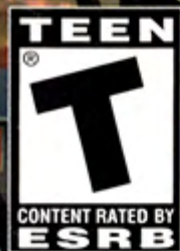


GRAVITY GAMES™



# bike

STREET • VERT • DIRT



INSTRUCTION MANUAL





## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION 2 DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

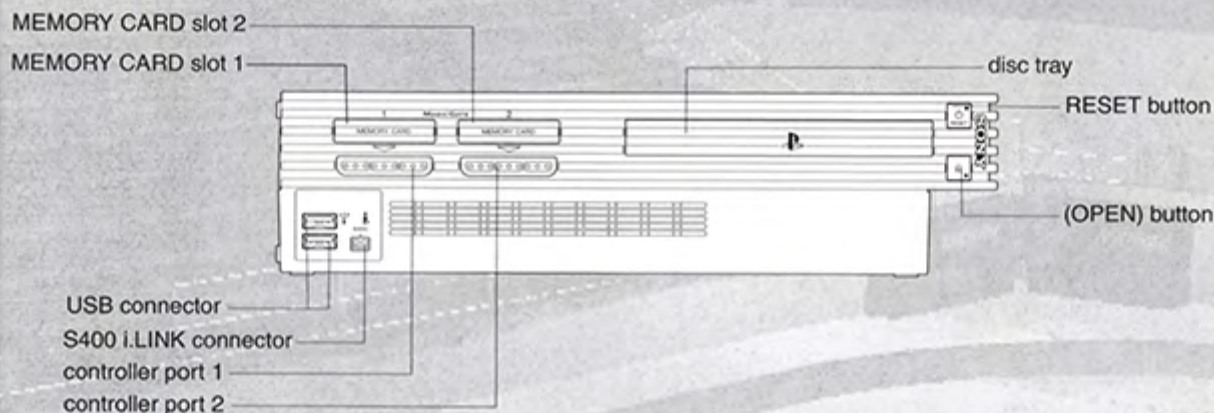


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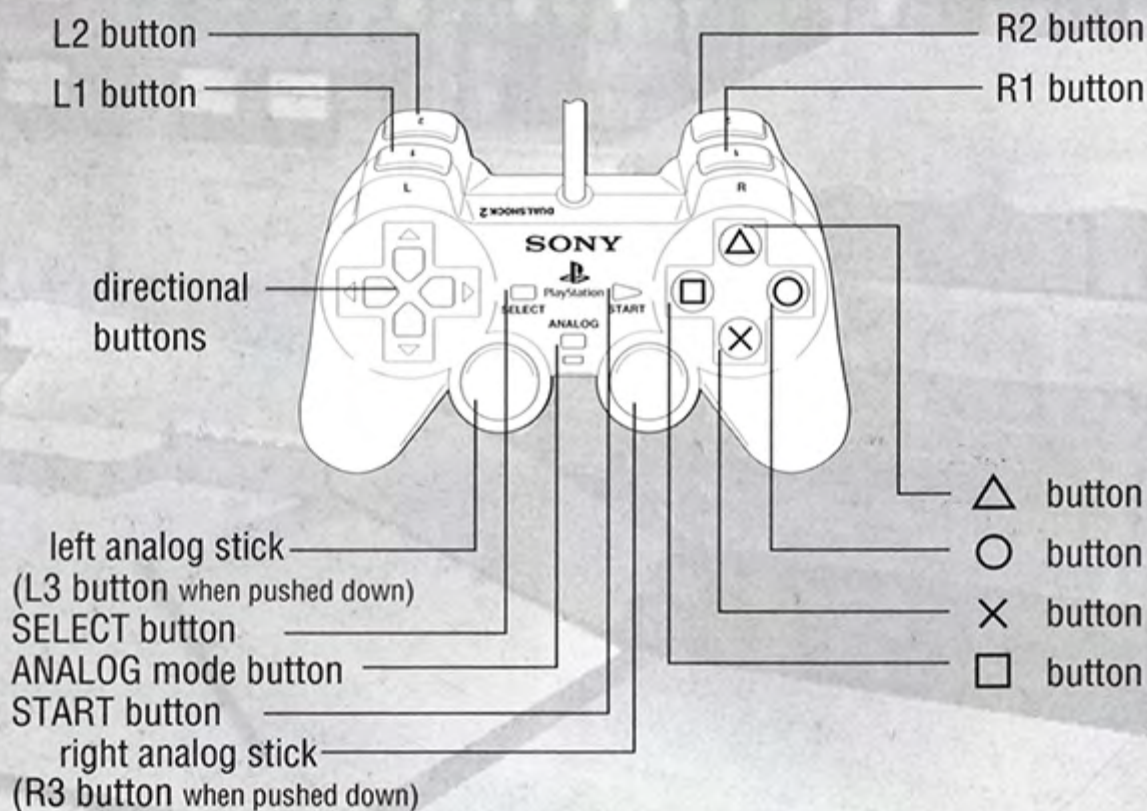




Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the (Gravity Games™ BIKE Street, Vert, Dirt) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



## DUALSHOCK®2 CONTROLLER CONFIGURATIONS



Take a moment to familiarize yourself with the button layout of your DUALSHOCK®2 analog controller. These buttons will be referred to throughout this Instruction Manual. Please see the following pages for the default game controls as well as how to navigate through the game's menus.

### QUITTING A GAME IN PROGRESS

To quit a game in progress, press the START button during the game. The Pause Options Screen will appear. Select Main Menu, and you'll return to the Main Menu.



Here are the controls for Gravity Games™ BIKE: Street, Vert, Dirt. Refer to the diagram on the previous page for button locations on your DUALSHOCK®2 analog controller.

**NOTE:** Throughout this manual, the symbols **↑**, **↓**, **←** & **→** will refer to pressing up, down, left or right on the left analog stick or directional buttons (whichever is specified to be used).

## DURING GAME

left analog stick or directional buttons: Steer player

Press and hold **↑** to increase your rider's speed.

Press **↓** to slow down (hold to stop).

Press **←** to turn to the left.

Press **→** to turn to the right.

**NOTE:** Pressing in different directions followed by a specific button press will allow you to perform advanced moves.

**BUNNY HOP:** **⊗** button

Pressing the **⊗** button will enable your rider to jump (hop) in the air, allowing you to reach benches or other grindable objects.

**AIR TRICKS:** **Ⓚ** button

When airborne, the **Ⓚ** button can be pressed in conjunction with a series of directional presses on the left analog stick or directional buttons to perform aerial tricks.

**GRIND / LIP TRICKS:** **△** button

When approaching something to grind on, press the **△** button to begin grinding. The small meter above your rider is a balance meter. In order to keep grinding, keep the meter flat. If one point of the meter rises above the bar, you'll need to compensate by leaning (pressing in that direction on the left analog stick or directional buttons) to the other side. In addition to grinding, if you approach a lip (top of a ramp for example), you'll be able to perform stalls instead of grinds. Keep in mind that you must execute a series of directional presses on the left analog stick or directional buttons followed by pressing the **△** button to pull off the move.

**MODIFIER / AIR TRICKS:** **⊙** button

The **⊙** button allows you to perform more air tricks as well as perform "modifier" tricks. Modifiers are tricks that can be performed in conjunction with other tricks to modify the trick. Practice using the **⊙** button tricks with other tricks; a little experimentation can lead to some big time scores!

**SPIN RIGHT:** **R1** button

**SPIN LEFT:** **L1** button

**PAUSE GAME:** **▶** button

Pressing the **▶** button during a game will Pause the game and access the Pause Menu.

## MENU NAVIGATION

Press **↑**, **↓**, **←** or **→** (depending on the menu) to highlight sub-menus or other items.

**ACCESS SUB-MENU OR CONFIRM A SELECTION (CHOICE):** **⊗** button

**GO BACK TO THE PREVIOUS MENU OR CANCEL A SELECTION:** **△** button



Here's a list of just SOME of the special moves that you can perform. Each rider in the game has his or her own specific moves, some of which can be found with their bios (Pages 14-20). Each special move is listed under what type of trick (and button used to execute the trick) it is. Remember that there's a ton of tricks that you can do, so experiment and see what you can find!

