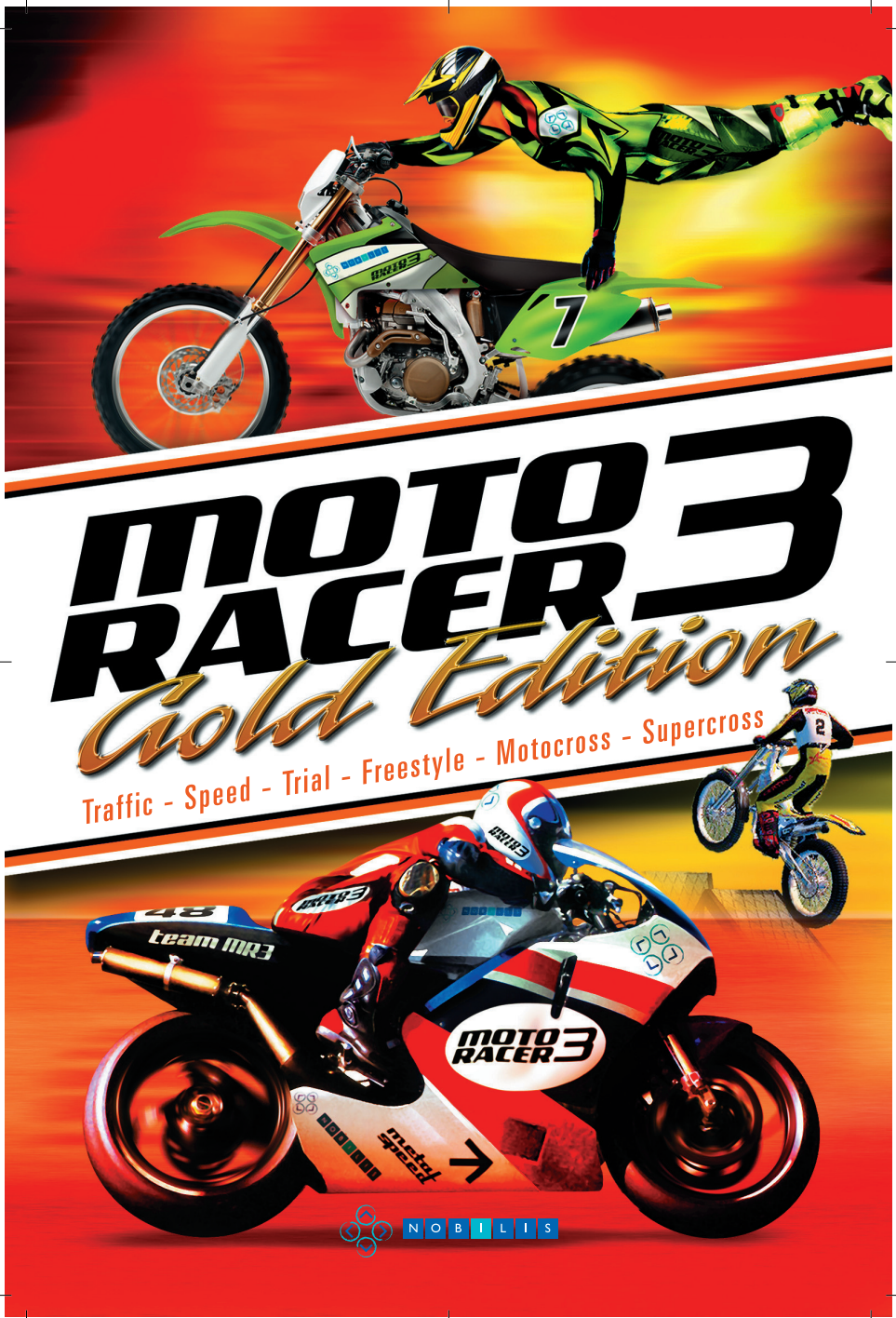
MOTO RACER 3
Gold Edition
Traffic - Speed - Trial - Freestyle - Motocross - Supercross
team MR3
MOTO RACER 3
NOBILIS

Epilepsy Warning

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such persons could risk a seizure while watching televised images or playing videogames. This can occur even if there have been no previous medical problems or history of epilepsy. The following symptoms are characteristic of epileptic seizures: blurred vision, eye or face twitches, trembling arms or legs, disorientation, confusion or a temporary loss of bearings. During an epileptic seizure, the loss of consciousness or convulsions can lead to serious accidents in the case of a fall. Stop playing immediately if you recognise any of these symptoms. We strongly recommend that parents watch over their children while they are playing with a videogame, as children and adolescents tend to be more prone to epileptic seizures than adults.

