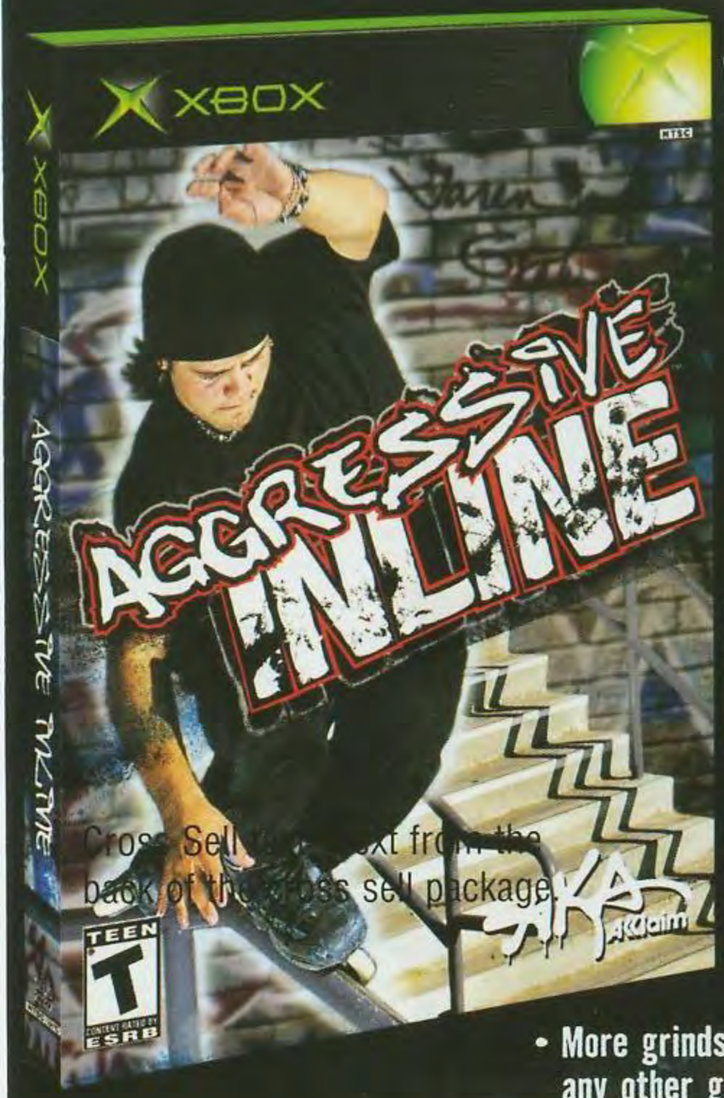
AGGRESSIVE INLINE — SKATE THE EDGE OF SANITY.



FEATURING TODAY'S TOP SKATERS:
Skate as Jaren Grob, Taig Khris, Eito Yasutoko, Franky Morales, Matt Lindenmuth, Shane Yost, Sven Boekhorst, Sam Fogarty, Matt Salerno or Chris Edwards.

INCREDIBLE SOUNDTRACK FROM BANDS SUCH AS:
Hoobastank, Black Sheep, Pharcyde, Reel Big Fish, Sublime and more!

Cross Sell Text from the back of the cross sell package.

- More grinds, manuals and big air tricks than any other game!
- 9 huge environments with level altering cinematics.
- Punish your friends with split screen multiplayer and build the ultimate skate park.

DEVELOPED BY Z-AXIS

TEEN T CONTENT RATED BY ESRB
BLOOD
STRONG LANGUAGE
SUGGESTIVE THEMES

AKA Acclaim

XBOX

KEEP IT DIRTY

BMX XXX™

MATURE M CONTENT RATED BY ESRB

Acclaim®

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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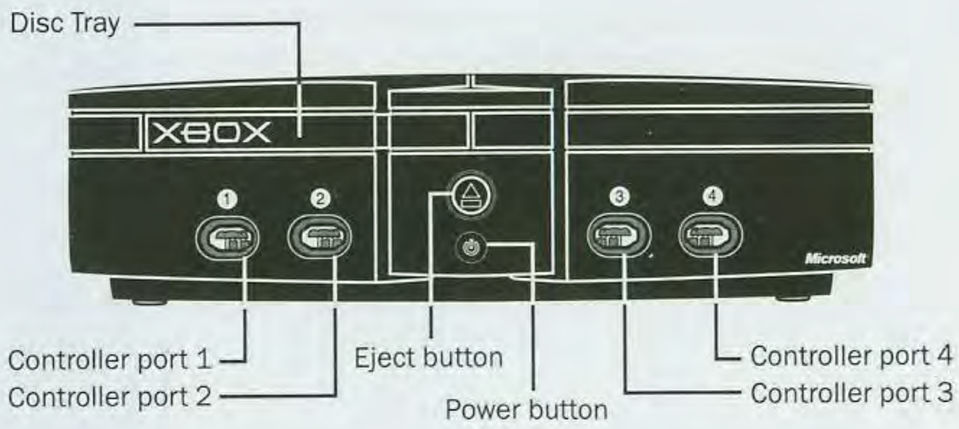
COPYING AN AUDIO CD

