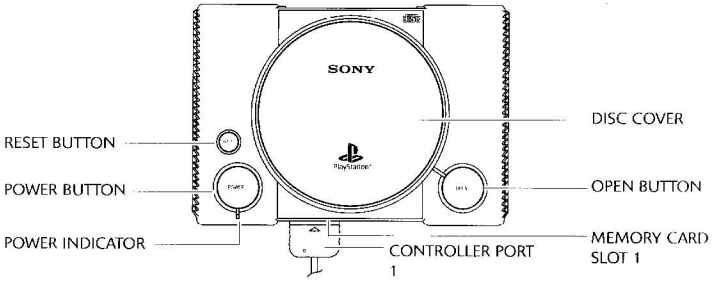

PlayStation
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EA SPORTS
SUPERBIKE
2000
SBK
SUPERBIKE

STARTING THE GAME

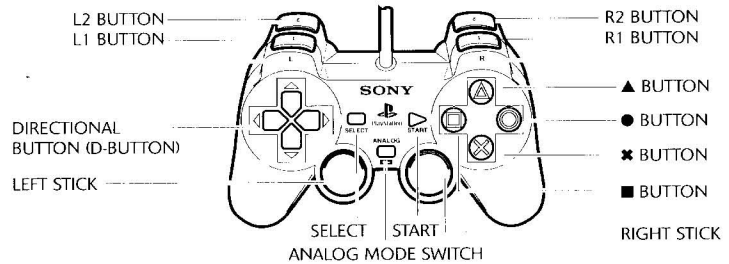


1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Superbike 2000* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.
4. After the legal screen, the Main menu appears.

NOTE: A MEMORY CARD CONTAINING AT LEAST 2 FREE BLOCKS IS NEEED TO SAVE YOUR PROGRESS IN SUPERBIKE 2000.

ACE

COMMAND SUMMARY



COMPLETE COMMANDS

MENU CONTROLS

Move cursor	D-Button ↕
Toggle selected item	D-Button ‹ ›
Select	✖
Return to previous screen	▲

GENERAL GAMEPLAY

Steer Left/Right	D-Button or Left Analog Stick ‹ ›
Accelerate	✖ or Right Analog Stick ↑
Brake	■ or Right Analog Stick ↓
Change View	▲
Look Behind	**L2**
Shift Up/Down a gear (Manual Transmission only)	**R1/L1**
Pause game	**START** button

NOTE: THE COMMANDS LISTED ON THE PREVIOUS PAGE ARE THE DEFAULT CONTROLS FOR *SUPERBIKE 2000*. TO CHANGE YOUR CONFIGURATION, SELECT CONTROLS FROM THE HARDWARE OPTIONS SCREEN (▷ *HARDWARE OPTIONS* SECTION ON P. 6).

INTRODUCTION

Welcome to *Superbike 2000* from EA SPORTS, probably the closest you'll ever get to the thrills and spills of the SBK Superbike World Championship. Put your leathers on, pick your dream bike, and get ready to pit your wits and racing prowess against the World's greatest riders. Race as or against Superbike legends such as Carl Fogarty and Colin Edwards, the Texan tornado, on any one of the official International Superbike World Championship circuits, including Monza, Laguna Seca and Brands Hatch.

The stage is set for the white-knuckle ride of your life, but the question remains—have you got what it takes?

SETTING UP THE GAME

NOTE: DEFAULT OPTIONS APPEAR IN bold THROUGHOUT THIS MANUAL.

QUICK START

To begin a Quick Start game:

At the Main Menu, press the ✖ button to select SINGLE RACE. At the Single Race screen, press the ✖ button to select Quick Race. The game begins with all of the default settings active.