If these symptoms appear, STOP PLAYING IMMEDIATELY AND CONSULT YOUR DOCTOR. Parents and tutors should keep an eye on the children and ask them if they are experiencing some or all of the above mentioned symptoms. Children and adolescents are more prone to experience these effects related to the use of videogames than adults

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System Requirements

Minimum Configuration

Operating system ..... Windows® 98, ME, 2000, XP
Processor ..... type Pentium® III 450 MHz (or equivalent)
Video card ..... 16 MB 3D AGP 100% compatible DirectX™ 8.0a
Free hard disk space ..... 650 MB
RAM ..... 64 MB
CD-ROM Drive ..... 4X speed with a Windows 98, ME, 2000 or XP CD-ROM driver
Keyboard, mouse ..... 100% Windows compatible
Sound card ..... Windows compatible sound card 100% compatible DirectX 8.0a

Recommended Configuration

Operating system ..... Windows® 98, ME, 2000, XP
Processor ..... type Pentium III 600 MHz (or equivalent)
Video card ..... 32 MB 3D AGP 100% compatible DirectX 8.0a
Free hard disk space ..... 650 MB
RAM ..... 128 MB
CD-ROM Drive ..... 32X speed with a Windows 98, ME, 2000 or XP driver
Keyboard, mouse, joystick ..... 100% Windows compatible
Sound card ..... Windows compatible sound card 100% compatible DirectX 8.0a

Installing Moto Racer 3

You should install Moto Racer 3 as follows:

- Start the Windows 95, 98, ME, 2000, or XP operating system.
- Ensure that your desktop is set up for 16-bit color (65536 colors) or higher.
- Disable all anti-vrius software before installation.
- Insert the Moto Racer 3 CD in your drive. The Moto Racer 3 installation screen automatically appears. If the automatic detection option has been disabled, run theMR3.EXE file supplied on the CD.
- Click INSTALL to start the installation procedure.
- Follow the on-screen instructions.
- If you want to quit the game without installing it click on CANCEL.
- During the installation, you will be asked to enter a serial number which is located on the jewel case. Please make sure not to lose this serial number.
- If you are a Windows 2000 user, you will need to restart your system as administrator (full access) so that components of Moto Racer 3 are installed correctly.

Installation folder:

- If you wish to install Moto Racer 3 in the default directory (C:\Program Files\Delphine 2 Software\Moto Racer 3), click NEXT in the installation folder selection dialog box.
- If you wish to install the game in another folder, click BROWSE. Then, select the destination folder into which you wish to install the game. You will be prompted to confirm the directory selected. Click OK. The installation folder selection dialog box appears again. Click NEXT and continue the installation.

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Launching Moto Racer 3

- Start the Windows 95/98/ME/2000/XP operating system.
- Insert the Moto Racer 3 CD in your drive.
- If you have inserted the CD in your drive after Windows 95, 98, ME, 2000 or XP has been started, the Start screen will appear automatically (unless the auto-run option has been disabled). If the autorun is not enabled, run the MR3.EXE from the CD to start Moto Racer 3. Click X to quit the game, or Play to begin the game.

Alternatively, you can:

- Open the Start menu from the Taskbar and select Programs.
- Click DelphineSoft\Moto Racer 3\Moto Racer 3 to start the game.

Troubleshooting

Refer to the "Readme.txt" file, available from the root directory of the CD-ROM.

Multiplayer Requirements

For 2 to 8 players

- Via LAN: IPX (recommended) or TCP/IP
- Via Internet: TCP/IP Note: Moto Racer 3 was specifically developed to run under the Windows 95, 98, ME, 2000 or XP operating system and does not run under MS-DOS.
- Once you have set up your identity, or chosen an existing identity, click on OK.

Command Summary

- You can delete a Rider by clicking DELETE.