The Xbox Video Game System's Audio feature lets you copy an audio CD to the Xbox hard disk and play tracks from that audio CD during game play in place of the audio tracks included with BMX XXX™. To use this feature, you must load and copy the audio CD BEFORE loading the game disc and starting the game.

1. Set up your Xbox video game system from Microsoft by following the instructions in the Xbox Video Game System Instruction Manual.
2. Press the power button and the status indicator will light up.
3. Press the eject button and the disc tray will open.
4. Place an audio CD on the disc tray with the label facing up and close the disc tray.
5. At the next screen, select the DASHBOARD option and press the **A button**.
6. Select the AUDIO option and press the **A button**.
7. Select COPY. You can then select which tracks you wish to copy to your Xbox hard disk, and name the tracks. The copied tracks are then available during game play by pausing the game, selecting OPTIONS then SOUNDTRACK. Highlight your soundtrack, then scroll through MUSIC TRACKS.

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system from Microsoft by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the BMX XXX™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing BMX XXX™.



Avoiding Damage to Discs or the Disc Drive

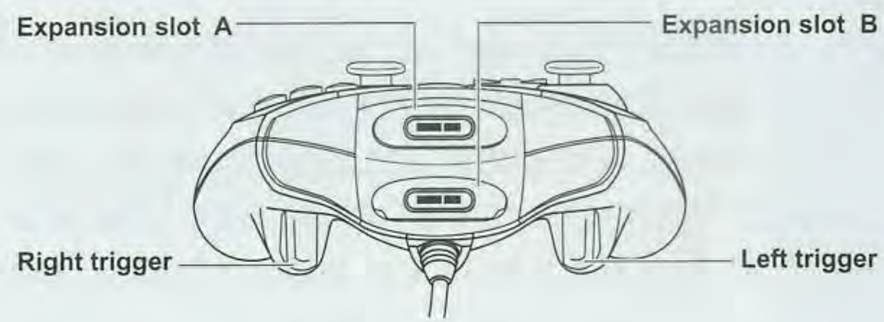
To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play BMX XXX™.

Note: BMX XXX™ is for 1-2 players.







INTRODUCTION

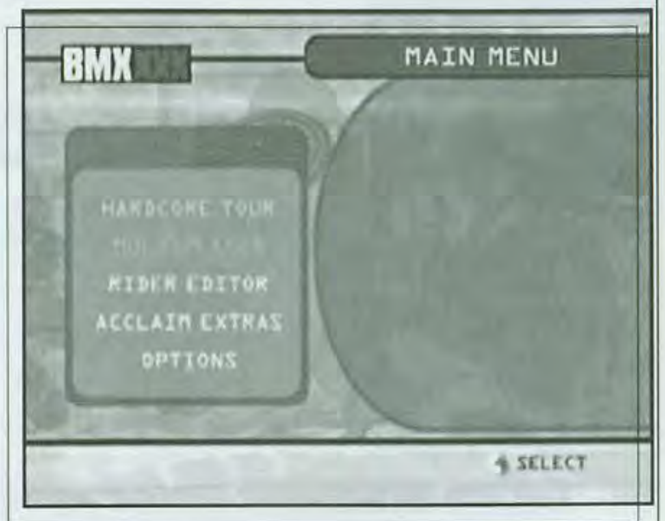


Welcome to BMX XXX™, the shizznits that puts the sex in XXXtreme action! This ain't your sister's BMX. This is crude and lewd, dude, with more than a little attitude. Get ready to grow. Because you've got your hands on the very best BMX game action ever, mixed with funny-ass, sexy, over-the-top yuks to keep you laughing even as you fall on your face. This is the juiciest joint going.

