



**INSTRUCTION BOOKLET**

## **Important Health Warning About Playing Video Games**

### **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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play 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.

PEGI ratings and guidance applicable within PEGI markets only.

### **What is the PEGI System?**

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and [pegionline.eu](http://pegionline.eu)

### Product Warranty

Nordic Games GmbH will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for EUR 8.00 to cover postage and handling fees.

Please be sure to include the following:

- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail to:

Nordic Games GmbH  
Landstraßer Hauptstraße 1/Top 18  
A-1030 Vienna  
Austria

### Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support: <http://www.nordicgames.at/index.php/contact>

Skype contact: support.quantica.lab

Phone Support: +1 (206) 395-3545

Phone: +40 (0) 364 405 777

**Please note:** We do not provide hints via technical support.

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### END-USER LICENSE AGREEMENT (EULA)

To read the Nordic Games End-User Licence Agreement (EULA) kindly visit:


















<http://eula.nordicgames.at>

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












# CONTROLS

## MOUSE & KEYBOARD CONTROLS (DEFAULT)

<b>Vehicle Steering</b>	 ← /  →
<b>Rider Control</b> (Rider Reflex)	 <i>Move Mouse in Reflex Direction</i> <b>Note:</b> Reflex will re-center after distance travelled
<b>Throttle</b>	
<b>Brake</b>	
<b>Clutch</b>	
<b>Trick Modifier</b>	<i>Hold</i>  / 
<b>Reverse</b>	 or 
<b>Reset Vehicle</b> (MX Compound and Free Rider Only)	
<b>Place Custom Reset Marker</b> (MX Compound and Free Rider Only)	
<b>Reset Vehicle To Marker</b> (MX Compound and Free Rider Only)	
<b>Cycle Camera Views</b>	 <i>Toggle</i>
<b>Cameras, Quick View</b> (Look Left, Right, Behind)	 /  / 








## KEYBOARD ONLY CONTROLS

<b>Vehicle Steering</b>	 ← /  →
<b>Rider Control</b> (Rider Reflex)	   
<b>Throttle</b>	 <i>Hold to Throttle Vehicle</i>
<b>Brake</b>	 <i>Hold to Brake Vehicle</i>
<b>Clutch</b>	
<b>Trick Modifier</b>	<i>Hold</i>  /   
<b>Reverse</b>	 or 
<b>Reset Vehicle</b> (MX Compound and Free Rider Only)	
<b>Place Custom Reset Marker</b> (MX Compound and Free Rider Only)	
<b>Reset Vehicle To Marker</b> (MX Compound and Free Rider Only)	
<b>Cycle Camera Views</b>	 <i>Toggle</i>
<b>Cameras, Quick View</b> (Look Left, Right, Behind)	 / 

## RIDER REFLEX

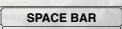





Rider Reflex puts you in control of the weight and positioning of your rider's body, allowing you to take advantage of additional vehicle control combined with traditional steering. This allows you to maintain higher speeds, take sharper turns, and hug the ground, all the while keeping in flow with the rhythm of each jump, bump, and turn.

## WRECK AVOIDANCE







The Wreck Avoidance system lets you save yourself from a costly wreck by harnessing your instincts and Rider Reflex. When driving an MX or ATV, watch your rider's reactions and be on the lookout for the on-screen Wreck Avoidance indicators (see Game Screen section on page 9). These indicators let you know which direction you need to push your Reflex Control to avoid wrecking. Beware; some wreck conditions can't be avoided! To avoid a wreck, quickly move the  /     in the direction of the Wreck Avoidance Indicator before it disappears, or you will wreck.

## TRICK CONTROLS (MX LITE, MX, ATV)






**NOTE:** Trick controls below are shown using the Preset 1 controller configuration. If you change your controller to be anything but the default control, the Trick Modifier button may also move.

Hold the Trick Modifier  and then move or rotate the  /     to create the tricks in **MX vs ATV Reflex**. For additional tricks to the ones listed below, refer to the Reflex Trick section or check out the Trick Library in your MotoCard.






### Backflip

Accelerate toward a jump using . Right before take off, hold the Trick Modifier  and move the  / . Continue holding the  /  through the duration of the move. Use your weight, throttle, and brakes to control how fast you flip.