Here are the essential commands and hot keys for starting the game (default config)

Steering the Bike

Turn left	Left Arrow
Turn right	Right Arrow
Accelerate	Up Arrow
Brake	Down Arrow
Gear up	Q
Gear down	W
Turbo (Boost)	Space bar
Change view	F4
Move camera up/down	F5
Rear view	Tab
360° View	C

General Game Functions

Pause game	Esc
Sound on/off	Ctrl + S
Enable/disable Joystick	Ctrl + K
Change joystick configuration	Ctrl + J
Change Tachometer KPH/MPH	U

Special Controls for Trial Bikes

Lift rear wheel ..... F/G
Change view to the left ..... Q
Change view to the right ..... W

Special Control in Traffic Mode

Horn ..... H

Special Controls for SX/MX and Freestyle

Orient Bike Forward in Air ..... F
Orient Bike Backward in Air ..... B
Compress suspension ..... /

Setting Up the Game

Rider Setup Screen

The Rider Setup screen appears after the Moto Racer 3 introductory movie. If you are playing Moto Racer 3 for the first time you must create a new rider's identity. The rider's identity contains your settings and saves of previous games. When returning, choose an identity in the list on the left of the screen.

• Click CREATE to create a new rider's identity. You must enter a name, which then automatically
creates a nickname based on the name entered (the nickname you want to race under can then be chosen or edited by clicking on the NICK NAME box). You can also enter optional details like a nickname you want to race under, your country, your age, and your email address. This information will be shared when you play on the Internet.

• Once you have set up your identity, or chosen an existing identity, click on OK.

• You can delete a Rider by clicking DELETE.

Main Menu Screen

The Main Menu screen allows you to choose a game type mode from SOLO (single player) or MULTIPLAYER (select by clicking on one of the icons).
You can also access the Shop, where new items can be purchased for MRCredits gained in the SOLO mode.

Solo mode

The Solo mode allows you to race against AI bikes to gain MRCredits or to practice on tracks or arenas.

Multiplayer mode

You can play up to 8 players (plus AI bikes, in certain disciplines) in an inter-discipline session.

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The Shop and MRCredits

You can earn MRCredits by racing in 'competition', in each discipline. MRCredits allow you to unlock categories and circuits through the Shop screen. The Shop screen shows the items that can be bought with MRCredits. To buy an item, highlight it in the list and hit click buy to purchase the selected item.

• When you return to the Main Menu, you will be able to access the 'bought' item(s).

Solo mode

The options under Solo mode are Rider, Track, Bike and Race.

Rider Screen

When you choose Solo mode, you are brought to the Rider screen. All your player information is displayed there. It also shows your current balance of MRCredits.

Track Selection

Choose a racing track from each of the different disciplines (Speed, SX/MX, Trial, Freestyle and Traffic).

Mode selection

Speed

Race against up to 14 opponents. To gain MRCredits, you have to finish in the top three.

Supercross and Motocross (SX/MX)

Race against up to 11 opponents. To gain MRCredits, you have to finish in the top three.

Trial

Trial is an event where balance and agility are important. You have to pass four zones composed of different materials (such as pieces of steel, wood or rock) in a set time limit without putting your feet on the ground or falling over. Every foot on the ground or each fall or jump out of the zone is counted as a penalty. When you reach a total of five penalties, you are eliminated from the zone. You must finish a zone by passing through all of the checkpoints.

Note: The rules are different for each level of difficulty.

Freestyle

To gain MRCredits, you have to get the best top scores by performing tricks through combos on your keyboard.

Here are some examples:

Level Trick	Key Combo
1 Split	1 ↓
2 Barney	3 ↓
2 Twist	5 ↓
3 Aerial	2 ; or 2 →
3 Coffin	4 ↓
4 Nac-nac	7 7 ; or 7 7 →
4 Lazy Boy	4 ↑
4 Nothing	1 ↑
5 Heel Clicker	6 ↓↓
6 Double Candy Bar	6 ↓↑
6 Saran Wrap	6 6 ; or 6 6 →
7 Superman	9 9 ↓
7 Double Can-Can	7 ; →
8 Double Saran Wrap	6 ; →
8 Superman Seat Grab	9 ↓ ; ?
9 Cliffhanger	8 ↑↓
9 El Cordobes	8 ↑↑
10 Heart Attack	9 ↓↑

The rules differ according to each level of difficulty.

Tip: To perform the more difficult tricks (Heart attack, El Cordobes), use the suspension compression function (B) in order to jump higher.

Traffic

In Solo mode, you race against one opponent on the streets of Paris.

