires that your computer has a correctly installed, DirectX 7.0 -compatible accelerator card with a minimum of 4Mb of RAM. This game will not run if your PC does not meet these requirements.
Due to the performance and functionality differences between video cards, some problems may occur when running the game with certain configurations. We strongly suggest you install the latest 3D card drivers from your manufacturer. To help resolve these problems, go to our website at www.deibus.com.

INTEL I740 CHIPSET

If your machine is fitted with this video card, and your Windows Desktop is set to a resolution of 1024x768 (or higher), with 24bit colour, you may find the game fails to run, and a Direct3D error message is displayed. This problem can be resolved by reducing colour depth to 16bit, using the Settings dialogue within Control Panel's Display Properties. Please refer to your Windows and video card documentation for further details.

POWERSAVE PROBLEMS

Many PCs now feature power saving functions designed to minimise the power used by your computer when it is idle. This is achieved by powering down your monitor, your hard disk, or both. Due to this game's need to regularly access the hard drive for file loading, hard drive power saving can cause the game to lock up. This can also cause the game to lock up in multi-player events. If this problem occurs on your computer, we advise that you disable the powersave function before playing. Please refer to your computer and motherboard documentation for further details.

GENERAL QUESTIONS & ANSWERS

The game seems to run slowly.

This can be due to a number of game aspects. The main causes are resolution, available RAM, graphic detail, and the number of bikes. Please refer to the Improving Game performance section on page 20.

When I run the game, it asks me to insert the game CD even though the CD is in the drive.

If your computer has 2 or more CD drives, the game will only load if you insert the CD in the drive from which the game was installed. Try inserting the CD in your other drive(s). Alternatively, your game CD could be dirty or damaged. Try cleaning the CD and re-inserting it.

How can I skip the fly-by at the start of each race?

Press the Right Shift key on your keyboard, or use the configured input for bike acceleration.

I can't play my music CD from the game.

As the game plays music from data files (not from CD audio tracks), you will not be able to play your own audio CDs from within the game.

I tried to play a music CD when playing the game, but as soon as I opened the CD tray, Windows displayed a blue screen telling me to replace the CD. When I do, the game stops working.

If you open your CD tray while the game is trying to read from it, Windows displays the error message you are seeing. This disrupts the game, and causes the resulting problem. We strongly recommend that you do not remove the game CD whilst the game is running.

My replays stop before the event was completed.

As replays are stored using your PC's memory, the game can only store replay data until it runs out of memory. When your computer's memory is exhausted, replay data is no longer stored, and the event can therefore not be replayed in its entirety. The amount of memory required to store an event increases as the number of bikes and/or laps/time are increased.

I have configured and calibrated my game controller in Windows Control Panel, but I still cannot control my bike.

This is probably due to incorrect settings in the game's Controls menu. Select Options, then Controls, and check that you have set up the game controls for your controller.

I cannot join an existing network multi-player game, because it does not appear in the list of those available.

This is because you are trying to join a network game that is using a different network protocol (IPX or TCP/IP). Ensure that you are using the same protocol as the host.

I cannot join an existing network multi-player game, even though it appears in the list of those available.

This is because the game is either closed by the host, or already has the maximum number of players connected (8, including the host).

How do I find my IP address when playing TCP/IP multi-player?

Try to host or join a multi-player game without entering an IP address (this will generally work without problems). When hosting a game where your IP address is needed, follow these steps to determine your IP address:

1. From the Windows ⊞ Start menu, select Programs, then MS-DOS Prompt, and then type WINIPCFG (ENTER).
2. A Windows dialogue box will appear, displaying your current IP address (note this number).
3. Type EXIT in the MS-DOS Prompt, then close the IP Configuration dialogue box.

IMPROVING GAME PERFORMANCE

NOTE: BEFORE READING THIS SECTION, PLEASE ENSURE THAT YOU HAVE READ AND FOLLOWED THE SUGGESTIONS MADE IN THE INTRODUCTION AND CONFIGURATION SECTIONS OF THIS MANUAL.

This game has been designed to run on a wide range of PC specifications. As the processing and graphical power of these machines varies dramatically, it is vitally important that you configure the game correctly. The game variables that have the greatest impact on performance are screen resolution, graphic detail, and the number of bikes.

SCREEN RESOLUTION

SUPPORTED 3D GRAPHICS CARD PRESENT

Extreme Biker supports a number of DirectX 7.0, Direct3D-compatible 3D accelerator cards. Although your card may support higher resolutions (eg 1024x768), you should still be careful to balance this setting against the other detail and game settings. The performance of these cards can vary dramatically from manufacturer to manufacturer. Please refer to the list of supported 3D cards on page 16 to ensure that your card is included.