### Three Sixty

Race toward a jump, right before take off, hold the Trick Modifier , then move the  /  or  and then quickly  to start the rotation.

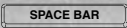















### Whips



Launch off of a jump and once airborne, move the  /  or  and/or the  or  to perform a whip. Experiment with timing to find your own style.













































































































### Scrubs

When on the ground, move the  /  or . Adjust your angle relative to the horizontal plane by using the Scrub to tilt the vehicle left or right. If you want to scrub a jump, throw the  /  or  before you take off the jump. You can also add in the  /  if you like. This will help keep you flying low!

## REFLEX TRICKS (MX LITE, MX, ATV)

Use Rider Reflex when hitting a jump to pull off insane tricks! Hold  (Trick Modifier) and either move or rotate the  /     three directions to perform the stunt. If you want to hold the trick, keep the  /     in the last direction needed for the gesture; otherwise remember to release the  /     to the center of the controls to land safely! If done correctly, the name of the trick will appear in the lower left-hand corner of the screen as the trick is performed. Not all tricks can be held.

The following table lists the movements or rotations for each available trick. Study this table to increase your Reflex Trick repertoire and impress the judges with a variety of moves. Note that each trick can only be performed in the air. Use  to accelerate over jumps for the most airtime possible! Hold the Trick Modifier  and perform the input to complete the trick.

TRICK NAME	INPUT	TRICK NAME	INPUT
No Hander	 ,  , 	9 O'Clock Indian Air	 ,  , 
Heelclicker	 ,  , 	9 O'Clock Nac	 ,  , 
Windmill	 ,  , 	Cordova	 ,  , 
Rodeo	 ,  , 	Heart Attack	 ,  , 
Taunt	 ,  , 	Flatliner	 ,  , 
Barhop	 ,  , 	Kiss of Death	 ,  , 
Shaolin	 ,  , 	Ruler	 ,  , 
Superman	 ,  , 	Deadbody	 ,  , 
Double Grab	 ,  , 	Body Varial	 ,  , 
Lazyboy	 ,  , 	Tsunami	 ,  , 
Upcan	 ,  , 	Solo Cliffhanger	 ,  , 
Switchblade	 ,  , 	Rigor Mortis	 ,  , 
Superman Seat Grab	 ,  , 	Rock Solid	 ,  , 
Supercan	 ,  , 	Twister	 ,  , 
Indian Air	 ,  , 	Fullpress	 ,  , 
Nac Nac	 ,  , 	Buzzsaw	 ,  , 
Ninja Nac	 ,  , 	Bizzare	 ,  , 
Body Flip	 ,  , 	Kiss of Death Indian Air	 ,  , 



# MAIN MENU



**NOTE: MX vs ATV Reflex** requires a MotoCard to enable auto-saving. Playing without a MotoCard will result in the loss of any progress, game trophies, items, preferences, or changes you make before the end of your play session.

## ARCADE

Arcade presents **MX vs ATV Reflex's** quick, pick-up and play experience. Within Arcade, you can experience a single slice of **MX vs ATV Reflex** action firsthand, using either a Pro Rider or your MotoCareer character in a variety of event locations.

Arcade expands and unlocks as you win events within MotoCareer, allowing you to take your highly tuned rides into as many tailored experiences as you wish to create.

## MOTOCAREER

Earning the title of Ironman takes skill and determination. You'll have to master each vehicle and rise as the champion of champions through 19 grueling event series, including the ultimate test of mettle, Omnicross. You'll need to work your way through by taking control of each unique off-road beast—MX Bikes, ATVs, UTVs, Sport Buggies, Sport Trucks, and Sport 2 Trucks.

Every victory gives you the chance to customise and improve your rides; tune, tweak and customise your vehicles until they're suitable for a champion.

## MULTIPLAYER

**MX vs ATV Reflex** offers a wealth of options when playing with friends. Similar to Arcade, each player is able to take their ride throughout Multiplayer to compete against other players within all of the game's event types and mini-games.