Track Selection

Select the track you want to race on. There are three tracks per event. Some of the tracks are not available from the beginning of the game. To open locked tracks, you will need to accumulate sufficient MRCredits to buy them in the shop. Selecting a circuit will update the information windows showing the 'Top 5 riders' for each circuit and details about the track. For example, how much a circuit 'costs' to unlock.

Bike Category Selection (Speed and SX/MX only)

For Speed and SX/MX, you can choose between two capacities. The upper capacity is locked when first starting the game. To unlock the upper category for each event, you must pay the price (using MRCredits gained) at the Shop screen. The upper level bikes are much faster and more powerful than those that are readily available in the shop.

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Settings (Speed and SX/MX only)

Each bike has a default setting. You can change this setting and save 8 variations of it. Click on SETTINGS to open a new window where you can set power curves, gearbox, tires and suspension.

Transmission Selection (Speed and SX/MX only)

You can choose between manual and automatic transmission (AT or MT).

Race Type Screen

You have the following choices of game play modes:

Practice mode

Practice allows you to race on the track without time or lap limits and without opponents. In Trial and Freestyle, there are no 'out of time' penalties, but the game will make you aware of the penalties in order to learn them.

Time Attack mode

Time Attack allows you to race against a 'shadow' bike. The 'shadow' rider is your replay f the last set of laps or the last lap, depending on your settings. You can choose between one race (the shadow is activated after each race, depending on the number of laps you have chosen) or multi lap (the shadow is activated after each lap). To activate the multi lap option, choose "?? for the number of laps. This race type is available for Speed and SX/MX only.

Competition mode

Competition allows you to win MRCredits when you place in the top three positions. The number of MRCredits gained is proportional to the level of difficulty. When you select Competition mode, the information screen indicates the number of MRCredits that can be won by placing in one of the top three positions, depending on the level of difficulty. In Trial and Freestyle competitions, your position in the race depends on the quality of your performance. When performing, you have to achieve a position within a points table that calculates the number of penalties and our time for passing the zone (Trial) or your score (Freestyle).

Note: For each race finished out of the top three in Competition mode, you will gain one MRCredit. In Traffic mode you receive 1 MRCredit for placing second, since you only have one opponent.

Friendly Race

This allows you to configure the race by choosing the number of laps and the number of AI bikes against which you will race (Speed, SX/MX), the time for time out (Freestyle & Trial), and the number of laps (Traffic).

Difficulty Levels

For Competition and Friendly Race modes, there are three levels of difficulty from which to choose (Easy, Medium, or Hard). But remember, with a higher degree of difficulty you will earn more credits, depending on your position at the end of the race.

Speed, SX/MX, Traffic modes

Riding the bike will be tougher with a higher level of difficulty chosen. The computer(AI) controlled (AI) bikes will also be more challenging with a higher degree of difficulty.

Trial mode

Each foot on the ground or each fall or jump out of the zone is counted as penalties.
When you reach a total of five penalties you are eliminated from the zone.
You must finish the zone having passed all the correct checkpoints within the time limit.
The rules differ for each level of difficulty:
Easy: Penalties are not taken into consideration. You must pass the obstacles within the time limit. When you fall out of the zone, you are moved back to the last validated checkpoint.

Medium: Each foot on the ground and jump or fall out of the zone counts as a penalty. When you fall out of the zone, you are put back at the last validated checkpoint. To complete the zone successfully, you must finish inside the time limit and with less than five penalties.

Hard: Each foot on the ground counts as a penalty. When you fall out of the zone, you are eliminated from the zone (you get the maximum amount of five penalties). To complete the one successfully, you must finish inside the time limit and with less than five penalties.

Freestyle mode

The rules differ according to the level of difficulty:
Easy: You may only perform the same trick three times in a session before your score for the trick decreases each time you perform it. The score for a particular trick decreases a certain amount, then bottoms out and will not reduce your score per trick any further.

Medium: You may only perform the same trick twice in a session before your score for the trick decreases each time you perform it. The score for a particular trick decreases a certain amount, then bottoms out and will not reduce your score per trick any further.

Hard: You may only perform a trick once in a session before your score for the trick decreases each time you perform it. The score for a particular trick decreases a certain amount, then bottoms out and will not reduce your score per trick any further.

For all three levels, the score reduces according to the number of attempts at a trick.

