ELECTRONIC ARTS

PlayStation

NTSC U/C

PlayStation

Castrol HONDA

WORLD SUPERBIKE TEAM

SUPERBIKE RACING



EVERYONE

E

CONTENT RATED BY ESRB

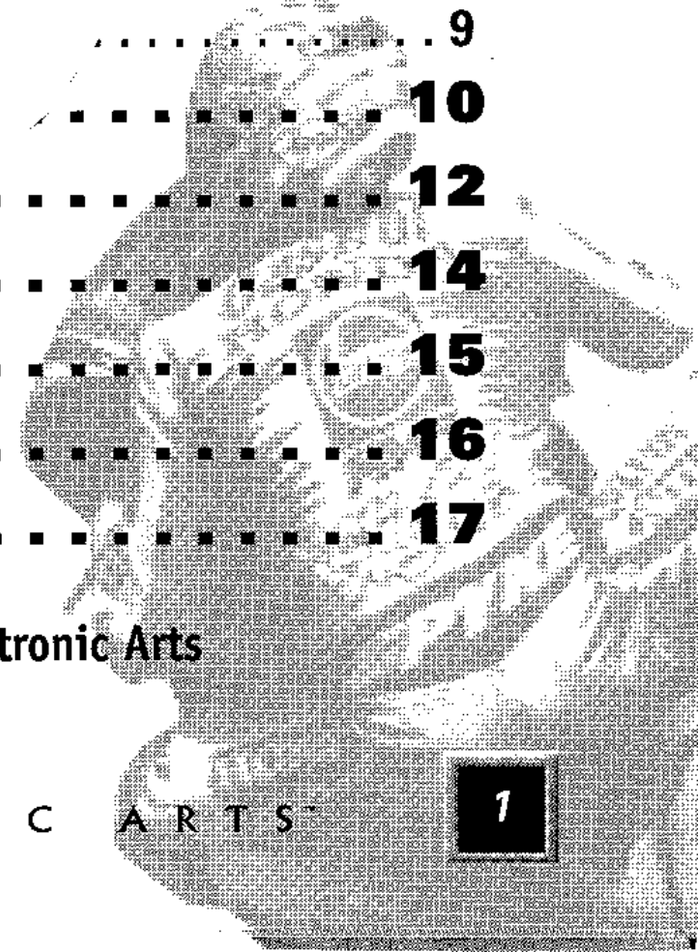
SLUS-00882

Castrol HONDA
WORLD SUPERBIKE TEAM
SUPERBIKE RACING

CONTENTS

STARTING THE GAME . . . 2
CONTROLLER 3
BASIC CONTROLS 4
CASTROL HONDA WORLD SUPERBIKE TEAM 5
MAIN MENU 6
RIDERS 7
GAME TYPE 7
PAUSING THE GAME 9
GAME OPTIONS 10
THE RC45 12
BIKE SETUP 14
TWO PLAYER MODE 15
SAVING AND LOADING GAMES 16
CREDITS 17

For more info about this and other titles, check out Electronic Arts on the web at www.ea.com.



BASIC CONTROLS

ACTION	COMMAND	ACTION	COMMAND
Accelerate	✖	Gear Up	R2
Brake	■	Gear Down	L2
Left/Right Turn	D-Button ↔	Change View	R1
		Rear View	L1

CASTROL HONDA WORLD SUPERBIKE TEAM

In the world of Superbike racing, few can compete with the exploits of the Castrol Honda team. Since its entry into the racing arena in 1994, its riders have won an impressive string of achievements. The Castrol Honda World Superbike Team has never placed outside the top three in the World Superbike Championship, with American rider John Kocinski clinching first place and taking the title in 1997. Kocinski's triumph was made all the more sweet as Castrol Honda won the 1997 rider, manufacturer, and coveted team titles.