MAIN MENU

SELECT TO VIEW DETAILED LAP AND RACE RECORDS FOR EACH CIRCUIT

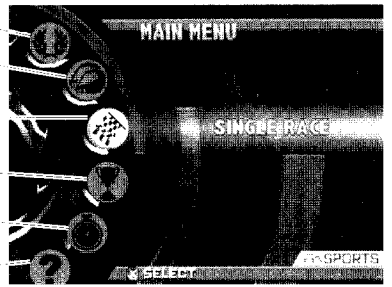
SELECT TO SET UP A TWO PLAYER GAME AND TAKE ON A FRIEND IN SPLIT SCREEN MODE (▷ *TWO PLAYER* SECTION ON P. 14)

SELECT TO BEGIN A SINGLE RACE (▷ *SINGLE RACE* SECTION ON P. 7)

SELECT TO BEGIN A CHAMPIONSHIP (▷ CHAMPIONSHIP SECTION ON P. 13)

SELECT TO ENTER PRACTICE MODE— GET TO KNOW THE TRACKS RIDING SOLO AND WITH NO TIME LIMITS

SELECT TO ACCESS THE OPTIONS SCREENS (▷ *OPTIONS* SECTION BELOW)



OPTIONS

From the Options screen, you can view the game's credits and adjust Hardware or Game Options to suit your preferences.

GAME OPTIONS

Laps

Set the number of Laps for the next race to 2, **3**, 5 or 10.

Difficulty

Set the Difficulty Level for the next race to **EASY**, MEDIUM or HARD.

Weather

Set the Weather conditions for the next race to **SUNNY**, OVERCAST, WET or AUTO. When set to AUTO, weather conditions are selected randomly for each race.

Damage

Toggle ON/**OFF**. When ON, your bike sustains damage each time you crash.

Tire Wear

Toggle Tire Wear ON/**OFF** for the next race. When ON, your tires sustain damage from wear and tear around the track.

EA TIP **SOFT TIRES WEAR OUT QUICKER THAN HARD TIRES, BUT PROVIDE IMPROVED GRIP AND ROLLING RESISTANCE (▷ *BIKE SETUP* SECTION ON P. 9).**

HARDWARE OPTIONS

Display

Select this option to adjust the position of the screen on your television. D-Button to move the screen and press the ✖ button when you are happy with the position.

Sound

BALANCE: Use the slider to adjust the balance between in-game music and in-game sound effects. D-Button ← to increase music volume or D-Button → to increase the volume of sound effects.

COMMENTARY: Adjust the volume of the in-game commentary.

Controls

CONTROL PRESET: Select this option to change your Controller Configuration to one of three available presets.

To Change Controller Configuration:

1. D-Button ‹ › to cycle through the available preset configurations. The button assignment for each is displayed on-screen.

2. When you're happy with the configuration displayed on-screen, press the ✖ button to select.

⇨ Vibration P1: Toggle the vibration function of the DUALSHOCK™ Analog Controller for Player 1 **ON**/OFF.

⇨ Vibration P2: Toggle the vibration function of the DUALSHOCK Analog Controller for Player 2 **ON**/OFF.

Memory Card

AUTOLOAD: Use the slider to toggle Autoload ON/**OFF**. When ON, your game progress and the current Game and Hardware settings are automatically loaded each time you start *Superbike 2000* (assuming a Memory Card with a save file is detected in Memory Card Slot 1).

LOAD OPTIONS: Select this option to load a previously saved game. Highlight a Memory Card Slot from which to load your game and press the ✖ button to select.

SAVE OPTIONS: Select this option to save your game in progress. Highlight the Memory Card Slot that you want to save your game to and press the ✖ button to select.

CREDITS

Select to view the game's credits.



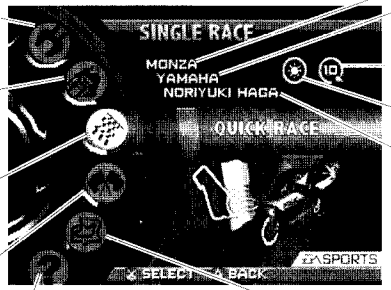
GAME MODES

Take a couple laps against the clock or test your endurance in a Full Championship season.

SINGLE RACE

One or two players participate in a Single Race on any one of the 13 official Superbike World Championship tracks.