## MANUAL TRICKS (Left analog stick or Directional buttons)

Nose Wheelie - ↓, ↑, ↑

Manual - ↑, ↓, ↓

Peg Manual - ↑, ↑, ↓

## AIR TRICKS (□ button)

Backflip - ↓, □

Visor Buzzer - ↓, ↑, □

Lookdown - ←, ↓, □

Decade Air - ←, →, □

Tailwhip - →, ←, □

Lookback - ↑, ↓, □

Candybar - ↑, ↓, ↑, □

Superman - ↑, □

## MODIFIER / AIR TRICKS (○ button)

No-Hander - ↑, ←, ○

Suicide No-Hander - ↑, ←, ←, ○

No-Footer - →, →, ○

One-Hander - ←, ○

Barspin - ↓, ○

Disco One-Hander - ←, ←, ○

One-Footer - →, ○

Kickflip - →, ←, ○

## GRIND TRICKS / LIP TRICKS (△ button)

50/50 Grind - △

Smith Grind - ←, △

Icepick Grind - ↓, △

Sprocket Grind - ↑, ↑, △

Peg Stall - △

Feeble Stall - →, △

Toothpick Stall - ↑, △

Tailtap - ↓, ↓, △



## IMPORTANT AUTOSAVE INFORMATION

Before you begin playing, it is advised that you insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. This game uses an "autosave" feature, which means that the game will automatically load and save game data on your memory card (8MB) (for PlayStation®2) if it is inserted. Game data such as game statistics and unlocked items will be saved and loaded every time you exit or start the game. After the game's Title Screen, if you have any saved game data it will be loaded automatically and you will proceed to the Main Menu. If you do not have saved game data, you will have to continue without a memory card (8MB) (for PlayStation®2) and proceed to the Main Menu.

The game's Main Menu is where you will be able to play different game modes as well as change a few options in the game. Below is a breakdown of each sub-menu featured on the Main Menu.

## QUICK START

Quick Start Mode lets you jump right into the game and play as long as you want. You are unable to select riders or bikes, but this "practice" mode is great for practicing and learning tricks and combos.

## CAREER

Career Mode is a single player game mode that challenges a rider to complete tasks, enabling them to advance in the competition circuit. Completing games in Career Mode will also unlock hidden features such as riders, FMVs, etc.

## FREE RIDE

Almost like the Quick Start mode of play, Free Ride allows a player to select a rider, bike and start riding. This mode is an excellent way to practice tricks, combos and other things that can help when playing the more difficult game modes. There's no timer to worry about, so play as long as you want.

## MULTIPLAYER

Take on a friend in five different multiplayer games. Each of the five games' objectives are different, but the goal is to win. More information can be found on Page 13.

## OPTIONS

This will access the game's Options Menu. The Options Menu allows you to change a few of the game's features. See Pages 8-9 for information on what can be found in the Options Menu.





At the Main Menu, highlight OPTIONS and press the **X** button to access the game's Options Menu. The Options Menu is where you'll be able to adjust the sound volumes in the game, play around with the music tracks and more.

## SOUND ADJUST

The Sound Adjust sub-menu is where you can set the volume for two audio features in the game. You can configure the Music and SFX (sound effects). To adjust the volume of a particular feature, press up or down on the left analog stick or directional buttons to highlight the audio feature. Next, press left or right on the left analog stick or directional buttons to slide the bar left or right. The bar's settings will control the volume with all the way to the right being the highest setting and the far left being the lowest. When you are finished making your adjustments, press the **X** button to lock in your changes and go back to the Options Menu.

## PLAYLIST EDITOR

This sub-menu will allow you to change the audio tracks' playlist in the game. You'll notice that the Playlist Editor sub-menu has three columns. The first one lists the songs available. The next column is where you can view and edit the playlist. The third and final column is where you can set your commands for the playlist. To navigate through this screen, press left or right on the left analog stick or directional buttons to switch columns. Press up or down on the left analog stick or directional buttons to navigate on the Songs, Playlist or Commands columns.

To edit the playlist, first move to the Playlist column and display the songs. Next, you will be able to remove songs and leave only the ones you want to hear remaining. To do this, highlight the song to be removed and press the **X** button; the song will disappear from the playlist. When you're finished editing the playlist, move to the Commands column.

The Commands column is where you will be able to adjust the playlist a bit by using the five commands available. The first command (PLAY) will play a song if you have it highlighted in the Playlist column. STOP will of course, stop the song from playing (but will not delete the song). If you want to restore the playlist to its original form, highlight ADD ALL and press the **X** button. To remove all songs from the playlist, highlight REMOVE ALL and press the **X** button.