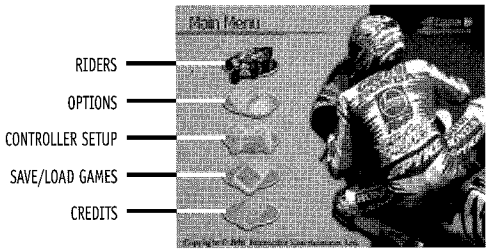
The current team riders continue the tradition of speed and ascendancy. American Colin Edwards won three Superbike races in 1998 to rank fifth in the championship, and New Zealander Aaron Slight took the top spot in five races, coming in a mere half-point behind series leader Troy Corser.

As the Castrol Honda World Superbike Team prepares for the 1999 season, 24-year old Colin Edwards and Slight rank in the top five of the championship test series. When the Superbike Championship gets underway, both are sure to keep their fellow team members on the fast track to further success.



MAIN MENU

The Main menu screen is the starting line for the *Castrol Honda* experience: here you name your rider, adjust the difficulty level, choose the race you want, and save or load a previously saved game.



RIDERS . . . . . .Choose a one or two player game, enter your rider's name, and proceed to the track (➢ Riders, p. 7).

GAME OPTIONS . . . . . .Set the difficulty level, race distance, and gameplay options (➢ Game Options, p. 10).

CONTROLLER SETUP . . . .Choose the settings for your controller.

SAVING AND LOADING GAMES . . . . . .Save a game to memory card or load a previously saved game (➢ Saving and Loading Games, p. 16).

CREDITS . . . . . .View the game credits.

- Use the D-Button to highlight an option. Press ✖ to select the highlighted option.

RIDERS

Create a name for your rider at this screen before choosing the type of race and the track you want to ride.

- D-Button ↕ to cycle through the options on the screen.
- D-Button ↔ to choose a one or two player game.

To enter a player name:

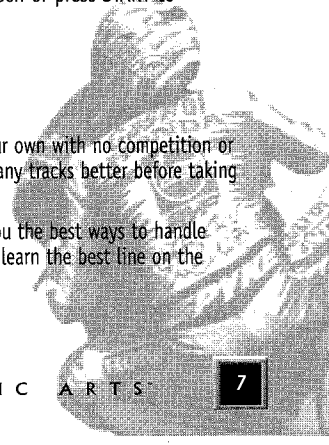
1. Highlight your player slot.
2. Press ✖ to begin entering your name.
3. D-Button ↕ to cycle forward/back through the alphabet.
4. To select a letter, D-Button → to proceed to the next letter in your player name. To erase a letter, D-Button ←.
5. Press ✖ when you have finished the name.
   - D-Button ↕ to the NEXT button in the lower right of the screen or press START to proceed to the *Game Type* menu.

GAME TYPE

- D-Button ↕ to choose the game you want to play.

PRACTICE SESSION . . . . . .Sample any of the game's tracks on your own with no competition or scoring. Use this to get to know the many tracks better before taking on other riders.

TRAINER SESSION . . . . . .A trainer rides ahead of you to show you the best ways to handle the track. Follow the trainer's lead and learn the best line on the track to ride.



SINGLE RACE . . . . . .Race against other RC45 riders on any of the 14 tracks in the game.

CHAMPIONSHIP . . . . . .Race a tournament through 13 tracks.

PRACTICE SESSION

To ride a Practice Session:

1. Highlight AVAILABLE TRACKS, then D-Button ↔ to cycle through the tracks available. When you have chosen the track, D-Button ↓ to the next step.
2. Select SETUP BIKE to adjust your bike to your own preferences (➢ *Bike Setup*, p. 14).
3. D-Button ↓ to START and press ✖ to begin your practice session.

TRAINER SESSION

Setup is the same as Practice Session.

SINGLE RACE

To ride a Single Race:

1. Highlight AVAILABLE TRACKS, then D-Button ↔ to cycle through the tracks available. When you have chosen the track, D-Button ↓ to the NEXT button.
2. Press ✖. The RACE screen appears.
3. D-Button ↕ to move among the available options. Press ✖ to select that option.

START PRACTICE SESSION . .Take some time to become familiar with the track.

