

XBOX ONE

MX vs ATV SUPERCROSS ENCORE



INSTRUCTION MANUAL

nordic games



 **WARNING** Before playing this game, read the Xbox One™ system, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

PRODUCT WARRANTY

nordic games

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 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

 **Nordic Games GmbH, Landstr. Hauptstr. 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:

 **Skype contact:** support.quantica.lab

 **Phone Support:** +1 (206) 395-3545

 **Phone:** +40 (0) 364 405 777 (toll charges may apply when calling from abroad)

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>

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

LIMITED WARRANTY

Nordic Games GmbH warrants for a period of 90 days starting from the date of purchase that the software will essentially work in accordance with the accompanying printed materials. The complete liability of Nordic Games GmbH and your only claim consists, at the option of Nordic Games GmbH, of a reimbursement of the paid purchase price or of repairing or substituting the software product which is not in accordance with Nordic Games GmbH's limited warranty, insofar as it is returned to Nordic Games GmbH together with a copy of the invoice. This limited warranty will not apply if the failure of the software product is due to an accident, misuse or faulty application.

AUSTRALIAN CONSUMER LAW

„Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure. The limited warranty of Nordic Games GmbH is in addition to any rights and remedies customer may have under the Australian Consumer Law.“

THE SOFTWARE IS PROVIDED „AS IS“, WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

All other brands, product names and logos are trademarks or registered trademarks of their respective owners. All rights reserved. Any unauthorized copying, hiring, lending or reproduction in whole or part is prohibited.

END-USER LICENSE AGREEMENT (EULA)

To read the Nordic Games End-User Licence Agreement (EULA) kindly visit: <http://eula.nordicgames.at>

GAME SCREEN

1. RACE POSITION
2. LAP INDICATOR
3. CLUTCH METER
4. PRELOAD METER
5. SPEEDOMETER



RIDER REFLEX STICK

Use Rider Reflex **R** to shift your rider's weight and gain more control over your ride. Use Rider Reflex to turn sharper, manage traction, do wheelies, and catch massive air. Rider Reflex will also allow you to keep from crashing by reacting to Wreck Avoidance.

LEANING LEFT AND RIGHT WITH RIDER REFLEX

Using Rider Reflex will shift your rider's weight and help you move your ride slightly to one side. Combine the Reflex Stick with the Steering Stick **S** by moving them both in the same direction to make sharper turns. Rider Reflex can also be used to turn in the opposite direction of the Steering Stick to shift your weight over the center of your ride when turning to maximize traction.

MOVING FORWARD AND BACKWARD WITH RIDER REFLEX

Shifting your rider's weight back over whoops and small bumps will allow you to keep your rear wheel planted and driving forward while floating over the bumps. Using the gas **W** and shifting your rider's weight back will allow you to perform a wheelie. Rider Reflex also allows you to Seat Bounce by holding your rider's weight back off the take off of jumps. Shifting your rider's weight over the front of the bike by pressing UP on the Reflex Stick **R** will allow you to keep your front end planted on the ground or lighten the back wheel to spin around corners. Shifting your weight forward in combination with the brakes **B** will also allow you to perform a stoppie.

PRELOAD

Preload your suspension to get more air off of jumps. Press pull the right stick down as you go up the face of a jump, then push quickly up on the right stick before you take off.

CLUTCH BOOST

Learn to use the clutch to get maximum acceleration out of a corner or from a standstill. Pull in the clutch **LB**, grip the throttle **W** and release the clutch **LB** to let 'er rip!

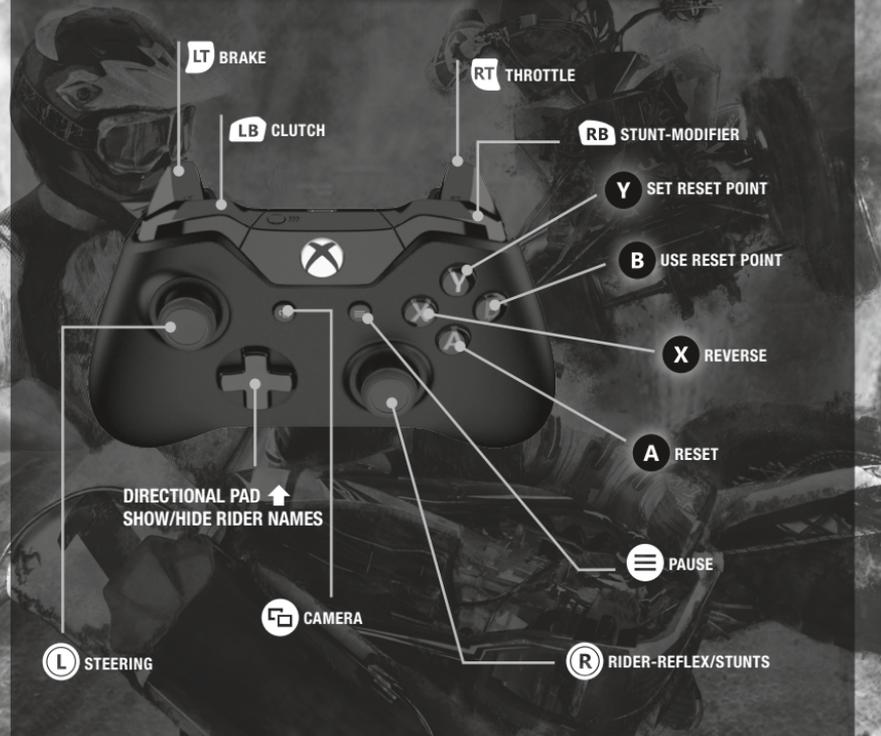
STUNTS

Hold the stunt modifier **RB** and press the directions on the reflex/stunt stick **S**.

STUNT NAME	INPUT	STUNT NAME	INPUT
9 O'Clock Indian Air	←↑←	FullPress	→↑↓
9 O'Clock Nac	←↓←	HartAttack	←→↓
Windmill	↑→↓	HeelClicker	↑←←
BarHop	↑↓←	Indian Air	↓↑↓
Bizarre	→←↑	Kiss Of Death	←→←
Body Flip	↓↑←	Kiss Of Death Indian Air	←↑→
Body Varial	→↑→	Lazyboy	↓→↓
BuzzSaw	→←↓	Nac Nac	↓←→
Cordova	←↓→	Ninja Nac	↓→←
Deadbody	←↓↑	No Hander	↑↑↑
DoubleGrab	↑→←	Rigor Mortis	→↑←
Flatliner	←→↑	Rock Solid	→↓←
Rodeo	↑↓→	Superman	↑←→
Ruler	←↑↓	Superman Seat Grab	↓↑→
Shaolin	↑↓↑	Switchblade	↓→↑
Solo Cliffhanger	→←→	Taunt	↑←↓
SuperCan	↓←↑	Tsunami	→↓→
Twister	→↓↑	UpCan	↓←↓

GAME CONTROLS

XBOX ONE WIRELESS CONTROLLER



MX vs. ATV Supercross Encore © 2016 by Nordic Games Licensing AB, Sweden. Published by Nordic Games NA Inc. Developed by Rainbow Studios. MX vs. ATV Supercross and their respective logos are trademarks and/or registered trademarks of Nordic Games Licensing AB, Sweden. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. All rights reserved.