Tip: To perform the harder tricks (as Hart Attack or El Cordobes), you have to use the suspension compression function to jump higher.

Speed and Traffic Race

The Heads-Up Display (HUD) shows the important information about your current status in the race. The following information appears on the HUD for the Speed and Traffic races:

- **Time:** Elapsed time in the race.
- **Lap times:** Times for the last three laps.
- **Best lap:** Your fastest lap time record.
- **Pos:** Your position in the race.
- **Current lap / total laps:** Current lap / Number of laps in the race.
- **Intermediate times:** These appear during the race indicating: the time difference between you and the rider leading the race, the time difference between you and the rider in front of you and the time difference between you and the rider behind you.
- **Tachometer:** Displays your speed in KMH or MPH. Indicates the RPM of the engine.
- **Overheat bar:** Indicates the temperature of the engine. If you push your engine too much, and stay in the red zone or use the boost too many times, the engine will overheat and the overheat bar will rise accordingly. If the bike is pushed too hard, the emergency cutout will come into effect; causing you to stall and the bike to lose acceleration until the engine's temperature decreases.
- **Emergency cutout indicator:** Flashes when the temperature has risen towards the limit.
- **Gear indicator:** Shows the current gear.
- **Slipstream sign:** If you drive closely behind another bike, you can ride in their slipstream. As you do this, a sign will flash relative to the distance between you and the other bike. Then you will take advantage of a better wind resistance factor and will optimize your speed to overtake your rival.

Tip: using the 'boost' during this maneuver will have almost no impact on the overheat bar.

Supercross/Motocross Race (SX/MX)

Like the HUD of the Speed and Traffic modes, the HUD of the SX and the MX screen dis¬plays the important information about your status. The following information appears on the HUD for the Supercross and Motocross race screen:

- **Time:** Elapsed time in the race.
- **Lap times:** Times for the three last laps.
- **Best lap:** Your fastest lap time record.
- **Position:** Your position in the race.
- **Current lap / total laps:** Current lap / Number of laps in the race.
- **Intermediate times:** These appear during the race to indicate: the time difference between you and the rider leading the race, the time difference between you and the rider in front and the time difference between you and the rider behind you. Time displayed in red shows how far you are behind. Time displayed in green shows how far you are ahead.

- **Tachometer:** Displays the speed in KMH or MPH. Indicates the RPM of the engine.
- **Overheat bar:** Indicates the temperature of the engine. If you push your engine too much, and stay in the red zone or use the boost too many times, the engine will overheat and the Overheat bar will rise accordingly. If the bike is pushed too hard, the emergency cutout will come into effect, causing you to stall and making the bike unable to accelerate until the engine's temperature decreases.
- **Cutout indicator:** Flashes when the temperature has risen to the limit.
- **Current Gear:** Shows the current gear.
- **Map of the track:** This map shows the position of the bikes on the track. Your bike is represented by a green dot. Your opponents' (AI bikes or other players) are represented by blue dots. The rider leading the race is a red dot.
- **Suspension:** In SX/MX, you can compress the suspension of the bike and release it just before jumping. This gives you more power in order to jump higher and get longer airtime. You can also perform a small jump if you want to minimize the time you are in the air by braking shortly before the bump or by pressing B to keep the suspension compressed when you leave the ground.
- **Speed Indicator after a jump:** Displays the speed you lost (in red) or gained (in green) after a jump in KPH or MPH.

Trial Race

The Trial race screen HUD differs slightly than the HUDs of the previously mentioned modes. This mode is based on how well you can manipulate your motorbike. The Trial race HUD contains the following important information:

Zone number
Timer
Penalty Panel
Suspension
Message Area
Balance gauge

- **Balance gauge:** Appears when the bike is balanced and shows the amount of time remaining before the rider puts his foot on the ground. To top up the gauge, move the bike gently.
- **Penalty panel:** Shows the number of allowable penalties. Incurred penalties are crossed.
- **Zone number:** Number of the current zone
- **Timer:** Indicates time remaining before time runs out.
- **Message Area:** Messages are displayed here during the competition, such as 'Time Out', 'Failed', 'Finished' or 'Out of Zone'.