START QUALIFYING RACE . .You must qualify before racing to win races on the higher difficulty settings. Otherwise you start at the back of the grid, making it hard to catch up to your rival.

START RACE! . . . . . .Jump right into the race's starting point.

SETUP PLAYER 1 BIKE . . . .Fine tune your bike (➢ *Bike Setup*, p. 14).

SETUP PLAYER 2 BIKE . . . .In two-player mode (➢ *Two Player Mode*, p. 15.), Player Two enters here to set up his or her bike.

CHAMPIONSHIP

1. The Championship screen shows the track that begins the tournament. Press ✖ to proceed.
2. The Championship Race screen contains the same options as a Single Race (➢ above). In addition, at the completion of each track you can save the championship tournament and begin play at the start of the next track at a later time (➢ *Saving and Loading Games*, p. 16).

TOTAL RACE TIME AND LAP TIMES

Total Race Time is the time from the moment the starting lights turn green to the time you cross the finish line. Lap Times shown are the time it takes to do a lap from start to finish.

NOTE

Total lap times do not add up to your race time. To get the race time from your cumulative lap times, add on the time it takes you to cross the start line when the lights go green.

PAUSING THE GAME

To pause the game and access Pause menu items, press **START**.

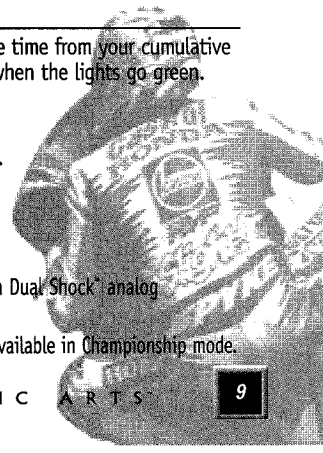
- To select a Pause menu item, highlight it and press ✖.

CONTINUE . . . . . .Select this option to resume the race.

ABANDON RACE . . . . . .Select this option to quit the race.

CONTROLLER VIBRATION . .This option is only visible if you have a Dual Shock™ analog controller. Select this option to toggle vibration ON/OFF.

RESTART RACE . . . . . .Begin the race over. This option is not available in Championship mode.



GAME OPTIONS

Default option settings depend on the Difficulty setting. As you move up in skill levels, the realism—and difficulty—of the race increases.

DIFFICULTY . . . . . .D-Button ↔ to choose between ROOKIE, NOVICE, AMATEUR, SEMI PROFESSIONAL, PROFESSIONAL, and ACE settings. This also determines the default number of laps in the race.

LAPS . . . . . .D-Button ↔ to increase or decrease the number of laps in the race.

AUTO BRAKE . . . . . .When ON, brakes automatically help slow your bike into turns.

HELP ARROWS . . . . . .When ON, arrows appear warning you of upcoming turns.

STEERING ASSIST . . . . . .When ON, steering is easier.

WHEELIES . . . . . .When ON, sudden accelerations cause wheelies.

ENGINE OVERHEAT . . . . . .When ON, too much heavy riding can cause the engine to overheat.

TIRE WEAR . . . . . .When ON, extended use causes tires to wear down and slowly lose grip. Also, when running off the track, there is a loss of traction.

LOSE REAR WHEEL . . . . . .When ON, there's a chance that taking a corner too fast causes your rear wheel to slide out.

PENALTIES . . . . . .When ON, you are penalized for jumping the Start light, speeding in the pit, and other racing misdemeanors. Each penalty takes five seconds off your Total Race Time. The penalty total appears onscreen.

NOTE

To eliminate a penalty, you must stop in the designated pit area and wait five seconds while the penalty clock goes back to zero.

BIKE DAMAGE/
MAJOR DAMAGE . . . . . .Different skill levels have different levels of realistic damage. As a ROOKIE, for example, you take no damage to your bike in a crash. At ACE level, a serious crash could be fatal.