Take on the corrosive challenges of the Hardcore Tour. If you've got the nuts to rock it, you'll move on until you've mastered the motherlode of moves, with more than 2,000 tricks to bend your brain around. Or maybe you're the free-spirited type who prefers to explore the vast levels at leisure in a loose-goose Freeride.

If you want the world to respect your wishes, you've got the right system to make sure things happen your way. Create some custom hottie to flash her little skirt over the verts as she grinds and bunnyhops and stalls her thing all over your world. Drooling over a video game? We won't tell. But why just talk about it? Drop everything else and do it to it!

MAIN MENU



HARDCORE TOUR
A single player completes questionable challenges to advance through the various levels.

MULTIPLAYER
Get a friend and go head to head.

RIDER EDITOR
Make your own custom riders and bring them into any mode.

ACCLAIM EXTRAS
View highs scores, movies, cheats and check out previews and special Competitive Edge offers.

OPTIONS
Set the opulent options to your exacting standards.

OPTIONS

Before you select a game mode, set up your options.

Load & Save

LOAD Access your saved game data from the hard drive.

SAVE Record your game progress to the hard drive.

Audio

SFX VOLUME Adjust the sound effects volume with the slider (left is lower).

MUSIC VOLUME Adjust the music volume with the slider (left is lower).

SPEECH VOLUME Adjust the speech volume with the slider (left is lower).





BMX XXX BASICS
CONTROLS & TRICKS

BUTTON	RIDING	AIR JUMP	GRINDING	STALLING	MANUALING
Left Thumb Stick/ Directional Pad	Steer, Pedal & Brake	Pick Trick / Slow Spin Left/Right	Balance	Balance	Pick Modifier/ Steer/ Balance
X button	Flatland	Trick	n/a	n/a	n/a
Y button	Tail/Skitch behind moving vehicle	Grind / Stall	n/a	n/a	n/a
B button	n/a	Trick Modifier	Trick (grind) Modifier	Trick (stall) Modifier	Trick (manual) Modifier
A button	Accelerate	n/a	Bunnyhop (when released)	Bunnyhop (when released)	Bunnyhop (when released)
Left Trigger + ⬇	Skid Left	Fast Spin Left (counterclockwise)	n/a	n/a	n/a
Right Trigger + ⬇	Skid Right	Fast Spin Right (clockwise)	n/a	n/a	n/a
Right+**Left** Trigger	Ghost ride	Ghost ride	Ghost ride	Ghost ride	Ghost ride
X, **Y**, **A**+**B**	n/a	Panic Bail			

Note: Controls given are for the default control configuration (Configuration A). You may select a different control scheme by selecting Control under Options.

TRICKS

toboggan	tabletop	superman	
turndown		can can	**+X button**
candy bar	backflip	tailwhip	

no direction = n/a

Tricks can be attempted at any time while in the air using the trick button. The trick is determined by the direction(s) input on the **directional pad** or **left thumbstick** immediately before the trick button is pressed. Tricks begin the moment the **Y button** is hit. Once a trick is finished, another can be started, but you can't begin a second trick while one is still in progress. Of course, each moment the trick button is held, more points are racked up (collected once the rider lands safely).

Additionally, any trick can be combined with spins, adding a further degree of difficulty, increasing the trick score.

TRICK MODIFIERS

S.I.K. TRICK SYSTEM – The SIK trick system incorporates multiple functions, like allowing a player to modify Air Tricks, Grinds, Stalls, Flatland, Manuals and Wallrides to create hundreds of new tricks. The trick system incorporates over 2,000 tricks!

rocket air	x-up	seat grab	
one footer		one hander	**+B button**
no footer	barspin	no hander	

no direction = n/a

Note: modifier controls apply to all your riding maneuvers EXCEPT Flatland. Air tricks, Grinds, Stalls, Manuals and Wallrides can be combined with modifiers.

Trick Modifiers add style, difficulty, and creativity to regular tricks. Before or after a trick has been selected, press the Trick Modifier button plus a direction on the **directional pad** or **left thumbstick** to perform a specific modifier. This open system lets you try a barspin modifier before the main trick, a no hander during the main trick, and an x-up after the main trick, greatly increasing the trick's degree of difficulty and upping the points awarded after a successful landing.





Trick modifiers can be used by themselves to perform a number of tricks such as a double barspin or a nothing (no hander and no footer) - difficult enough tricks by themselves, let alone to use in addition with another base trick. Using the above control scheme, a double barspin would be simply ↓ on the **directional pad/left thumbstick** while holding the **B button**, while to attempt a nothing you'd press ←, ← on the **directional pad** or **left thumbstick**, then press the **B button**.