RANDOM PLAY is the last command and can be turned ON or OFF by highlighting it and pressing the **X** button. When Random Play is ON, the audio tracks will be played in no particular order. If Random Play is OFF, the audio tracks will play in the order that they appear in the Playlist column.



## JUKEBOX

The Jukebox is where you can listen to the songs featured in the game. Press up or down on the left analog stick or directional buttons to switch songs. In addition to displaying the song title, the artist name and the name of the album in which you can find the song will appear. Press left or right on the left analog stick or directional buttons to lower or raise the volume. Press the **X** button to play the song and press the **□** button to stop playing the song.

NOTE: Pressing the **R1** button will take you to the Edit Playlist sub-menu where you can change the order in which the songs are played as well as delete songs.

## HIGH SCORES

This sub-menu is where you can find out who's got the best scores in the game. Scores are kept for just about everything you can do in the game and each high score will be recorded here. Press left or right on the left analog stick or directional buttons to view each set of high scores for each course in the game.

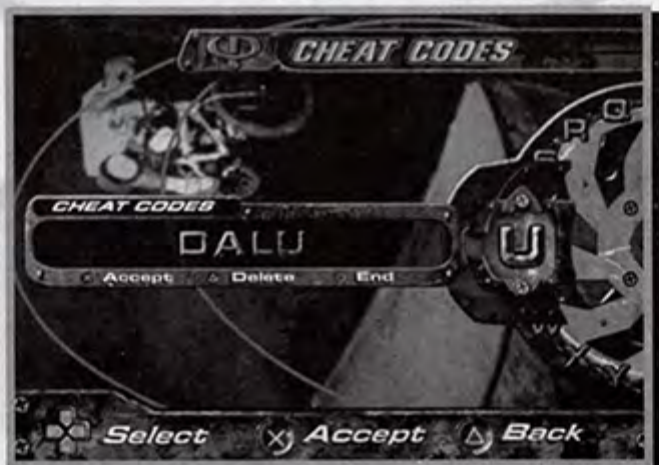
## FMV VIEWER

If you're good enough to unlock them, here's where you can find the killer FMVs (videos) from the game. Simply press up or down on the left analog stick or directional buttons to highlight an unlocked FMV. Next, press the **X** button to view the FMV.

## CREDITS

Looking for the hard working people who brought you this game? Here's where you're going to find them. Simply highlight CREDITS and press the **X** button to watch the presentation.

## CHEAT CODES



There's a bunch of hidden stuff in this game and you can unlock some of them by entering a Cheat Code here. To enter a cheat code, use the left analog stick or directional buttons to highlight a character on the wheel to the right of the screen. Next, press the **X** button to enter the letter or symbol on the code chart. When you have entered your letters or symbols and want to see if it works, press the **□** button. You will be told whether your code is valid or invalid.



## HEADS UP DISPLAY (HUD)

The HUD contains all the on screen information you'll need during a game. The information below features both a One-Player and Two-Player game HUD as well as callouts to what you'll see on the screen.

### SINGLE PLAYER HUD

Current Score

Time Remaining



Current Trick and Point Value

Please note that when playing a Multiplayer game (shown below), the HUD will appear differently than in a Single Player game. During a Multiplayer game, Player 1 will appear on the left side of the screen while Player 2 will appear on the right.

### MULTIPLAYER HUD



PLAYER 1

PLAYER 2



## RIDER (CHARACTER) SELECTION

To select a rider or character, press left or right on the left analog stick or directional buttons at the Character Select screen to change characters. Press up or down to change that character's outfit. Some characters will be locked (unplayable) when you view them. Completing Career Mode games will unlock additional characters.

When viewing a character, you will be able to read their bio as well as view their statistics of riding. Each rider or character in the game has their own strengths and weaknesses which can be viewed via their stats. For example, some riders are stronger on Vert than they are on Dirt courses and the higher the meter is to the right of the stats chart, the higher in that statistic or attribute the character is.



When you have found the character or rider you want to use, press the **X** button to continue to the Bike Select screen.