## MOTORCARD

Track your progress throughout gameplay in your MotoCard. View details such as LEADERBOARDS, ACHIEVEMENTS, the TRICK LIBRARY, or change your JERSEY NAME & NUMBER. When you enter **MX vs ATV Reflex** for the first time you will be asked to set up your MotoCard. Input your name, choose your rider, and select your ride to get started.

## MOTOSKILLS TUTORIALS

Learn and practice such techniques as Rider Reflex, Wreck Avoidance, and Reflex Tricks in these quick, interactive tutorials.

## OPTIONS

**NOTE:** The Options Menu can be accessed by selecting it from the Main Menu.

### DISPLAY SETTINGS

Adjust a number of options related to Display such as default Driving Camera, Brightness, Gamma, HUD Visibility, and Measurement System.

### AUDIO SETTINGS

Adjust the level of the Effects, Music, and Engine Volumes.

### GAME SETTINGS

Adjust the game's AI difficulty in MotoCareer and change the Control Settings.





### CONTROL SETTINGS

Select from one of several preset layouts and adjust the handedness of the controller.

### MISC

View the Credits, Enter a Cheat Code to unlock items within the game, or Select a Storage Device.

## PAUSE MENU

Press Enter to go to the Pause Menu during gameplay. From here, you'll be able to choose from RESUME, RESTART, TRICK LIBRARY, OPTIONS, and QUIT. To access any of the five options, select your choice with the     and press Enter to confirm your selection.

### RESUME

Resumes the current event. In MotoCareer Free Ride, the player can view a map of the area, as well as the status and locations of Free Ride Challenges.

### RESTART

Restart the event over from the beginning. Keep in mind, this option is not available in all modes.

### TRICK LIBRARY

Displays a list of all the Tricks you can perform.

### QUIT

End the current event. All event progress will be lost.



## OPTIONS

### DISPLAY SETTINGS

Adjust the default Driving Camera, HUD Visibility, and the display.

### AUDIO SETTINGS

Adjust the level of the Sound Effects, Music, and Engine Volumes.



# THE GAME SCREEN



**NOTE:** Not all of the above on-screen information is displayed in each event. Information only related to the event you choose to play will be shown.

## 1. RACE POSITION

Your position among the total racers in the event.

## 2. LAP INDICATOR

Indicates which lap you're currently on.

## 3. LAP TIME INDICATOR

This is your current lap time.

## 4. BEST LAP INDICATOR

Your best lap time for the current race.

## 5. AHEAD/BEHIND LEADER TIME INDICATOR

Indicates the time you are ahead or behind your competition in the event. Your time ahead of the competition will be green, while your time behind the race leader will be shown in red.

## 6. TRICK DISPLAY

During the execution of tricks, your active trick name will appear in the bottom left corner of the screen.

## 7. WRECK AVOIDANCE INDICATORS

Displayed by yellow arrows. These are the four indicated directions of input needed to avoid a wreck by using the Rider Reflex controls.

## 8. COMPASS

The direction the vehicle is heading (only available in selected events). The compass also indicates the location of challenges and other players when applicable.

## 9. JUDGE'S METER

The Judging Meter represents each freestyle judge's impression of your performance based on their area of focus; Difficulty (Yellow), Execution (Green), Flow (Blue) and Variety (Red). Stay aware of which judge you are not impressing so you can adapt your performance to maximise your overall score.



# ARCADE

Select ARCADE to quickly jump into a race for fast and frenetic action. Select from a variety of Arcade Events and then choose your Rider, Ride, and Course to compete. All courses that have been unlocked through MotoCareer are available in Arcade.

## FREE RIDE

The Free Ride series allow you to practice your skills in largely undiscovered locations.

## NATIONALS

Nationals are outdoor lap based racing courses cast in beautifully detailed environments. These races are generally less technical but are prone to having big jumps and significant rhythm sections. There are also additional environmental challenges such as variable friction, loose surfaces, and organic track layouts.

## SUPERCROSS

Supercross races are stadium lap based races known to have the greatest level of difficulty in all of off-road racing. Each man-made track is comprised of multiple lines and variable jumps of singles, doubles, triples, step ups, table tops, and whoop sections (small repetitive bumps).

## OMNIXROSS

Omnixross is the vehicular battleground of Trucks, Buggies, and a full line up of the wildest off-road vehicles. Compete in a paint swapping, branch smashing, dirt-flying, all-out race to the finish line across the most rugged, obstacle-laden natural terrain.