SINGLE RACE MENU



BIKE SETUP–FINE TUNE YOUR BIKE FOR OPTIMUM PERFORMANCE (▷ *BIKE SETUP* SECTION ON P. 9)

BIKE & RIDER–CHOOSE YOUR BIKE AND RIDER FOR THE NEXT RACE (▷ *BIKE & RIDER SELECT* SECTION BELOW)

QUICK RACE–BEGIN A QUICK RACE (▷ *QUICK RACE* SECTION ON P. 11)

TRACK

BIKE

NUMBER OF LAPS FOR NEXT RACE

WEATHER CONDITIONS FOR NEXT RACE

RIDER

RACE WEEKEND–PARTICIPATE IN A FULL RACE WEEKEND (▷ *RACE WEEKEND* SECTION ON P. 12)

OPTIONS–ACCESS GAME AND HARDWARE OPTIONS OR VIEW THE GAME'S CREDITS) (▷ *OPTIONS* SECTION ON P. 5)

TRACK–CHOOSE ONE OF 13 OFFICIAL SUPERBIKE WORLD CHAMPIONSHIP CIRCUITS FOR YOUR NEXT RACE (▷ *TRACK SELECT* SECTION ON P. 9)

BIKE & RIDER SELECT

Select BIKE & RIDER from the Single Race Menu to pick a rider and a machine for your next race.

1. D-Button ‹ › to cycle through the available bikes and D-Button ⇕ to cycle through the available riders.
2. Press the ✖ button when you are happy with your choice of bike and rider.

3. A pop-up menu appears with the Transmission options. D-Button ‹ › to toggle between **AT** (Automatic Transmission) and MT (Manual Transmission). If set to MT, you control the bike's gears manually (▷ *Complete Commands* section on p. 3).

TRACK SELECT

Choose a track from one of 13 official Superbike World Championship circuits, including Monza–the home of Italian motorsport, Laguna Seca–the US leg of the SBK Championship, and Brands Hatch in the UK.

➥ D-Button ‹ › to cycle through the available circuits and press the ✖ button to select.

BIKE SETUP

Select BIKE SETUP to fine tune your bike for optimum performance.

Forks

RAKE: Set the front Forks to STEEP 23°, **NORMAL 24°** or SHALLOW 25°. With a SHALLOW Forks setting, steering is slower but offers greater precision and stability. With a STEEP setting, steering is more responsive but offers less stability.

TRAIL: Set the rear Forks to SHORT 92.5mm, **NORMAL 100.8mm** or LONG 109.2mm. A SHORT Trail setting makes steering response quicker, while a LONG Trail setting makes the bike more stable around corners and chicanes.

Suspension

FRONT SPRING: Set the pressure of your Front Spring to SOFT 0.70Kg/mm, **NORMAL 0.82Kg/mm** or HARD 0.95Kg/mm.

REAR SPRING: Set the pressure of your Rear Spring to SOFT 8Kg/mm, **NORMAL 10Kg/mm** or HARD 11Kg/mm.

- A HARD Spring setting causes the bike to move less when braking or accelerating. It works well over smooth surfaces but less so over bumpy ones. A SOFT Spring setting works well over bumpy surfaces but can make the bike more difficult to control.

Tires

Use the slider to select your Tire type for the next race: RAIN, SLICK SOFT, **SLICK MEDIUM** or SLICK HARD.

TIP **SOFTER TIRES IMPROVE GENERAL HANDLING, PARTICULARLY IN WET WEATHER CONDITIONS. HOWEVER, THEY ALSO WEAR OUT QUICKER (WHICH MAKES THE BIKE DIFFICULT TO CONTROL). IF YOU'VE SELECTED A SOFT TIRE TYPE FOR A LONG RACE, WATCH THE TIRE SEGMENTS ON YOUR BIKE DAMAGE DISPLAY AND PIT BEFORE THEY'RE DEPLETED (▷ *ON THE TRACK* SECTION ON P. 15).**

Gearing

GEARBOX SPROCKET: Set the Gearbox Sprocket to MIN, **MEDIUM**, or MAX.

REAR SPROCKET: Set the Rear Sprocket to MIN, **MEDIUM**, or MAX.

TIP **SETTING GEARING LEVELS TO MAX RAISES THE OVERALL GEARING, INCREASING YOUR BIKE'S MAXIMUM SPEED BUT SLOWING ACCELERATION. A MAX SETTING IS SUITABLE FOR FAST TRACKS WITH LOTS OF STRAIGHTS. A MIN SETTING IMPROVES ACCELERATION BUT AT A COST TO YOUR TOP SPEED, MAKING IT BETTER SUITED TO SLOW, TWISTING TRACKS.**

Load

Select this option to load previously saved Bike Setup settings from a Memory Card. High light the Memory Card Slot from which to load your Bike Setup and press the ✖ button.

