PlayStation

NTSC U/C

PlayStation 2

Jet Moto 2



KIDS TO ADULTS

K-A

CONTENT RATED BY ESRB

SCUS-94167
94167

SONY COMPUTER ENTERTAINMENT

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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 game 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 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.

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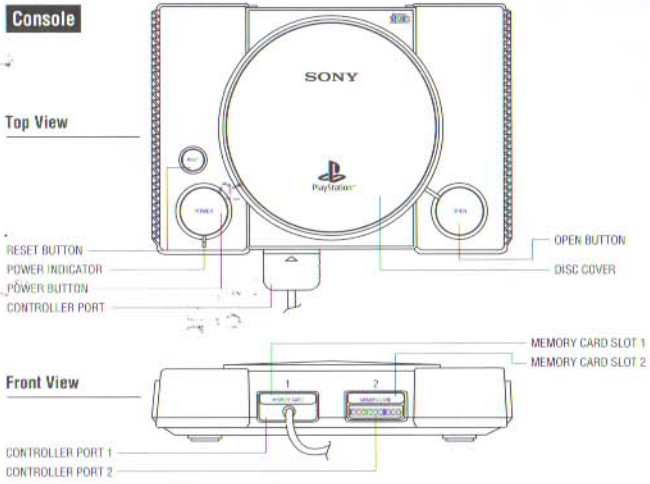
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Startup Information

Console

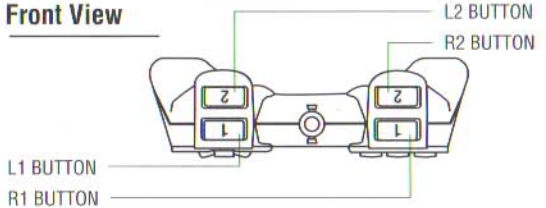
Top View



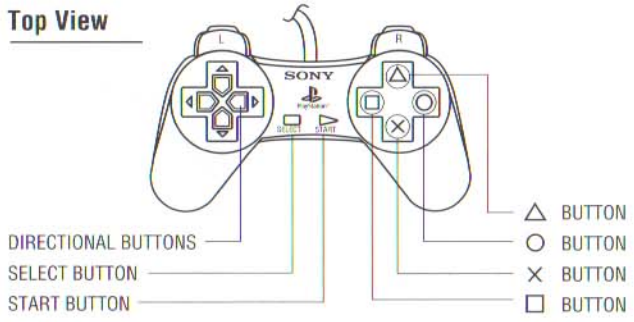
Setup your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the JET MOTO 2 disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

The Controller

Front View



Top View



Default Control Summary

The tables below explain the Default Controls. You can modify the controls on the Control Configuration screen, accessed from the Options menu. For more information about the individual controls, see pages15-17.

⊗	Accelerate
△	Turbo Boost
○	Magnetic Grapple
□	Brake
D-Pad left/right	Turn left/right
D-Pad up/down	Lean forward/back
L1/R1 + D-Pad left/right	Sharp turn left/right
L2/R2	Roll left/right
START	Pause
SELECT	Switch Race View 1st Person/ 3rd Person

Main Menu



The Main Menu offers the following four options. To select an option, **D-Pad left/right** to highlight the option, and then press the **X Button** .

ONE PLAYER

Pick up Controller 1 and get ready to hold your own in the mayhem of a 10-rider race.

HEAD-TO-HEAD





Both Controllers are activated so you and a friend can go up against each other on a split screen. Note: Once you enter the game you can choose between a vertical split screen and a horizontal split screen by pausing the race and selecting toggle split screen. Some tracks favor the vertical split view, and some tracks favor the horizontal split. Try them both out and see which you like best.

LOAD GAME

The Load Game screen displays all the saved Seasons and Custom Circuits. Seasons and Tournaments can only be saved in-between races, not mid-race. For instructions on saving Seasons and Tournaments, see page 11.

- To load a saved game, **D-Pad** to highlight the desired game, and then press the **X Button** .

OPTIONS



The Options screen allows you to customize the game to suit your preferences and skill level. We strongly advise that you ride at the Amateur Difficulty Level when you're learning the ropes. After that go ahead and tackle the tracks at the higher levels.