## BIKE SELECTION

After selecting the character you will be using, it's now time to select your bike. Selecting a bike for a pro rider will limit you to the brand of bike that the specific rider is sponsored by. After selecting your bike, press the **X** button to continue.



## COMBO TRICKS

Performing combinations (combos) of tricks is tough at first, but with a little practice you'll be doing combos all the time. Combo tricks are easier to do in the air, mainly due to the fact that you have some time to execute the trick. Timing is key when doing combos. Just keep in mind that you'll have to land eventually, so don't push it. Try getting some big air in a half-pipe and then doing about two or three tricks consecutively. Remember to try the modifier tricks (**C** button) as well as spinning (**R1** button or **L1** button) too! You can also chain tricks (like grinds) on the ground, but you'll have less time to do so. Just remember that with practice comes greatness!



# CAREER MODE



Career Mode is where young riders can prove themselves worthy enough to participate in the Gravity Games. The object of Career Mode is to complete objectives on each course to advance to a Competition. Once in the Competition, you have to score high enough to advance to more courses. Keep progressing until you reach the ultimate contest of skill, the Gravity Games.

## LEVEL TASKS



Each level contains 10 tasks that must be completed in order to advance to the next level. Once a task is accomplished, you will not have to complete the task again on that level. You will have a short period of time to complete each run on the level, but try to get the easier tasks completed first and out of the way. Some of the tasks which will appear on each level are scoring challenges (SCORE X AMOUNT OF POINTS), trick challenges (SICK TRICK) and location challenges (FIND THE GRAVITY ICON and SPELL G-R-A-V-I-T-Y). These tasks grow more difficult in each level, but the task objective remains the same.

At the end of each run, if you performed well enough, a record menu will appear allowing you to enter your initials. This record menu keeps track of stats such as highest air, most crashes, most points, etc.

## LEVEL SPECIFIC TASKS

In addition to the normal Level Tasks, some tasks require you to perform actions or cause things to happen. For example, the Acid Factory stage will require you to RELEASE THE GAS. This means that you will have to ride around until you find the valves necessary to release the gas. Before you take your run, you will be shown the basic location of each Level Specific Task. From there, you may just have to make contact with the item or location to complete the task.

## COMPETITION RIDING

If you've completed enough objectives for a level to successfully make it to a competition, you'll find that points count more than ever. Each competition will challenge you to earn a specific place in the contest (Bronze, Silver or Gold) in order to keep advancing in the game. If you've completed numerous tasks in the levels previous to the competition, you may still unlock additional levels. However, earning the required medal in competition riding is the only true way to complete Career Mode games!



Multiplayer Mode allows you to take on a friend simultaneously in a series of mode-exclusive games. At the Main Menu, highlight MULTIPLAYER and press the **X** button to access the Multiplayer Menu.

**NOTE:** You must have two DUALSHOCK®2 analog controllers inserted into controller ports 1 and 2 in order to access the Multiplayer Menu.

Once you have accessed the Multiplayer Menu, you'll select the type of Multiplayer game you want to play.

## HIGH SCORES

This game declares the player with the highest category score the winner. Both players will play at the same time, but whomever has the highest score in each category (air tricks, etc.) at the end of gameplay is the winner of the match.

## GRIND ATTACK

Each player "paints" a grindable object (like pipes, etc.) when grinding on it. The object will change color (depending on who grinded on it) and award the player a point. Players can grind objects marked by players and basically "steal" the object by scoring a higher point total. The player with the most points at the end of the run will be declared the winner.

## BEST RUN

Similar to the High Score game, Best Run declares the rider with the most points overall the winner. Both riders play at the same time, but whomever can earn enough points at the end of the run is the winner of the game.

## HIGH FIVE

Combos are the name of the game here! Each player will have five chances (rounds) to score points by performing combos. The player who performs the best (highest scoring) combo will win the round. To win the game, a player must win three rounds.

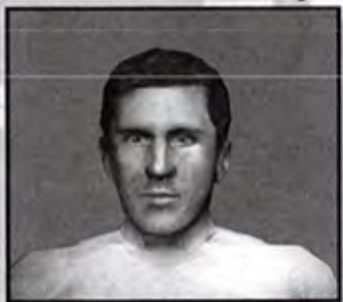
## TEAM ATTACK

Both players combined must earn 100,000 points to beat the record. Instead of counting down, the game clock will start recording how long it takes you to complete the task. Throughout the game, each player's trick totals are added to the combined score. If you beat the record, the game will become increasingly more difficult as the time to beat the score decreases!