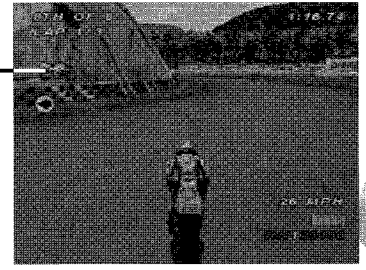
To change default settings:

D-Button ↕ to the option you wish to change.

D-Button ↔ to turn the option on or off.

BIKE DAMAGE INDICATOR

When any Damage options are on, the Bike Damage Indicator appears on the screen. This representation of your bike shows you where the damage is so you may compensate accordingly how you handle the bike. When a specific portion of the bike is damaged, that part turns red in the Bike Damage Indicator.



THE RC45

Make	Honda
Model	RC45
Team	Castrol Honda World Superbike Team, Louth, Lincolnshire.

PERFORMANCE

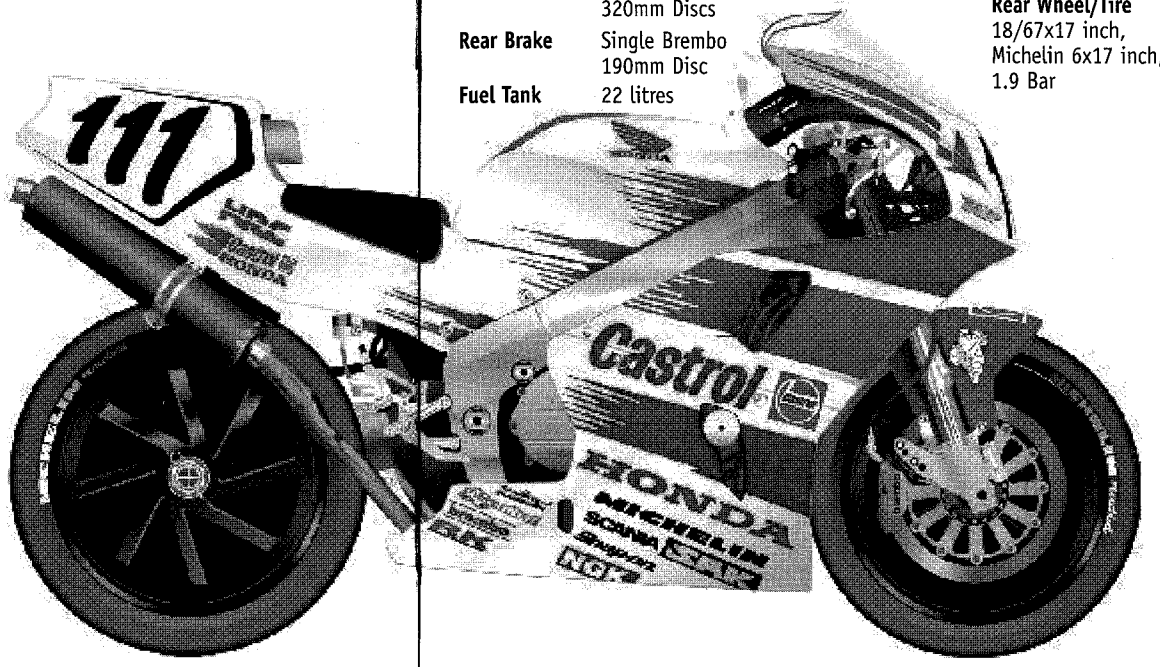
Max Speed	205 mph
Acceleration	0-60mph 3.1 seconds 0-100mph 4.9 seconds
Braking	60-0 1.9 seconds 100-0 3.3 seconds

ENGINE

Type	Liquid-cooled 4 stroke 16 valve DOHC 90° V-4
Displacement	749.2cc
Bore x Stroke	72 x 46 mm
Max Power	160 Brake Horse Power @ 14000 rpm
Max Torque	60 ft-lbs
Compression Ratio	12.5:1

GEARBOX

Gears	6 speed



CHASSIS

Dry Weight	162kg
Wheelbase	1415mm
Front Brake	Dual Brembo 320mm Discs
Rear Brake	Single Brembo 190mm Disc
Fuel Tank	22 litres

WHEELS AND TIRES

Front Wheel/Tire
120/60x17 inch, Michelin 3.5x17 inch, 2.1 Bar

Rear Wheel/Tire
18/67x17 inch, Michelin 6x17 inch, 1.9 Bar

BIKE SETUP

Fine tune your bike for the different tracks' conditions using this screen. You can create custom settings for each of the courses in advance.