NOTE: IF AUTOLOAD IS SET TO ON (▷ *HARDWARE OPTIONS* SECTION ON P. 6), YOUR BIKE SETUP IS AUTOMATICALLY LOADED ON BOOT-UP.

Save

Select this option to save your current Bike Setup to a Memory Card. Highlight the Memory Card Slot you want to save your setup to and press the ✖ button.

NOTE: YOU CAN ONLY HAVE ONE BIKE SETUP CONFIGURATION SAVED ONTO A MEMORY CARD. IF YOU HAVE ALREADY SAVED A BIKE SETUP WHEN YOU SELECT THIS OPTION, YOU ARE ASKED WHETHER OR NOT YOU WISH TO REPLACE THE EXISTING BIKE SETUP. SELECT YES TO OVERWRITE OR NO TO CANCEL.

Assistance

Set braking Assistance **ON**/OFF. When **ON**, the game controls your speed going into corners and chicanes, reducing your chances of crashing.

TIP **THIS IS A GOOD OPTION FOR BEGINNERS. ONCE YOU'VE IMPROVED YOUR CORNERING, YOU CAN TAKE IT OFF AND CONTROL YOUR SPEED MANUALLY.**

QUICK RACE

QUICK RACE mode allows you to take part in a single race on the selected track. There's no Superpole stage, so you start the race at the back of the grid.

RACE WEEKEND

A RACE WEEKEND comprises a full Superbike weekend event, including a Free Practice run, the Superpole qualifying, and 2 full races.

When you select Race Weekend as your game mode, the Race Weekend menu appears. Here, you may select **FREE PRACTICE**, SUPERPOLE, RACE 1, or RACE 2.

The Race Weekend menu lists all of the stages that make up the weekend event. You may enter at any stage but you cannot return to earlier stages. Hence, if you select SUPERPOLE, the FREE PRACTICE option becomes grayed out (unavailable).



NOTE: THE SUPERPOLE STAGE DETERMINES YOUR STARTING POSITIONS FOR RACE 1 AND 2. IF YOU CHOOSE TO SKIP IT, YOU START EACH RACE AT THE BACK OF THE GRID.

Free Practice

Select Free Practice to familiarize yourself with the track or to test out new Bike Setups (▻ *Bike Setup* on p. 9). You have unlimited time on the track but you cannot get back into Free Practice once you have quit out.

- To quit out of Free Practice, press the **START** Button to pause the game and select QUIT from the Pause menu. At the prompt, select YES to confirm your choice.

Superpole

The Superpole stage is a one lap qualifying run against the clock. Your lap time in the Superpole determines your starting position for both Races 1 and 2.

Races 1&2

This is what you've been building up to. Races 1 & 2 correspond to the Saturday and Sunday of a Race Weekend. With the Practice and Superpole stages out of the way, it's time to prove your worth in the real thing!



CHAMPIONSHIP

Select CHAMPIONSHIP from the Main Menu to participate in a full racing season. Test your mettle against the World's greatest riders in a Full Championship spanning thirteen Race Weekends.

FULL CHAMPIONSHIP

To start a Full Championship:

1. Select CHAMPIONSHIP from the Main Menu.

- At this stage, you can access the Options screens to adjust Game and Hardware Options (▻ *Options* section on p. 5) or select LOAD to load a previously saved Championship.

2. Next, select CHAMPIONSHIP from the Championship Menu.
3. Create a name for your rider. D-Button ↕ to cycle through the characters and press the ✖ button to select (you may select up to 10 characters). Press the ▲ button to delete characters.

- When you are happy with your Rider name, highlight the ✔ icon in the character list and press the ✖ button.

4. At the Bike & Rider screen, D-Button ‹ › to cycle through the available bikes and D-Button ↕ to cycle through the available riders. Press the ✖ button to accept your choice.

5. A pop-up appears with the Transmission options. Press the D-Button ↔ to toggle between **AT** (Automatic Transmission) and MT (Manual Transmission). If set to MT, you control the bike's gears manually (▷ *Complete Commands* section on p. 3).
6. Select your Race Type: Quick Race (▷ *Quick Race* section on p. 11) or Race Weekend (▷ *Race Weekend* section on p. 12).