- To change an option, **D-Pad up/down** to highlight the option and **left/right** to change the option.

DIFFICULTY

The four difficulty levels tell you how good the other riders are. When continuing Season, the game automatically increases the difficulty level as new tracks are unlocked. When racing in Novice or Amateur, you'll have to re-qualify on all the previously completed tracks at the new level in order to proceed to newer tracks.

LAPS PER RACE

Run anything from two-lap sprints to six-lap endurance runs.

TURBO

If you wish to disable the Turbo booster on all the bikes, turn this option off.

GRAPPLE

If you wish to disable the magnetic grapple on all the bikes, turn this option off.

BIKE HUD

HUD stands for "Heads Up Display," which is the panel on the bike that housed the meters and indicators. If you want to remove the HUD from the screen, turn this option OFF. See page 14 for further reference to the HUD.

HANDICAPPING

When handicapping is On, the 2nd place rider never falls very far behind the 1st place rider. You'll always have a chance of catching the leader if you/re in second place.

CONTROLLERS 1 AND 2



Jet Moto 2 offers 6 different controller configurations, each one suited for a different player style. Experiment with the different configurations to see which one you like best.

MUSIC AND SOUND



Move the sliders to adjust the Music, Sound Effects, and the Overall Volume.

CREDITS

Take a look at the many fine men and women who produced and tested this great game.

EXIT

Return to the Main Menu

The Bikes and Riders

The Jet Moto circuit consists of 10 different riders from five teams. Each rider has his or her own bike with its own special attributes. You can read about each rider and bike in the informative descriptions presented in the Rider Bio area. These descriptions give you a good idea of what to expect when you select that rider and bike.

- To change riders, D-Pad **left/right**.
- To view rider bios, press the **Circle Button**.

The three attribute bars offer a graphic analysis of the three performance categories.

WEIGHT

The weight of the bike affects its handling. The lighter bikes are generally a little more agile and jumpy while heavier bikes are more stable and require a power-slide mentality. The heavier bikes are less likely to throw you when you get rammed by another rider or run into an obstacle. Also, the heavier bikes can more easily unseat or otherwise knock other riders off course when you collide with them.

TOP SPEED

The maximum speed of a bike is important on the longer and straighter tracks. Tracks with a lot of curves don't take advantage of bikes with great top speed.

ACCELERATION

Acceleration is rated from standing start to top speed. However, a bike's weight may result in some unexpected advantages and weaknesses. Some bikes may have great jump off the line with no mid-range, others may start slow but really hop to top speed in a short time. Don't be afraid to experiment with the different bikes.

The Races

The four different options explained below offer a wide variety of race formats with which to develop and test your prowess as a Jet Moto stud.

FULL SEASON (UNLOCKING THE TRACKS)

The Full Season option sets up a pre-determined Championship Circuit using all the available tracks. As you qualify on the easier tracks, you unlock more difficult tracks and increase the difficulty level automatically. If you start out on the Novice or Amateur levels, you'll have go back and requalify on the earlier tracks once you open the second group of tracks. But if you start out in Professional or Master mode and hold onto first place in the standings, you can play all the tracks without having to re-race any of them.

CUSTOM CIRCUIT

The Custom Circuit offers two different racing formats: Rally and Championship.The rules for each format are described on the screen. Before you begin a Custom Circuit, you need to select the order of the tracks. Note that each track can be used only once.

- Press **START** to exit the circuit screen.

Important: You need to save the winning season and return to the Main Menu to open the new tracks. If you don't, the tracks won't be available.

SINGLE TRACK

A Single Track race is just that...a one-time competition for nothing but bragging rights.

PRACTICE

In Practice mode, you're on a solo run against the clock. You can select any of the tracks that you've earned so far. Make sure to load a saved season to make those additional tracks available.

SAVING A GAME

If you wish to save a Season or Circuit, first select Save Game at the end of a race, and then highlight Empty Slot. Use the D-Pad to enter a name for the saved game, and then press **START**.

The Tracks

Jet Moto offers nine tracks and a special bonus track. Each track presents its own unique difficulties and challenges, and some are easier than others. The more you practice, the better you'll be able to handle all the obstacles at the high speeds it takes to win.