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Freestyle Race

The Freestyle race is trick competition. The HUD for Freestyle includes the following information:
Score
Timer
Score for current trick
Suspension
Message Area

- **Timer:** Indicates time remaining before the 'Time Out'.
- **Suspension:** This is shown on the upper right corner of the screen. Pressing B on the keyboard will cause it the spring to compress. Releasing B will cause the spring to return to normal. You can compress the suspension of the bike and release it before jumping. This will give you more power to jump higher and further to perform the more difficult tricks.
- **Message Area:** Messages are displayed here during the competition, such as 'Time Out', or the name of each successful trick.
- **Score:** Your current score in the competition.
- **Score for the current trick:** Number of points gained for performing the most recent trick.

Multiplayer mode

You can play against up to 8 players (plus AI bikes in Speed and SX/MX) in an inter-disci-pline session. Players will get an inter-discipline racing result summary after each race.

Communication Protocol

This screen appears only when your computer is set with the two communication protocols: IPX for LAN (local area network) and TCP/IP for either LAN or remote network.

Local/Remote

If you have chosen TCP/IP, choose between local area network and a remote network.

Local Area Network

If you have chosen local on the local/remote screen or the IPX protocol.
Host/Client
On this screen, you must choose whether you want to host a session, by clicking HOST, or to join one, by clicking CLIENT.
Session Name (Local /Host)
If you have chosen to host, you will have to enter a name for the session you are about to create. The screen after this one is the game screen (see below), where you can setup the race and chat with other players.

Session List (Local/Client)
You will access this screen when you have chosen local/client. You can choose your desired session from the list of sessions available on the LAN. For each session, you see a name, the ping value, the version and if it is protected by a password. When clicking on a session, a window appears on the left of the screen containing other pieces of informa¬tion such as the list of players.
The next screen is the Game and Chat screen (see below), where you will be able to chat with your game partners.

Remote Network

If you have chosen remote on the local/remote screen.
Host/Client
Now you must choose whether you want to host a race, by clicking HOST, or to join one, by clicking CLIENT.
If you have chosen to host, the IP address of the session you have created will be displayed in the Game and Chat screen. Communicate this IP address to the players you invite to this session.
The next screen is the Game and Chat screen (see below).
Session IP (Remote/Client)
This screen appears when you have chosen 'client' on the Host/Client page.
You have to enter an IP Address or a machine name for the session you want to join.

Game and Chat Screen (Local / Remote)

If you are the Host, you can set up the race by choosing:
The mode (Speed, SX/MX, Freestyle or Traffic)
The track
The category of bike
The maximum number of players you want to authorize (up to 8).
The number of AI bikes you want in the race (Speed and SX/MX – up to 8).
The number of laps or the time for the time out (Freestyle)
You can protect the session by asking for a password.
Clients cannot change the settings shown above but they can see them being updated by the host.

By clicking on a player's name, you will access a menu where you can choose to kick out an unwanted player from the session.

Whether you are host or client:
You can chat with your game partners using the chat window ('smilies' are supported). You can choose your model of bike and type of transmission.
By clicking on a player's name in the list, you will open a menu where you can choose to view the player's details or start a private chat with them.

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The Bikes

GP 500cc

This is the supreme category; 500cc is to motorbikes what Formula 1 is to cars: the ultimate in performance.. However, it's a category that can only be attempted by a few tal¬ented riders. In competition, riders must haved proved themselves in 250cc before they can try this category. The best 500cc bikes weigh little more than 130 kilos and are fitted with four-cylinder engines that deliver close to 200bhp, a weight/power ratio that produces spine¬tingling performances.

GP 250cc

Two cylinders instead of four, 250cc instead of 500cc - theoretically, 250cc motorbikes are half the power of 500cc. But their waspish size and their light weight (95 kilos) gives them exceptional agility, whereas the reduced power of their engines (almost 100bhp) makes them easier to handle. This difference is particularly noticeable in the bends, where cornering speed with a 250cc bike is often better than on a 500cc. With the 500cc machines, you will constantly have to reduce full throttle, making for similar lap times on twisty tracks.

Cross 250cc

The most important difference between motor cross bikes and speed bikes is the engine, because what counts in motor cross is acceleration, and not top speed. This is the reason why the 500cc cross bikes (which had a tendency to tear off the arms of their riders during the start) have gradually disappeared and why in motor cross, the most successful category is the 250cc. With their responsive engine, you will need good skill to control the kick they produce.