## Dennis McCoy



Nickname: DMC  
Age: 35  
Hometown: Kansas City, MO  
Residence: Kansas City, MO  
Competing Since: 1980  
Pro Since: 1986

### CAREER HIGHLIGHTS

Dennis McCoy is one of the major pioneers and innovators of freestyle BMX. He won his first event as a pro in 1986 and nearly 16 years later won Street at the 2001 Vans Triple Crown Championships. In between he compiled numerous titles in all riding disciplines establishing himself as the top overall rider in history.

### CAREER OVERVIEW

Dennis began competing through BMX Racing in 1980, well before freestyle riding developed organized events. In 1985, he seemingly appeared out of nowhere when he flew from Kansas City to California for his first freestyle competition. He won his first event with an innovative style of riding that involved linking tricks together into long combinations. By 1986 he was firmly established as the top Flatland and Overall rider in the sport, yet he continued to experiment with his riding by incorporating his technical flatland skills into Street, Vert, and Park (mini-ramp).

Dennis' riding style is completely diverse. Watch him ride and the words speed and flow come to mind. Burly comes into play on Vert with his very own Barspin 540's as does tech with his Tailwhip-270-smith grinds. Fufanus, Truckdrivers, Tailwhip tailtaps, Barspin manuals...the number of tricks he's invented is too long to list here.

## Andre Ellison



Nickname: Dre  
DOB: 7/18/85  
Age: 15  
Hometown: Riverside, CA  
Residence: Riverside, CA  
Competing Since: 1998  
Accomplishments:  
1998 Gravity Games Dirt - 11th  
Bike Sponsor: Redman Bikes

## Tim "Fuzzy" Hall



Nickname: Fuzzy  
Age: 30  
Hometown: Kaysville, UT  
Residence: Kaysville, UT  
Competing Since: 1979  
Accomplishments:  
\* The Grandfather of Dirt Jumping  
Bike Sponsor: Mongoose



## Leigh Ramsdall



Age: 31  
DOB: 8/1/70  
Hometown: Havelock, NC  
Residence: Chapel Hill, NC  
Competing Since: 1986

Accomplishments:  
Broke first bone (upper arm) in 1999. That was 15 years of riding without breaking anything, that's a good feat.  
Bike Sponsor: Eastern Bikes

## Matt Berringer



Age: 25  
DOB: 4/4/77  
Hometown: Roy, Utah  
Residence: Salt Lake City, Utah  
Competing Since: 1992

Accomplishments:  
First rider to do back flip with consecutive front flip.

## Jamie Bestwick



Nickname: Mr. Smooth  
DOB: 7/18/71  
Age: 30  
Hometown: England  
Residence: Aaronsburg, PA  
Competing Since: 1988

Accomplishments:  
2001 Gravity Games Gold Vert  
1999 Gravity Games Vert - 1st  
Bike Sponsor: GT

## Reuel Erickson



Age: 22  
From: Henderson, NV  
Residence: Utah

Accomplishments:  
First to land the double back flip, top 10 in Gravity Games.  
Bike Sponsor: Diamondback



## BOBBY BONES



Born and raised in a most bewitching place, Salem, Massachusetts, Bobby Bones has lived up to the haunting legacy of his town. Cursed with particularly brittle bones, Bobby had fractured each and every one in his body (except the useful middle finger on his right hand) by the time he was 14 years old, mainly due to midnight bike sessions in the graveyard.

This didn't deter Bobby, who suffered even more injury a few years later when his attempt at a 720 over an acid pit at the local battery factory failed miserably...and painfully. Today, although just bones and a brain, Bobby endures; his famous "bone breaker" move is something to behold. Bobby, who is also a military freak, may appear to be simply bones, but somewhere in there is an extra large heart.

## CANDY MAN



Candy Man has had the choice ever since he was young: go the way of the father, the dentist, or pay a visit to his mother at her liquor store full of sweets. By virtue of his full mouth of cavities, it's not difficult to figure out what path he most regularly takes. But Candy Man argues that it has nothing to do with his teeth—he devours candy to give him a boost on the ramp.