To perform more difficult tricks, once the trick motion begins, attempt to input a trick modifier - i.e. Superman + Seat Grab = Superman Seat Grab.

GRINDING

lipslide	toothpick	luc-e	
smith		feeble	**+Y button**
crooked	icepick	sprocket	

no direction = n/a

Grinds let you land on a rail, ledge or other likely surface, usually with only the metal grind pegs on both sides of each wheel (sometimes you can perform a grind with a combination of a peg and another part of the bike such as a pedal, tire, or sprocket!). Properly riding a grind edge requires the rider to bunnyhop into the air with the right rate of speed and jump height for the bike pegs to come down on the edge in the correct position.

To start a grind, press the grind button at any time when in the air near a grind edge The direction of the **directional pad** or **left thumbstick** determines the type of grind to perform. Once grinding, you must use the directional button to keep your balance on the grind edge. If no suitable grind edge is nearby, no grind is performed and the rider lands safely or crashes based on the terrain below.

You can modify your grinds and stalls using the trick modifier button. Modifying grinds and stalls is extremely difficult at first, since you must constantly use the **directional pad** to maintain your balance. However, as you gain new bikes and attribute levels for your rider, your balance rating really improves and it will be much easier to maintain balance with less use of the **directional pad**, freeing you to combine it with the modifier button. Not all modifiers are possible on all grinds – you can't pull a barspin modifier when you are grinding on your front peg in a toothpick grind.

Remember, you can exit any grind two ways – by jumping into the air or falling out of balance.

STALLING

nosepick	toothpick	nosepick	
disaster		disaster	**+Y button**
tailtap	icepick	tailtap	

no direction = double peg

Much like grinds, to stall a rider lands on a rail, ledge, etc., with the grind pegs, a wheel from the bike, some combination of the two, or simply the area between the frame and the cranks (a disaster stall). Executing a stall requires the rider to bunnyhop into the air with an acceptable rate of speed (not too fast) and jump height that allows for the chosen part of the bike to come down on the surface in the correct position. The angle and speed that the selected grind edge is approached from determines if the trick executed is a grind or a stall. Approaching an edge from straight on, at or around a 90° angle to the edge, will result in the trick being a stall and not a grind.

To begin a stall, press the stall/grind button in the air. The last direction pressed on the **directional pad** or **left thumbstick** before pressing the **Y button** determines the type of stall that will be performed. Once stalling, use the directional button to maintain balance. Stalls can happen on almost any surface, but stalls requiring the use of grind pegs can only happen on grind edges.

FASTPLANTS, WALLTAPS, & WALLRIDES

n/a	Wallride (Jump & press Up + X)	n/a	
n/a	nose wheelie (UP/DOWN)	n/a	
fast plant		wall tap	**+A button**
n/a	manual (DOWN/UP)	n/a	

One of the greatest joys of BMX action is pulling off tricks like the wall ride, fastplant and walltap. If you have the know-how, some impressive stunts (and scores!) can be earned by riding wall surfaces and the like. To execute one of these moves, get some air near an upright surface and press the **A button** (default) and the proper direction on the **directional pad/left thumbstick**. Look, I can fly.





MANUAL/NOSE WHEELIE

While in the air, pressing ↑ then ↓ on the **directional pad** or **left thumbstick** puts you into a manual. This pops the front wheel off the ground and sends the rider into a coast balanced on the back wheel. Pressing ↓ then ↑ on the **directional pad** or **left thumbstick** results in a nose wheelie, where the rider coasts balanced on the front wheel.

You can easily ride manuals and nose wheelies up or down any slope up to nearly 90°. This means you can land in manuals and nose wheelies and jump out of manuals and nose wheelies, allowing you to string together HUGE combo chains. Forty trick combos and beyond are possible if you have what it takes.

You can steer the bike left and right throughout the execution of a manual or nose manual. Imagine that! Left and right! It is possible to bunnyhop while performing a manual or nose manual, allowing for some insane trick combos entering and exiting manuals. If you ride the only touching tire off an edge, the air state is entered and most tricks will be available to be performed with a higher degree of difficulty for scoring.