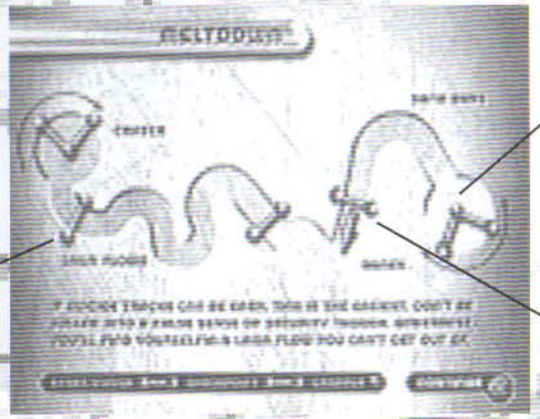
Green Circle — easiest
Blue Square — intermediate
Black Diamond — hardest

TRACK SELECTION

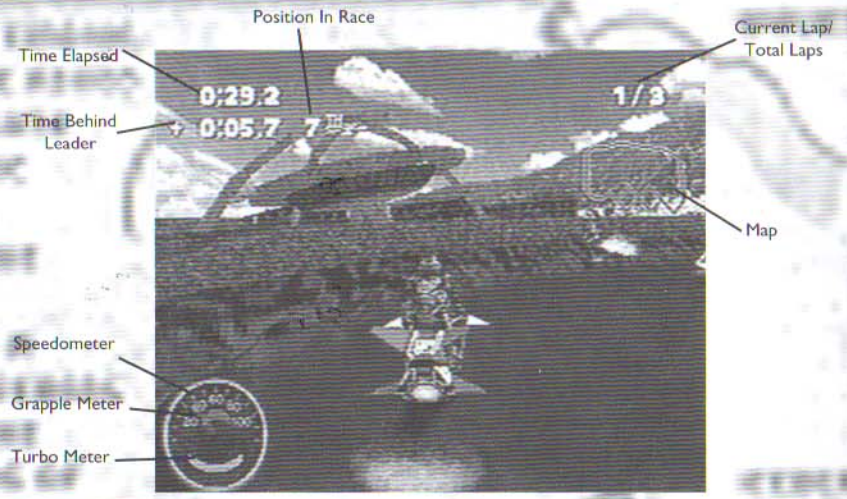


- To choose a track, D-Pad **left/right** to spin the wheel so that the desired track appears at the top of the wheel.
- To select the track, press the **X Button**

Track Overview



Racing Display Information



Checkpoint Information

When you pass through a checkpoint you'll see your position in the race and the time that separates you from the leader.

Note: If you fall off the track, you'll return to the last checkpoint and resume the race.

On The Bike

You'll need to master all the controls to compete against the veteran Jet Moto racers.

TURN

The left and right D-Pad buttons steer the bike.

ACCELERATE

You've got to burn it to earn it—and the 'it' is the gas. Of course, you'll need to back off on the accelerator from time to time to avoid slamming into obstacles or careening of the track.

BRAKE

The brake works on both land (water, ice) and in the air. If you want to minimize your hang time while in the air, press and hold the brake. On land, use the brake strategically. While you will of course be leaning on the gas most of the time, if you don't know how and when to use the brake, all of the time you gain will be lost while you recover from a bone crushing wreck.

TURBO

You start the race with a full tank of turbo fuel, and each time you complete a lap the tank is replenished. You can use the turbo fuel in any way you wish — two long bursts, multiple short bursts. Each track presents its opportunity for maximum turbo efficiency.

MAGNETIC GRAPPLE

Certain turns offer a red energy pole that allows you to activate the magnetic grapple and swing around the turn without losing much speed. Note that the grapple can pass through solid objects and other riders.

When you press the grappling button, the grapple engages when you're in range. As soon as you release the button, the grapple disengages. If you're too close to the magnetic pole when you engage, you might swing around too fast and hit a barrier.

The red energy bar on your HUD shows you how much grappling energy you have left. The energy replenishes slowly as you go. Be advised that collisions with other riders can knock you off your bike while you're grappling.