His filthy sweater stuffed with confection, he's able to pull off the tightest tricks when he's riding a sugar high. Sponsored by a handful of giant candy corporations and one brave toothpaste company, Candy Man also frequents raves on a regular basis, so it's no surprise that his strength is industrial street riding.

## HOTTY BABE



With a hypnotizing beauty punctuated by piercing green eyes, Hotty doesn't exactly fit the bill as a pioneer of the freestyle bike world. But frustrated with the male-dominated nature of the sport, Hotty ripped free of the shackles of her now-ex-boyfriend (who wouldn't let her ride because he was afraid she was a superior rider) and unleashed a riding style marked by a bevy of tricks, absolutely no fear of heights, and a signature, one-handed seat grab. Revolutionizing how women

on the ramp are viewed, Hotty is taking her cause to new heights. And, to be sure, when she's on the bike there will be plenty of eyes on her.



## BIRD BRAINS



Bird Brains' questionable genetic makeup is only part of his unique background. Hatched an outcast in the deserts of Africa, Bird Brains successfully stowed away in the landing gear of a commercial aircraft and reached the U. S., where he immediately began pursuing his dream of flying as a vert rider. In little time he became respected by the competition, known for spreading his wings when he takes flight off the ramp. Usually a laid-back feathered friend, Bird Brains still has the instincts of a vulture when a fellow rider hits the ground. Thankfully for the competition, however, he only devours them by showing them up with his high-flying riding.

## RAMP GRANNY



Many an opponent has underestimated Ramp Granny, a 75-year-old former Midway employee who isn't really a granny at all, considering she hasn't had any children. Although she appears fragile and harmless, Ramp Granny, who has declared herself the mother of stunt-biking (a claim that so far has gone unchallenged), is unstoppable once she gets into a groove. Coaxing her opponents with the fresh, homemade pastries she brings to the local courses, Ramp Granny has an affinity for vert riding and loves the bar-spin backflip. As for the limited time she has away from the course or kitchen, venerable Ramp Granny moonlights as a grocery store security guard.

## RENALDO MARCELLUS



Half-brother to Candy Man, Renaldo has his own cross to bear—a pin wedged deep in his left nostril—although so far his circumstance has brought him only advantages. After willingly jamming the pin up his nose some time back, Renaldo not only won a bet and a nickname but also a brain-altering condition which renders him impervious to fear. Anyone who witnesses him riding will attest to that plain fact, particularly when he hazards into one of his famous, death-defying games of chicken with a big rig. Shunned by sponsors because of a perceived negative image, Renaldo has nonetheless stumbled upon a positive benefit to his brain-altered state by teaching math at a local elementary school.



## BRITISH BIKER



Abused as a boy by seven older brothers and an ex-con mother in London's tough East End, British Biker profited just two things from his much-maligned childhood: a lack of a formal education (street smarts notwithstanding) and an accent so thick it rendered him virtually unintelligible.

Oh, and one more thing: a Union Jack tattoo on his face, a gift from his mum for his 13th birthday. Running away to the mean streets of London, British Biker was forced to develop the aggressive disposition and attitude necessary to defend himself and his unique trademark. Now, years later, armed with raw talent, street savvy, an unbridled fearlessness and a move called "The Bloody Brit," British Biker has come to the new world and intends to find a place to plant his colorful flag.

## FREON



Freon's childhood fate-and that of everyone in his northern Alaskan town-was shaped by an untimely accident: the death of his father in an Alaska pipeline explosion. The five winters following the horrific mishap were the coldest on record, leading the local native Indians to believe that the boy's blood had turned to ice and cooled the surrounding area to levels unfamiliar even to frigid Alaska. For this they called him "Freon." Today, when he's not competing in the Gravity

Games, Freon can be found in the same Alaskan town, parts of which still never completely thaw, coolly pulling off peg grinds on the ominous pipeline that once claimed his father.

## ANGUS SIGMUND



Frozen in pre-pubescent immaturity and limited by a handful of bizarre physical abnormalities, Angus has still managed to succeed on his bike due to an unfailing commitment and a few random, odd beliefs. Raised to understand that his childhood epileptic seizures had given him superhuman abilities, Angus theorized that his sneakers had been sent from the heavens to help him deal with the neighborhood bullies. But this wasn't simple child escapism; Angus learned, with the "help" of his shoes, to ride fast and perform an assortment of outrageous tricks.