SETUP FOR . . . . . .D-Button ↔ to select the track for which you are customizing your bike.

GEARBOX . . . . . .D-Button ↔ to select MANUAL or AUTOMATIC gear mode. With MANUAL you decide when to shift to higher or lower gears using the L2 and R2 buttons (➢ *Basic Controls*, p. 4). In AUTOMATIC mode, the bike shifts gears accordingly when you accelerate or slow down.

NOTE

Even when in AUTOMATIC mode, you need to press R2 to manually shift out of neutral to start the race.

FRONT TIRE/REAR TIRE . . . D-Button ↔ to set the compound of each tire. This determines how soft or hard the tire is. Softer tires stick to the track better but they don't last as long. Harder tires give you less traction but take longer to wear down.

NOTE

To change tire compounds, the Tire Wear option must be ON (➢ Game Options, p. 10).

NOTE

When riding to qualify for a race, it's a good idea to use soft tire settings. You'll want the best traction you can get. For the actual race—especially the Championship tournament—you want your tires to last as long as possible. A harder tire setting becomes the better tactic.

FINAL DRIVE . . . . . .D-Button ↔ to set the gear ratio. 21 settings raise or lower the combination of front and back sprockets. The lower the final ratio drive, the lower the speed each gear can reach. Conversely, the higher final ratio, the higher each gears' upper speed.

NOTE

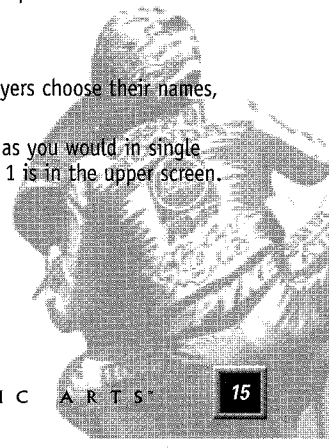
To find each track's ideal sprocket setting, find a long straightaway and accelerate as much as you can. The speed reached before having to brake for a turn is probably the highest speed your bike requires for this track. Gear down the sprockets until gear six is closest to the high speed the bike reached on the straightaway. By gearing down, your bike can reach its upper speeds faster.

TWO PLAYER MODE

All game types are available to two player racing, with the exception of Trainer sessions.

To begin a Two-Player Race:

1. At the Riders screen (➢ *Riders*, p. 7), highlight PLAYERS.
2. D-Button ↔ to choose the two player option. Now both players choose their names, as detailed in *Riders*.
3. D-Button ↓ to NEXT and proceed to choose the Game Type as you would in single play. Once the race begins, the split screen appears. Player 1 is in the upper screen. Player 2 is below.



SAVING AND LOADING GAMES

You can take a break during your championship tournament by saving the game to a MEMORY CARD. One game can be saved per MEMORY CARD.

To save a game:

1. Insert a MEMORY CARD into your PlayStation game console.
2. At the end of any race during the Championship tournament, D-Button↓ to SAVE CHAMPIONSHIP, then press ✖. The MEMORY CARD screen appears.
3. D-Button ↕ to the MEMORY CARD Slot to which you want to save the game, then press ✖. The game is saved to the MEMORY CARD.

To load a saved game:

1. Insert the MEMORY CARD containing the saved game.
2. At the Main menu, D-Button↓ to the Save/Load Game icon, then press ✖. The Memory Card screen appears.
3. Highlight LOAD GAME and press ✖. The Load Game screen appears.
4. Highlight the MEMORY CARD Slot containing the MEMORY CARD from which you want to load your saved game.
5. Press ✖. The game loads and you enter play where you previously left.

NOTE

Never insert or remove a MEMORY CARD when loading or saving files.