BMX
AIR MASTER

This isn't kid stuff.

It's the fastest, flyingest, most unforgiving trio of events any biker could ask for.

Start with a Half Pipe that takes you so high you won't know whether you're coming or going. Then, do a Quarter Pipe that makes doing dozens of tricks easy and crashing even easier.

Then, try the Ramp Jump. It's the jump that's just a bit wider than the Grand Canyon.

If there's a more dangerous challenge open to daredevil BMX bikers, we have yet to test it. So, if you think you're good—really good—put your freewheeling skills on the line with BMX AirMaster.

Just don't say we didn't warn you!

GETTING STARTED

1. With your television turned on, insert the BMX AirMaster cartridge into your Atari 2600 (or 7800) as explained in your owner's manual.

2. Plug a controller into the left port. Plug another controller into the right port for a two-player game. In a two-player game, you'll take turns.

3. Push the 2600 game system's (or 7800 game system's) power switch to ON. The BMX Air-Master title screen displays.

4. Move the left controller up or down, or press Select , to select one of four play levels as follows:

Practice (Standard)

If you're going to be great, you'll need lots of practice. Switch between the three events, practicing each until you're an expert.

You'll have a minute and a half to practice the Half Pipe. With the Quarter Pipe and the Ramp Jump, you'll have three tries during a standard practice session.

At the end of either practice session, press the fire button to return to the selection screen.

GO FOR IT!

Practice (Advanced)

This option is identical to the standard practice session, only the level of the difficulty of the event you are practicing increases.

Arcade (Standard)

Select this option once you've practiced the events and are ready to test your skills. Now, instead of a single event you'll run through each of the three events (Half Pipe, Quarter Pipe, and Ramp Jump).

Arcade (Advanced)

This option is identical to the standard arcade session, only the level of the difficulty of each event increases.

5. After selecting practice or arcade, start playing by pressing Reset or the fire button on the left controller.

6. Press Pause to temporarily stop game action. Press Pause again to restart game action. Press Reset to restart the game.

PLAYING THE GAME

Survival is your objective as you perform each of three events, the Half Pipe, the Quarter Pipe, and the Ramp Jump. After practicing each event, select Arcade level and move into the competitions.

When all three of your lives are gone, the game is over. The number of lives you have remaining is shown at the bottom of the screen. You'll gain an extra life after each round (three levels of play) after you complete the Ramp Jump.

When you finish the three events successfully, the next round begins again with the Half Pipe. After your finish a round, the level of difficulty increases. As the difficulty increases, you must be more precise in landing your bike.

During each round you'll complete the three events, the Half Pipe, the Quarter Pipe, and the Ramp Jump.

The Half Pipe

To start an event, press the fire button. Once started, pedal your BMX bike as fast as you can. You

pedal by moving the controller left, then right. You'll need a lot of speed to get into the air. It's in the air that you'll do all your tricks to gain points.

While in the air, perform as many tricks as possible. Check the chart under Scoring for the list of tricks and their point values. Your time limit is one and a half minutes. A warning tone will sound just before time runs out.

When performing the Half Pipe, your bike cannot leave the ramp while backwards. Press the fire button to turn the bike around before you get to the ramp.

The Quarter Pipe

This event is similar to the Half Pipe, except you'll have three attempts, not a time limit. Remember to gain speed as you approach the ramp. Concentrate on a single trick or combination of tricks. Check the chart in Scoring for the point values of the different aerial tricks you can do.

The Ramp Jump

The distance between the start ramp and the landing ramp seems as great as the Grand Canyon. In this event, you'll have three attempts to make the jump. Remember to pick up as much speed as possible as you approach the ramp and begin your jump. To begin your jump, just move off the end of the ramp. If you land on the ramp at the end of your jump, you'll earn an extra 500 points.

STRATEGY

A safe landing is very important. When still in the air, prepare your bike to land on its wheels.

When leaving the Half or Quarter Pipe ramp, hold the controller forward or back. This moves the rider left or right respectively, helping you to land correctly on the top of the ramp.

As the difficulty level increases, the pedal force and gravity will increase. You must pedal faster to reach the highest levels.

You must land at the correct angle on a ramp. Check your bike's angle while still in the air.

SCORING

Points are awarded each time you perform an aerial trick. More points are awarded the first time a trick is performed in each event. When you perform a combination of tricks, you'll earn bonus points.

At the end of an event, you'll receive bonus points. For each combination of aerial tricks you perform you'll receive an extra 1000 points, up to a maximum combination of eight tricks. For each type of trick you perform, up to a maximum of eight types, you'll receive an extra 100 points.

Trick Points

	1st	Next Time
Loop Backwards	500	20
Loop Forwards	500	20
Rotate	500	100
Flip	500	100
Feet	500	200*
Hands	500	200*
Move Forward	500	200*
X-Up	500	200*
Bounce	200	200
Ramp Controller Up	500	500
Ramp Controller Down	500	500
Land on Ramp (Jump Event)	500	500

* Per second you remain in the air.

Trick Combinations

For a trick combination bonus, use the chart below. Tricks with **must do** you have to include in your combinations. Tricks with **do not** are not required as part of your combinations.

	1	2	3	4	5	6	7	8
Loops	720°	180°	360°	720°+	720°+	0	720°+	720°+
Rotate	do not	1	3+	do not	3+	3+	do not	3+
Flip	do not	do not	3+	do not	3+	3+	do not	3+
Feet		must do		must do		must do		must do
Hands	must do			must do		must do	must do	must do
Move Fwd		must do		must do		must do	must do	must do
X-Up		must do		must do		must do		must do
Bounces				1			3+	3+
Points	1000	1000	1000	1000	1500	2000	2000	2000
Next Time	500	500	500	500	700	1000	1000	1000

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