Still ridiculed for his occasional bed-wetting and periodic outbursts of Tourette's syndrome, Angus keeps a step ahead of his bullying enemies by drinking milk and a strange exercise regimen which involves periodic fits of muscle-toning rage.



## PIERCE



When she's not riding, Pierce can be found puncturing flesh with steel at Holy Smokes Piercing on the Venice Beach boardwalk. She's owner/proprietor of the small shop of piercing, which is a practice that has for her become as much religion as art. And it's a religion she lives, evidenced by the three hundred-plus metal studs she has gracefully inflicted upon herself. It should be said, however, that only a few of the piercings are in view, as most reside in body areas that aren't (readily) visible. When the penetrating work of piercing is through, Pierce closes up the shop and hits the streets, where her signature move is an abubaca into crooked grind.

## ANTHONY CRUISE



You'd think that being raised in the biking hotbed of Venice, California, would mean that Anthony Cruise began his two-wheeled stint at an early age. Not so. He was always more into four-wheeled hotrods, which he cruised up and down the mean streets for hours a night. His day job as a Los Angeles bus driver funded his obsessive and expensive pursuit of restorative perfection on his "six-four." Till the day the motor died, that is. When his beloved car suddenly stopped running, Anthony laid her to rest in his garage, vowing to never again drive a motorized vehicle.

He quit his job and turned his obsessive tendencies to bikes, which he rides and repairs with even more compulsion than he previously had with his car. Competitive riding can thank a dead car for bringing it the hauntingly focused, enthusiastic riding style of Anthony Cruise.

## GLASS EYE GUS

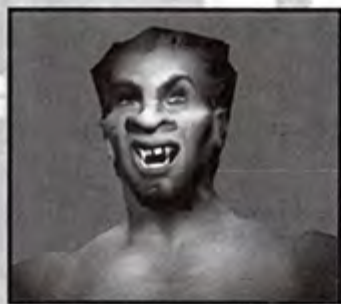


A veteran of the bike scene, Glass Eye Gus has excelled professionally despite a major physical obstacle: a lack of two functioning eyes. The "dead" eye, now replaced with glass, was lost when the then-two-year-old Gus took his tri-cycle outside his upstairs bedroom window and rode off the roof of his house, with mixed results.

To this day, Gus claims the ride was worth it and, from the more reasoned perspective of his opponents, all indications are that he's no less the rider despite the limited vision. If anything, Gus says, the odds are astronomically against him losing a second eye, so he's as daring a rider as you'll find. He may find solace in flawed logic, but if that's what keeps him riding as entertainingly reckless as he does, none of his fans are going to question.



## TERMITE



Infesting a dirt track near you is Termite, one of the most workmanlike performers on the bike scene. Known around the circuit as a "lunchpail" rider, Termite works hour after endless hour perfecting his riding. It's no secret that he's one of the least talented riders around, but his rival slackers rarely put in the necessary practice time to beat him.

By virtue of pinpoint execution and a well-rounded array of tricks, Termite regularly munches down the competition and lately, with increased confidence, has his feelers out, sniffing out his opponents in a possible attempt to colonize the bike circuit. He knows it will take a strong work ethic, but he's ready to burrow away at a track somewhere and put in the hours it will take to digest the competition.

## KRIS "Creature" BEECHER



Beginning his riding in San Diego, Ca, "Creature" has had his fill of thrills. However, this rider knows no home like the one he loves: PAIN. Brought up in a town full of stars, Creature made himself known for taking it for the team. A crash test dummy breaking himself as well as the bikes under him. The thirst for pain was taken into all aspects of life from the piercings to the tattoos and his prize scars.

Without plastic surgery, Creature would just be Kris Beecher...or would he? Test his endurance. It will surprise you how a person can take so much and still get up and try again. Everyone used to say "If Kris Beecher can do it, then I can." Well, he hasn't been that guy for a long time, and he hasn't heard that since the accident. At one time the biggest crash won the comp. Those times are over. Creature is aware and ready to escort his competition to the hospital once they get there by trying to keep up!



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