FLATLAND

One of the huge new features in **BMX XXX**™ (aside from breasts) is the ability to perform Flatland moves while riding around the environment. You earn points for executing flatland moves from the manual and nose manual state. When you go into a manual then press any direction on the **directional pad** or **left thumbstick** + the **X button**, the rider will perform amazing flatland moves. If you continue to hold the **X button** you'll hold the flatland trick until you either let go of the **X button** or crash. Once in the flatland motion state, you must balance the rider as if they were in a regular Manual or Nose manual (by pressing up and down on the **directional pad** or **left thumbstick**). Jump out of the flatland state by pressing and releasing the **A button**. Experiment with multiple directions to find secret moves!

From Manual State (↑, ↓ on the **directional pad** or **left thumbstick**).

			Executed from a Manual
Stick Bitch	Forward Rope	Time Machine	
Junkyard	✳	Dump Truck	+X button
Mega Spin	Pachyderm	Slider	

no direction = n/a

From the Nose Manual ↓, ↑ on the **directional pad** or **left thumbstick**.

			Executed from a Nose Manual
Steamroller	Pinky Squeeks	Locomotive	
Backpacker	✳	Hitchhiker	+X button
Hip Pack	Cliffhanger	Whiplash	

no direction = n/a

Note: Shown are default Flatland moves. Other flatland moves are available with multiple direction presses. Experiment and you will find tons of new tricks.

LANDING

To be awarded points for a trick, you've got to land without crashing. That seems fair, doesn't it? There are no buttons to hit in order to land successfully, but all tricks must be finished and the bike must be oriented correctly. So when you see "awkward landing" on screen, it basically means you suck and cratered.

Orienting the bike for landing means looking at the landing area and adjusting the bike's left and right positioning by pressing the **left trigger** and **right trigger** buttons. The closer to perfection on the landing angle, the more speed is maintained from the jump and quickly transferred into the next trick, particularly helpful in the tight confines of a vert ramp. Some of the biggest tricks can only be performed after a simple jump with a perfect landing which generates the speed needed for the trick. You earn more points for landing a trick perfectly straight. If you land a trick on an angle it is considered a Sketchy trick and is awarded less points for the overall trick.

When landing a trick fakie (backwards), the landing angle is forgiving but the bike slows down much faster than if the bike was landed forwards. You can continue to ride backwards and even jump and pull tricks. If you spin and pull a trick you earn a "cab" trick bonus, further boosting your trick scores. Tapping ↑ on the **directional pad** or **left thumbstick** orients the rider in the normal straight direction again.

CRASHING/EJECTING

There are many ways to wipe out. The most common is not being properly oriented for a successful landing. Another is crashing into something with a part of the body or bike besides your feet, the wheels or the grind pegs during a trick. If you're riding along out of balance and hit an obstacle too fast or at a harsh angle, you'll wipe out.





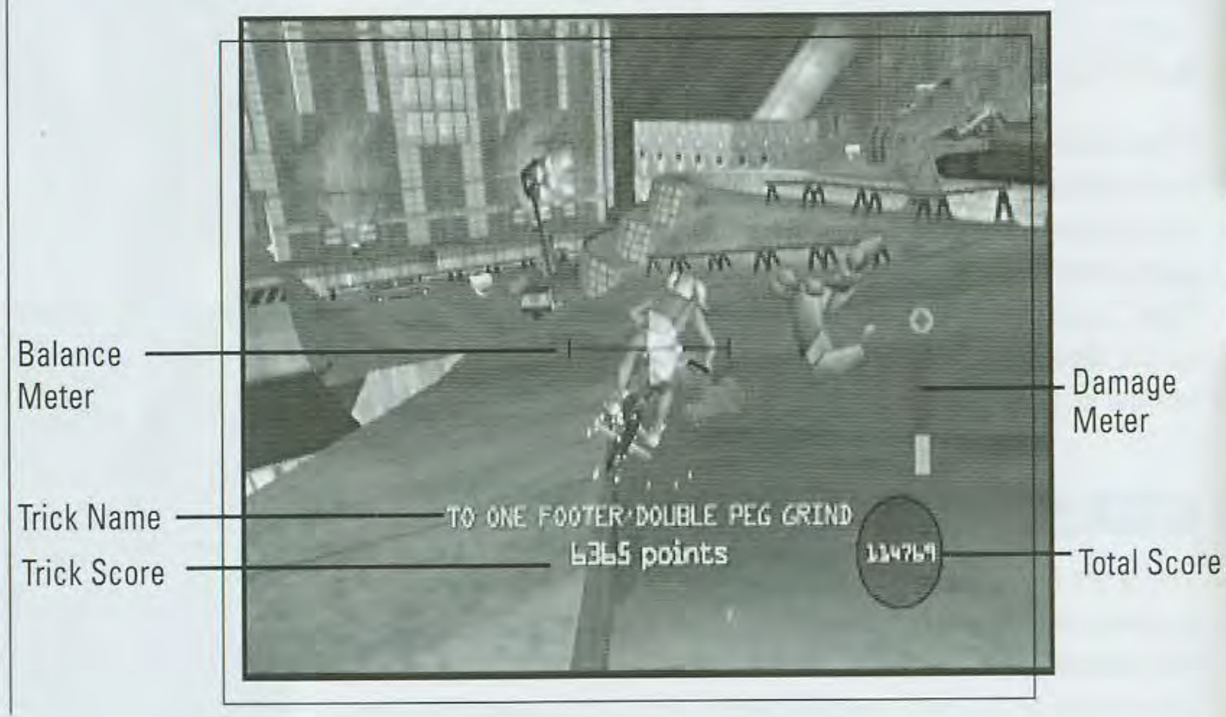
A rider can bail out of tricks off of a quarter pipe or vert ramp. When no longer over a quarter pipe, simply press the Panic Bail control (**X** + **A** + **Y** + **B** = Panic Bail), which will reorient you to land. If you are too close to the ground you may not have enough time to execute the bail maneuver. To eject in the air, press the ⬇ on the **left thumbstick and right thumbstick**.