Cross 125cc

Like the 250cc machines, the 125cc bikes are fitted with a two-stroke, twin cylinder engine, but being a little lighter and less powerful, they are easier to control. As a result, the 125cc bikes enable you to cope with a complex track and to concentrate on your riding.

Trial

With trial bikes, you do not require excessive speed nor power, but balance and the ability to get over obstacles. Consequently, a trial bike looks very different: light, low, and very slight with its fork perpendicular to the ground. With an almost non-existant seat and tank, it's made up of a frame that contains the motor and holds the suspension in place.

Riding Techniques

The Track

A good rider makes use of the track. The basic track route is simple: approach a corner on the outside, brake and head for the point on the inside of the corner, and head towards the outside of the track. The aim is to maximize speed through the corner, while taking the most direct route.
All corners are different and you cannot tackle an open corner in the same way you tackle a very tight corner. A hairpin bend forces the rider to concentrate on coming out of the corner rather than entering it, since these corners sometimes come in sequence. In this case, you may sacrifice your line through the first bend in order to negotiate the second bend better. In order to pass an opponent you have to anticipate. You need to brake later, at the risk of having to widen your course in the middle of a corner. Unless your opponent has a much lower ability level than you, the rider you are overtaking will almost certainly not let you pass.

Overtaking

The easiest and most risk-free place to overtake is on a straightaway. Since the bikes you're riding against are in the same class, you gain an advantage by pushing your engine to its limits, with the risk of overheating.
To overtake an opponent it's best to try while coming out of a corner. You will have more speed throughout the length of the straightaway and you will be able to utilize that speed. You may also try the Slipstream technique. By getting as close as possible to the bike in front, lead bike has to do the work cutting through the air. This will allow your bike to benefit from a stream of calm air that allows it to gain more speed for passing.

Settings

Gearboxes

The adjustable gearbox can be used in several ways, depending on the nature of the circuit. On a fast track, it would be better adjust for maximum speed whereas on a slower track, it's acceleration that counts. In Moto Racer 3, you can adjust each sprocket of the gearbox to suit your riding style. Changing the final ratio by modifying the final sprocket on the gearbox or the rear wheel (Primary and Secondary) enables you to maximize speed throughout the whole track. It is also possible to work on each sprocket in order to optimize the performance of your bike. Pairs of values represent ratios by indicating the number of pinion teeth (for example, 35/15 is one possible ratio value for the first speed setting). You can see on your screen, written in red, the maximum speed that can be reached in each different gear.

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Tires
To win, you have to know how to choose and use your tires. Moto Racer 3 allows you to choose between soft, medium and hard compound tires. Soft compound tires, which grip the road more, are used initially for testing, where the aim is to go as fast as possible and it's possible to change tires as often as you like. If you start with soft tires in a race, your tires will perform well at the beginning, but they probably won't last the course. Medium compound tires are a compromise. This type of tire will last longer at a higher temperature than soft tires, and then perform longer. Hard compound tires take longer to heat up (and to grip the road) but are also the longest lasting.

Suspension
You will have the choice between three types of suspension settings in Moto Racer 3: soft, medium and hard. Each have their specific pro's and con's. Experiment with the different types to find a suspension setting that works well for you.

Electronics
Using programmable electronics, engineers can modify the behavior of an engine depending on the needs of the rider. It's not the value of absolute power that changes but the power produced at a given speed of the engine.
Moto Racer 3 offers you several types of electronic settings to adjust the power curve. Using an engine with more low-end power may be beneficial on courses with many corners, while more high-end power will be more useful on courses with more straights and less curves. This parameter is set using the gearbox. The adjustment of these two settings (power and gearbox) will determine the character of the engine.

Jumps
The most important part of a jump is the landing. Good landing enables you use the speed acquired during the jump. You should change the tilt of the bike during the jump. If the back wheel does not touch the ground, it will not accelerate. By releasing power during a jump, it is possible to increase height. Conversely, you can deaden this power in order to decrease the time spent in the air.

TIP: In SX/MX and Freestyle, press F and B to use to orient your bike during a jump. Press B when the bike is on the ground to compress the suspension. When the suspension is compressed, the spring in the upper right corner will compress to show the degree of compression. Release the B key for a boost at the right moment (i.e. just before the top of a bump) and you will jump higher and further. If you give the boost too early or late, you will lose speed.

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Credits

DSI MOTO RACER 3 CREDITS

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