## FREESTYLE

Freestyle allows each competitor to perform a perfected run of the craziest tricks possible throughout the Freestyle arena. Use each ramp, jump, fun box, and more to their fullest. To win, you'll need to impress the judges and receive the highest overall score possible.

## CHAMPION SPORT TRACK





Champion Sport Track races are outdoor closed circuit races built with the Buggy and Truck vehicle classes in mind. Courses have minor rhythm sections while maintaining high speeds through sweeping turns and fast straight-aways.

## WAYPOINT

Point-to-point racing across open environments; players must cross through various waypoint markers in succession in order to reach the finish line successfully. The full environment is open and it's up to you to determine the best and quickest route to the next waypoint marker.

# MOTOCAREER

It's time to push your skills to their limit. Enter MotoCareer to compete with the best in the sport and make your way up the ranks to unlock new and exciting features. Compete in a variety of MotoCareer Events as you progress through your career and unlock new courses, vehicles, and riders along the way.

The Garage provides access to the rider profile and vehicle classes for your MotoCard, which you build as more events are challenged and won. Before selecting an event, you can access your Garage and select your ride. As more events are won, more vehicles will become available. Once an event is selected, press Enter and use the     to scroll through the tracks, then select YES to confirm. Press Enter one more time to confirm.

## FREE RIDE SERIES

The Free Ride series allow you to practice your skills in largely undiscovered locations and compete in individual challenges to boost your bank balance. Scattered throughout each Free Ride location are individual Free Ride Challenge Events that allow you to focus on a variety of skills.

### DISCOVERY POINTS

Explore Free Ride and try to find all the Discovery Points hidden across the land.

### HILL CLIMB

Attempt to scale a treacherous slope as high as possible.

### TARGET PRACTICE

Work to collect targets that can be found throughout the environment. You have a fixed amount of time to collect as many as possible.

### TRAILBLAZER

Riders are given a start location and an end location. No one path is a wrong answer, but some are shorter than others. Race the clock and blaze your own path to the finish line using any trail or field available to you.

## WAYPOINT SERIES (1, 2 & 3)

Instead of cones and stakes outlining a specific route, there's only the expansive outdoors and key waypoint gates to mark your way to the finish. Each successive series involves more difficult track layouts.

## NATIONAL SERIES (1, 2 & 3)

Each victory within the single, exhibition races of Series 1 & 2 lead you toward the competitive circuit of Series 3's Moto races. You'll need to finish in the highest position possible in each of these back-to-back Moto races. Where you finish in each Moto earns you points and the most total points determines the overall winner.

## FREESTYLE SERIES (1, 2 & 3)

Impress the judges with massive air and insane tricks on your way toward a perfect score! Be careful though, you'll lose points just as quickly for nasty wrecks and boring performances. Pull off as many tricks as possible before the red flag is flown to end your run.

## SUPERCROSS SERIES (1, 2 & 3)

Enter the Gladiatorial stadiums of Supercross and survive amongst the best riders of off-road.

### **OMNICROSS SERIES (1, 2 & 3)**

Master the elements within the rugged backcountry known as Omnicross. Here obstacle-laden trails test the mettle of the most seasoned off-road veterans.

### **CHAMPION SPORT TRACK SERIES (1, 2 & 3)**

Break away from the pack or risk a massive pile-up of paint-swapping, panel breaking carnage out of the first turn. Each lap is a fight to the finish in Champion Sport Track, whether defending the lead or making your way through the opposition. Keep the throttle down until you see the checkered flag waving you by.

## **MOTOCAREER EVENT FORMATS**

Event formats present unique sets of rules applied to the general event structures of all Races. While some formats offer greater detail to the standard event rules, others introduce new rules, which change the way the most basic events are played.

### **EXHIBITION**

Standard race rules apply and no qualifier is needed. This is the main event.

### **HEAT**

These are available in Series 3 of the Supercross Series. Attack the track as fast as possible to make it to the Main Event. Fall behind and you might have to fight your way out of the Last Chance Qualifier (LCQ). Finish last and you're out of the race for good. The top 5 riders of each Heat move on to the Main Event, while riders 6-12 of each Heat participate in The LCQ. The LCQ is the final Heat of the race, and only the top 2 riders move on to the Main Event. The Main Event is the final race in the session and where the top 3 riders are the winners.