CRASHED OUT

After the rider has wiped out, the rider is put back on the bike after a brief amount of time, ready to begin again. You can use the **left thumb stick** or **directional pad** to rotate your rider and line him up for the next trick.

TURNING SKIDS – I don't mean twirling your stained undies. Pressing ⬅ or ➡ on the **directional pad + left trigger** or **right trigger** allows you to turn and skid at the same time. This is especially helpful when you want to do a tight turn but don't want to come to a complete stop.

GAME DISPLAY



Pausing the Game

Press **Start** during play to view the pause menu.



CONTINUE	Resume your ride.
VIEW CHALLENGES	Lists the description and status of all current challenges.
VIEW BIKE PARTS	Check out the parts that you've earned.
VIEW RECORDS	Take a look at the BMX leaders in more categories than I can count.
OPTIONS	Access the game options.
END RUN	Quit the current run. You will be asked to confirm your choice.

After a Run

At the end of a run, you will see a sub-menu with these choices:

ANOTHER RUN	Try again on the same course with the same settings.
LEVEL SELECT	Chosse any unlocked level.
SAVE GAME	Save your progressto the Xbox hard disk.
VIEW RECORDS	See Pausing the Game.
EXIT TO MAIN MENU	Quit the current game and go to the main menu.

GAME MODES

HARDCORE TOUR

In Hardcore Tour mode, you take on vert and park levels. There are many tawdry challenges to face. You complete the challenges and get points for all your fancy-dan bike tricks (leave the other tricks to the ten cent floozies—all you'll get otherwise is a nasty rash and no points to show for it).

You'll also attract unsavory characters and earn more and more things that bring BMX glory to your rider.





Choosing a rider

Before you get into the action, the first thing you need to do is pick the petty criminal you will pilot around the BMX world. You can pick from a cast of variously skilled riders, including any custom rider created and saved in Rider Editor mode. Each is rated in these skill areas:

Air	**Speed**	**Spins**
Balance	**Technique**	**Manuals**
Landing	**Wallrides**	

Press left or right on the directional buttons to toggle through the riders, then press the **A button** to select.

Misery loves company, and a miserable miscreant like yourself is bound to crave a companion to show off your biking "skills" to and to bore with tales of how you almost scored with some girl. Well, you can earn a teammate by meeting various challenges, and the teammate can probably help you succeed and just possibly not be such a f*** up.

Earning A Bike

Collect six bike part pick ups to earn a better bike. There are four bike upgrades. Once earned, the bike will be available on your next ride.

Pick ups

There are lots of ways to win. One of them is to collect items that will come in handy later, such as coins that let you view a deluxe presentation at the strip club and bike parts that will enhance your (riding) performance.

BIKE PARTS

UPGRADE YOUR RIDE! GET A BETTER BIKE! Four bike parts are scattered around each challenge level. Find a complete set of six to earn the next bike which boosts your riding attributes. The parts are: HANDLEBARS, TIRES, CRANKS, FORK, SEAT, FRAME.



CHALLENGE PICKUPS

Every level has 45 challenge pickups which vary depending on the level. Collect them all for a cool reward. Actually, kind of hot rewards.