Please see the Strategy section on page 19 for more advice about using the Magnetic Grapple.

LEAN FORWARD/LEAN BACK

Leaning forward lowers your wind-resistance and offers a little extra speed and extra stability. But if you overuse the lean, you might not be able to take air when it's time to take air. Leaning back transfers your weight to the rear of the bike and gives you greater lift of bumps and jumps, but it reduces your overall stability.

SHARP TURN

The sharp turn buttons (L1/R1) work in conjunction with the D-Pad left/right. When you execute a sharp turn, the bike leans way down so you can really crank a turn. This slows the bike down, so don't overuse it.

ROLL

The roll buttons are independent of the rest of the steering (use D-Pad), with R2 for leaning right and L2 for leaning left. They are best used to help right yourself after a particularly nasty sideswipe. The roll maneuver is also used to perform stunts.

MID-AIR STUNTS

Mid-Air stunts bring applause and other crowd reactions. When you're in Stunt Race mode (after you've won a Full Season with all the tracks at the Professional level), performing Mid-Air stunts will give you extra turbo juice for use during the race.

Trophy Case

When riders complete specific events, they earn trophies that will be displayed in their Trophy Case. A Memory Card is required for this feature. The blank spaces in the Trophy Case indicate trophies that have yet to be earned. In addition, most trophies have a code attached to them that the player can activate in Single or Head-to-Head mode. Every trophy code is a secret and the player will need to finish the game on all the difficulty settings, with every racer, to find all the trophies.

Strategy

- Remember, Jet Moto 2 features **TruePhysics Design**. This means that almost anything you can think of that works in real life will work in Jet Moto. The surfaces are all a little different. In general the harder surfaces (like concrete)are faster and the softer surfaces (like water) are slower. The Jet Moto bike's suspension fields react differently to each surface, influencing both traction and grip. Experienced racers will soon learn that the fastest route is not always the shortest one.

- Every bike has its own special characteristics, and some are more distinctive than others. In general, the **heavy bikes** are more stable and can travel quickly over small obstacles. Heavy bikes are best suited for plowing through waves and bumps. The best strategy for the heavy bikes? Take the corners wider than you would on the light bikes, and use the magnetic grapple liberally to minimize hard turning. Going wider is longer, but you'll hold your speed better.

- **Light bikes** are more maneuverable than their heavy counterparts, but they are also more vulnerable to collision and ramming. They thrive going through tight obstacle areas, and their high acceleration lets them shoot out of tight corners. Light bikes also respond well to racers who know how to use the jumps to their advantage.

- **Magnetic Grappling** is the single most important skill in Jet Moto. It's all a question of guts. The closer you are to the post, the faster you'll go around it. If you release too late, you'll smash into a barrier before you can say "oh no." When Magnetic Grappling, start wide on the corners, get a feel for the range of the post, and develop a knack for letting go at the right time. Amateurs often forget to turn with the grapple. What good is going around the post if you come out facing the wrong way? Experiment with different orientations and release times to maximize your speed. A good grapple technique can send you out of the turn faster than your top speed, even faster than a turbo boost. The bottom line? It's a rhythm thing. When you're in the zone while grappling, you're unstoppable.

- Use your **mass** to your advantage. If you've gone to the trouble to learn a heavy bike, use it. Smash up those light bikes!

- Riders of light bikes do not necessarily have to fear bike-to-bike contact. This is a TruePhysics game; so remember, momentum is a product of both mass and velocity. If you angle it right and you're going fast enough, you can unseat the rider of a heavy bike with a much lighter bike.

- Experiment with **pulling back and leaning forward**. By pulling back on the nose you take more air off the jumps. This is not only fun, but if you know how to finesse it, you can even get a little extra speed out of it. For example, if you repeatedly plow into the faces of the ocean waves, you'll be slower than racers who get the rhythm of jumping off the face of one wave and landing on the backside of another.
- Orient your bike in mid-air so that when you land your bike it is perpendicular to the racing surface. Once again, True Physics applies.
- Some of the tracks contain brief **short cuts** through corners. Also there are certain mid-air grapple turns that give you more than you'd have if you stayed on the racing surface.

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