### **MOTO**

These are available in Series 3 of the National Series. National races that run within a "Moto" Format, follow a set of three stages; a Qualifier, Moto 1 and Moto 2 races. Final race standings are determined by the overall position points earned within each Moto.

### **QUALIFIER**

Set your fastest time during one of three qualifying laps to earn a high selection order for your starting gate position. At the start of the race, gate position can provide an advantage heading into the first turn.



## MOTOCAREER - RACE CHALLENGES

While playing through MotoCareer, there will be a number of Race Challenges that unlock. These are altered event formats that present unique rules which must be accomplished to win.

### ELIMINATION

Fight to survive, lap after lap. If you end up in last place as you cross the finish line, you'll be eliminated! Stay ahead of the pack to reach the winner's podium.

### FACE-OFF

Think you've got what it takes to run head to head against the best? Its winner takes all and you only have two laps to make it to the finish!

### OVERTHROW

Make it to the top of the winner's podium by fighting your way through the pack. You'll have to wait your turn though, as each rider starts the race ahead of you before you hit the track. This is one race where a come from behind victory is the only way to win!

### OUTRUNNER

Its just you versus the track as you try to out run the clock. Reach each checkpoint before your time runs out in order to survive the lap.

### RIVAL

Fight your way through a full line of opponents, each on a rival ride opposite of your own! While standard race rules are in effect, you're on your own battling for position as you reach for the finish.

### SECTION RACE

Battle your opponents for ownership of each marked section of the track. Find the fastest line possible to capture as many sections as you can.

# MULTIPLAYER

## ONLINE

Up to twelve people can compete at once.

### PLAYLISTS

Enter the world of off-road online through a variety of game Playlists. A collection of Playlists has been created to allow you to quickly join games with other players without the headache of searching and waiting for every other contender. Pick the type of event you'd like to play and get ready to race!

### CREATE PRIVATE SESSION

If you wish to tailor the experience to your liking, Create Private Session allows you to select an event, define the locations you prefer and invite your friends to join in your own off-road series of races.

**NOTE:** *If you are in a Private Session **MX vs ATV Reflex** will not track accomplishments that would affect ranking.*

### ONLINE RANKING

**MX vs ATV Reflex** has been designed to allow players to progress through individual player ranks. Win or lose, continued play helps your rank grow.

**NOTE:** *The amount of experience you can acquire is directly related to the players who you are competing against. If you are competing against players who are at a much higher rank than yourself, you will acquire experience at a faster rate. However, if those players are of a much lower rank than your own, you will acquire experience at a slower rate.*

### SPECTATOR SUPPORT

If you join a game in which the event is already in progress, you'll be a spectator. As a spectator, you can cycle riders to view. When the event has been completed, you are returned to the MX Compound where you will become an active rider in the next event.

### MOTOCARD

Track your progress throughout gameplay in the MotoCard. View such details as LEADERBOARDS, ACHIEVEMENTS, the TRICK LIBRARY, or change your JERSEY NAME & NUMBER.

# MINI-GAMES

## SNAKE

Knock out your opponents by fencing them in with your "snake trail" until you're the last one riding. Drive under, around or jump over "snake trails" to avoid being eliminated. Not even your own "snake trail" is safe!

## TAG

This isn't the schoolyard tag you're used to. Off-road mastery is essential to win by collecting and holding the tag ball for as long as possible. Be careful though, the ball not only slows you down, it is automatically given to an opponent if he tags you. The rider who has held the ball for one full minute wins!





### Product Warranty

Nordic Games GmbH will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for EUR 8.00 to cover postage and handling fees.

Please be sure to include the following:

- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail to:

Nordic Games GmbH  
Landstraßer Hauptstraße 1/Top 18  
A-1030 Vienna  
Austria

### Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support: <http://www.nordicgames.at/index.php/contact>

Skype contact: support.quantica.lab

Phone Support: +1 (206) 395-3545

Phone: +40 (0) 364 405 777

**Please note:** We do not provide hints via technical support.

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