Challenges

BMX XXX™ offers both Challenge and Competition levels. Challenges are level objectives that must be cleared to complete a particular level. Often, you'll get your challenge by confronting some poor soul in a level (press the **Y button** to get the challenge). "Hi, " they'll say, "kill me!" Well, no, they say other things, but still. If you can carry out their request, bingo! you're on the way to the Promised Land. Once you clear the challenges on a particular level, you can then go on to another level and continue until you reach the ass-tonishing finale! Completing 10 challenges will open up a new level, while you have to score 3rd place or better in competition levels to move on to the next level.

Scoring

In this rare instance, scoring refers to the points you earn. Your trick score appears on screen as you ride, and is reset if you end your run via a crash.

Gap Challenges

You're thinking it's finding something there you'd be caught dead wearing, but no, we mean actual physical spaces between adjacent objects. In a gap challenge, your goal is to keep riding and pull off some tricks over "gaps" in the terrain. Gap challenges may not be obvious, but there are sexy rewards for finding all 20 of them around each level. Then you can write to your grandmother about the gaps you found in between pushing homeless people around and visiting prostitutes.

LEVELS

There are several exciting levels where you can demonstrate your BMX skills and utter lack of moral compass! Take time to fully explore each one and you'll be pleasantly surprised.

THE BRONX, NEW YORK

Welcome to the Bronx, butt head. It's time to get urban with your BMX. Trains, traffic and an ill selection of local low lifes are among the fun in store. Meet the challenges and move on. Before night falls and you're left wondering where your friends went.



THE DAM

What fresh hell is this? Some water-holding, electricity-generating concrete monstrosity? Dang, rabbit. You better pull your socks up and get ready to pull some daring tricks as you try to generate some amps of your own in this dangerous high-voltage setting.



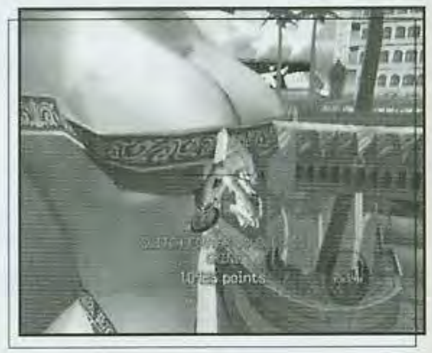
SHEEP HILLS
It's holiday time in this quaint town, a time to enjoy suburban barbarism at its best. Oh, yes, hearts beat fast with patriotic pride and misplaced enthusiasms. There's a sickening parade, a mall that should be burned and much more of the iconographic idiocy that foreigners often confuse with our "way of life".



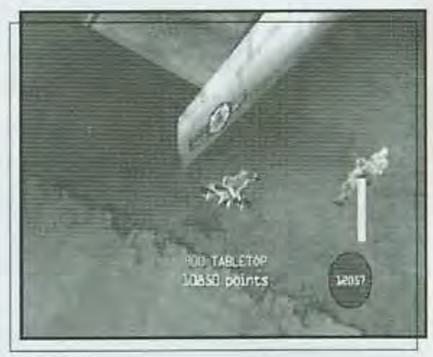
SYRACUSE
Baby, it's cold on campus when winter reaches this upstate New York town, and it's up to you to keep the action hot. You'll have plenty of help from the brain-frozen locals. It's fun to make friends!



LAS VEGAS
We sent our game designers to Las Vegas, and after mingling with the high rollers, hookers and honky tonk hoohaws, the few who came back swear that the challenges are 100% realistic!



LAUNCH PAD
OK, maybe we didn't really go to the moon, but someone left a lot of authentic-looking launch stuff lying around in Florida, stuff that makes for outrageous antics in this abandoned space junkyard. Countdown to big air!



COMPETITION LEVELS

UGP ROOTS JAM
Ugly Green Pants? Usually Get Paid? No, it's the spectacular UnderGround Products Roots Jam, and you're part of it! Hard to believe, I know, so don't blow it or you won't be asked back. Then you'll have to jam your root someplace else.