GRAPHIC DETAIL

The amount of texture memory present on your 3D card is another variable that could affect game performance. If you have 4Mb on your card, you may not be able to use higher detail and resolution settings. 8Mb, 12Mb, and 16Mb 3D cards can run the game in higher detail at greater speeds, as they have more memory for storing higher-quality textures. For users with a 4Mb card, we suggest that minimum detail and resolution settings are used. This should be balanced against the number of bikes in an event, as increasing the number of bikes will increase the amount of textures needed, and therefore the memory required to store them.

NUMBER OF BIKES

Extreme Biker allows you to scale the number of bikes in a race to suit both your personal preferences, and the power of your PC. This number has a direct impact on the performance of the game, as each bike requires its own slice of memory, processing, and graphical power (increasing the workload on your PC). For minimum specification computers, we suggest no more than 4 bikes in an event.

CREDITS

Executive Director	**Lisa Catto**
Development Director	**Michaël Lavaire**
Executive Producer	**Daniel Bobroff**
Assistant Producer	**Robert Swan**
Design Team	**Mehmet Atken**
	Daniel Bobroff
	Patrick Cerri
	Michaël Lavaire
	Jose Queral
	Robert Swan
	Derek van Dijk
	Kevin Wafer
Lead Programmer	**Michaël Lavaire**
Physics Programmer	**Patrick Cerri**
Programmers	**Malcolm Mclean**
	Juan Mendez
	John Wylie
	Fred Delacourt
Lead Artist	**Kevin Wafer**
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World Creation	**Mehmet Akten**
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	(Courtesy of Warner/Chappell Music)
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MOTOVISION	Gareth Chamberlain
	Justin Chamberlain
MOTO-CRAMPONS MAGAZINE	Carlo Bagalini

SPECIAL THANKS TO...

The Torronteras Family

Sonia O'Keefe
Ciarán Brennan

Richard Huddy

Eurosport
Pepsico International
Kawasaki Motors
Pirelli
Arnette
OBG

Lucy
Cecile
Ping
Sarah
Kats
Julia
Felipe
Bhavika
Mayra

...and above all, to Jean-Daniel Pages
for his constant support throughout this project.

"Supermoves"
"Stompbox"
"Friday Extended"
"Blue Jam"
"Velocity Shift"
Written by Dr. Chug
Performed by Overseer
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Technical Support Tel: (0118) 920 9111
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Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead:

2: A, B, C	3: D, E, F	4: G, H, I	5: J, K, L	6: M, N, O	7: P, R, S	8: T, U, V	9: W, X, Y	0: Q, Z

Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.

If you would prefer to write to us, please send your mail to the following address:

HAVAS INTERACTIVE UK Ltd.

Customer Services / Mail Order / Tech Support Department
2 Beacontree Plaza
Gillette Way
Reading • Berkshire
RG2 0BS
United Kingdom

Sierra UK Web site

http://www.sierra-online.co.uk

UK Website includes technical support, mail order, chat rooms, product information, game demos and much, much more.

Hintline (UK callers only)

(0891) 660 660

24 hrs. Automated service requires a touch tone phone. Calls cost 50p/min. at all times. Max call length 7.5 minutes. Max call charge at £3.75 at all times.

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EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME, OR ALLOWING YOUR CHILDREN TO USE IT

Some people are susceptible to epileptic seizures or loss of conciousness when exposed to certain flashing lights or light patterns in everyday life.
Such people may have a seizure while watching television images or playing certain videogames. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.
If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of conciousness) when exposed to flashing lights, consult your doctor prior to playing.
We advise that parents should monitor the use of videogames by their children. If you or your child experience any of the following symptoms whilst playing a videogame: dizziness, blurred vision, eye or muscle twitches, disorientation, loss of conciousness, or any involuntary movement or convulsion, IMMEDIATELY discontinue use, and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

• Do not position yourself too close to the screen. Sit a good distance away, as far away from the screen as is possible.
  – Preferably play the game on a small screen.
  – Avoid playing if you are tired, or have not had much sleep.
  – Make sure that the room in which you are playing is well lit.
• Rest for at least 10-15 minutes per hour whilst playing videogames.

NOTE: For any amendments to this manual, please refer to the ReadMe file enclosed on the *Extreme Biker* game CD.

Visit the *Extreme Biker* website at www.deibus.com for help and information, the craziest replays from other bikers, and the latest downloadable accessories for the game.

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