NOTE: THE RACE TYPE YOU SELECT FOR THE FIRST RACE DETERMINES YOUR RACE TYPE FOR EVERY STAGE OF THE CHAMPIONSHIP.

TWO PLAYER

Select 2 PLAYER from the Main Menu to take on a friend head-to-head in split screen mode.

TWO PLAYER SINGLE RACE

To set up a Two Player Single Race:

1. Select 2 PLAYER from the Main Menu. The Two Player screen appears.
2. Select SINGLE RACE.
3. Set up your race as you would a One Player Single Race (▷ *Single Race* section on p. 7).

○ For Bike and Rider, a split screen shows both players' selected bike and rider. When both players have selected their bike and rider and their transmission, the game returns to the Single Race Menu.

○ For Bike Setup, Player 1's details are displayed first. Adjust as required then press the ▲ button. Player 2's Bike Setup details are displayed—adjust and press the ▲ button to return to the Single Race Menu.

4. Select your Race Type (Quick Race or Race Weekend).

TWO PLAYER CHAMPIONSHIP

To set up a Two Player Championship:

1. Select 2 PLAYER from the Main Menu. The Two Player screen appears.
2. Select CHAMPIONSHIP.
3. Select CHAMPIONSHIP from the Championship menu.
4. Enter a name for Player 1 and select the ✔ Icon. Repeat for Player 2.
5. Select Bike and Rider for Player 1 and Player 2.
6. Select your Race Type (Quick Race or Race Weekend).

ON THE TRACK

Strap on your helmet and grip the throttle. It's time to leave the competition choking on your exhaust.

THE GAME SCREEN



TURN ASSIST DISPLAYS

Turn Assist Displays appear on screen as you near each turn to help you gauge approaching steep bends. The number in the display indicates the distance in meters between you and the apex of the turn.

Turn Assist Displays are color-coded to help you judge your speed going into corners:

- RED: Your speed is too high and you risk crashing unless you hit the brakes.
- GREY: You're doing about the right speed going into this turn.
- GREEN: You'll easily make the turn and you may even want to accelerate a little.

BIKE DAMAGE DISPLAY

In the bottom left of the Game Screen is your Bike Damage Display. As your bike takes damage, segments disappear from the display, giving you a visual indicator of your bike's condition. Bike Damage affects performance by reducing your top speed and acceleration, while tire damage affects the bike's handling. When most of the segments have disappeared, you may want to consider a Pit Stop.

PIT STOPS

Whenever your Bike Damage Display shows extensive damage, pull into a Pit Stop to have your bike repaired.

- As soon as you enter the pits, the CPU assumes control of your bike. As the repairs are carried out, you can see the segments of the Bike Damage Display replenishing.
- Wait until the repairs are complete and the bike starts moving. The CPU leads you out of the pits and control of the bike is returned to you as you rejoin the riders on the track.

PAUSE MENU

At any time during a race, press the **START** Button to pause the game. The Pause Menu gives you the following options:

RESUME: Continue the race in progress

RESTART: Restart the race in progress (select YES at the prompt to confirm your choice).

QUIT: Quit the race in progress and return to the game mode screen (select YES at the prompt to confirm your choice). If you quit a race, you automatically place last.

SAVING AND LOADING

To Save a Championship:

1. During a Full Championship, select SAVE from the Championship menu (in either Quick Race or Race Weekend).
2. Select a Memory Card to save your game to.

NOTE: IF THERE IS ALREADY A GAME SAVED ON THE SELECTED MEMORY CARD, YOU ARE ASKED IF YOU WISH TO OVERWRITE. SELECT YES TO REPLACE EXISTING DATA OR NO TO CANCEL.

To Load a previously saved Championship:

1. At the Main Menu, select CHAMPIONSHIP.
2. At the Championship screen, select LOAD and then select a Memory Card from which to load.
3. The game loads. At the prompt, press the ✖ button to continue.

NOTE: NEVER INSERT OR REMOVE A MEMORY CARD WHEN LOADING OR SAVING FILES.