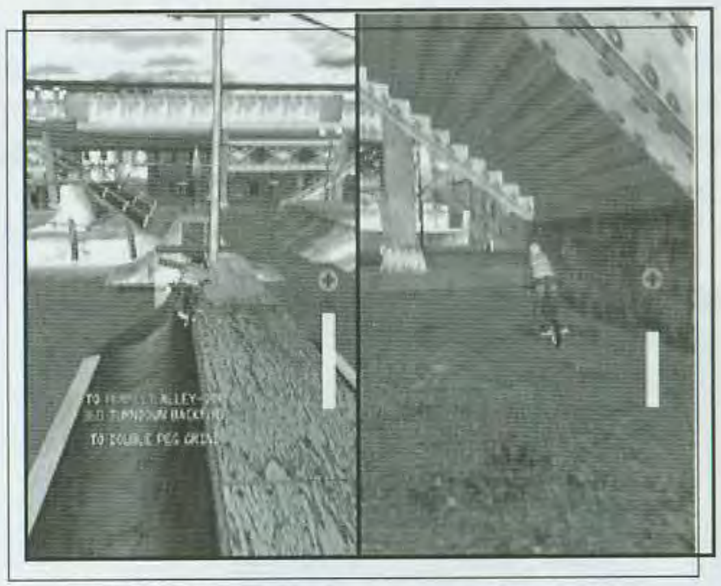
RAMPAGE SKATEPARK
Get it? Ramp? Rampage? It all goes together like breasts in a sweater. Put on your best show and see if you can beat the competition in this famous park. I got a nickel says you can't.

Other areas? Could be. I can't tell you at these prices. Not now, not ever.



MULTIPLAYER

As you might have guessed by the name, Multiplayer mode is you against someone else, we don't care who. Be best if they were old enough to look at the female form and not giggle, but hell, even I giggle sometimes.



The Bronx NY, UGP, Rampage and Launchpad 69 are available for multiplayer!

Scores and records attained during multiplayer contests are valid for level records, so if a record is broken during one of the games, you'll get the message about your new record – another chance to shame your friend past all reason!



Between each attempt, details of what happened on the last attempt - score total, trick name, skid distance, etc. - are displayed, giving the next rider something to shoot for.

There are 3 total Multiplayer contests to compete in:

STRIP CHALLENGE
Go for the biggest combo. Each time you break the record, your opponent loses a piece of clothing. Keep going until one of you isn't fit to be seen in public!

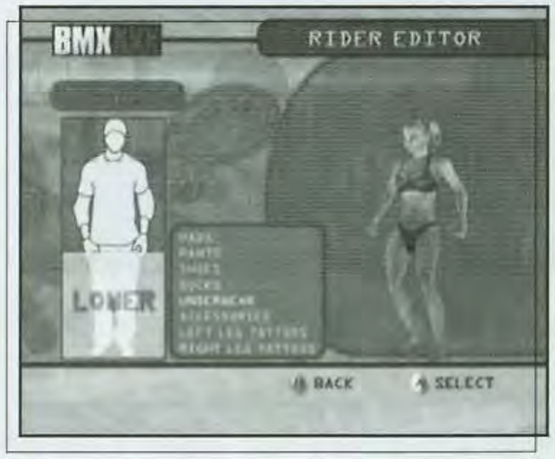
SKILLZ
Go head to head for the highest score over a two minute run.

PAINTBALL
Collect all the boomboxes before your opponent pegs you.

RIDER EDITOR

Create and save your own custom clown and soon you'll be screaming "that's a good look for you, Lord Fartknocker! Ha ha ha!". That's what I did, anyway. You may prefer a different name. The point is, at last you have a chance to make a rider who likes the same food you do! And that rider will ride wherever, whenever and however you tell him to! Or her, your choice.

At the top of the screen you'll see the various rider editor icons. Your creation appears in a window to the right. Press the **left trigger** or **right trigger** to rotate the rider in the window. (In fact, you can make your creation do a quite inspiring dance by quickly alternately tapping the **left trigger** and **right trigger**).



Creating a Rider For The Ages

Scroll to the desired edit function icon and press the **A button** to select it.

RIDER NAME Use the text editor to give your rider a name the **FBI** can check. And they definitely will. Maybe you shouldn't use her real name.

STYLE A truly vast array of possibilities awaits as you decide on the various looks for the rider's head and upper and lower body areas. When an area is highlighted, press the **A button** to select it. A sub-menu will appear with available options/categories. Scroll to a desired category and select it. A further menu will appear with even more particulars. Scroll to an item and it will appear on your rider. Press the **A button** to select/confirm your choice. When you're done with a given category, press the **Y button** to back up to other menus/categories.

SIZE Press ◀ or ▶ on the **directional pad/left thumbstick** to adjust the heft of your honcho or hooker.

GENDER Choose the sex of your rider. Genitals not included.

EXIT Exit Rider Editor mode.





NOTES

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