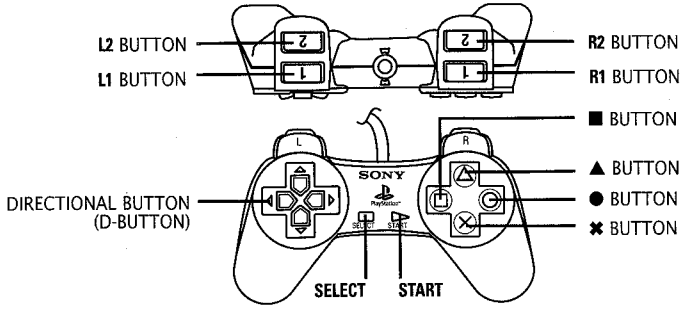

ELECTRONIC ARTS™
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00738
MOTO RACER 2™

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

CONTROL SUMMARY



DEFAULT GAMEPLAY CONTROLS

ACTION	COMMAND
Accelerate	✖
Steer left/right	D-Button ↔
Brake	■
Turbo stunts	**L2** or **R2**
Back view	▲
Change views	●
Gear down/up (Manual Gearbox only)	**L1**/**R1**

GETTING STARTED

MAIN MENU

Start a game, set game options, or enter the championship editor/track creator.

To start a game with the default options, highlight **START**, and press ✖. (➢ *Starting a Game below.*)

To load, save, adjust screen position, or set your controller, D-Button ↕ to highlight OPTIONS, then press ✖. (➢ *Options* on p. 10.)

To create, modify, delete, load, or save a track or championship, D-Button ↕ to highlight EDITOR, and press ✖. (➢ *Championship Editor* on p. 18.)

***NOTE:** Default settings are listed in **bold** type in this manual.*

STARTING A GAME

◆ When you select **START** from the Main menu, the Number of Players/Difficulty menu appears.

NUMBER OF PLAYERS/DIFFICULTY MENU



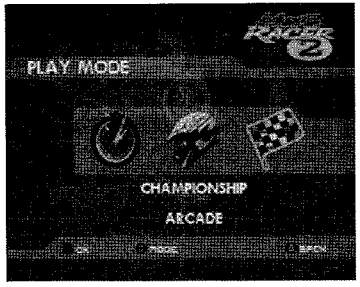
D-BUTTON ↕ TO TOGGLE BETWEEN PLAYER NUMBER AND DIFFICULTY LEVEL OPTIONS.

To select the number of players, D-Button ↔ to highlight **1** or 2 PLAYER(S). (➢ *Two-Player Mode* on p. 17.)

To select the level of difficulty, D-Button ↔ to highlight EASY, **MEDIUM**, or HARD.

When finished, press ✖ and the Play Mode menu appears.

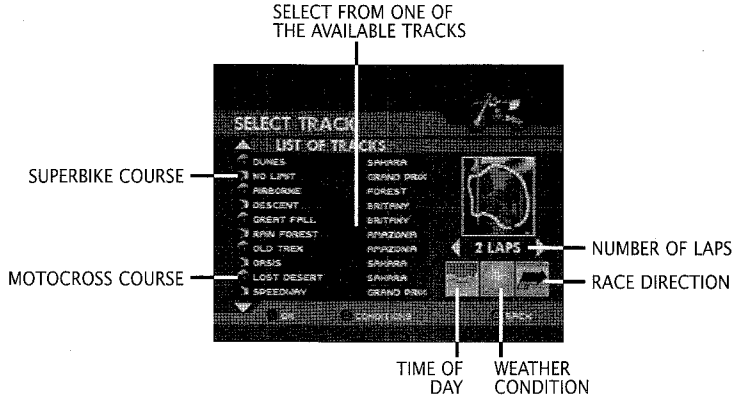
PLAY MODE MENU



To select a race type, D-Button ↔ to highlight PRACTICE, **SINGLE RACE**, or CHAMPIONSHIP, then press ✖. (➢ *Playing Moto Racer* 2 on p. 11.)

To toggle **ARCADE**/SIMULATION mode, press ■. Arcade mode offers all-out racing action, while Simulation mode offers a more realistic approach to racing, applying the effects of real world physics to the motorcycle.

TRACK SELECTION AND CONDITIONS

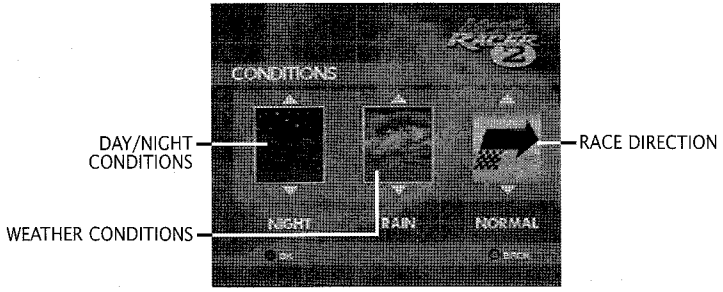


To select a track (Practice and Single Race only), D-Button ↕ to highlight the track you want.

To select the number of laps, D-Button ↔ to set the desired length from 2-6. (1-6 if you are in Practice/Time Attack.)

To select the track conditions, press ■ to advance to the Conditions screen.

CONDITIONS SCREEN



To select day/night conditions, D-Button ↔ to highlight the first box, and D-Button ↕ to highlight **DAY** or NIGHT.

To select weather conditions, D-Button ↔ to highlight the second box, and D-Button ↕ to highlight **CLEAR**, RAIN, SNOW, or NONE.

NOTE: *Not all weather conditions work with all Themes. (e.g. Snow in Amazonia or Rain and Snow in Sahara.)*

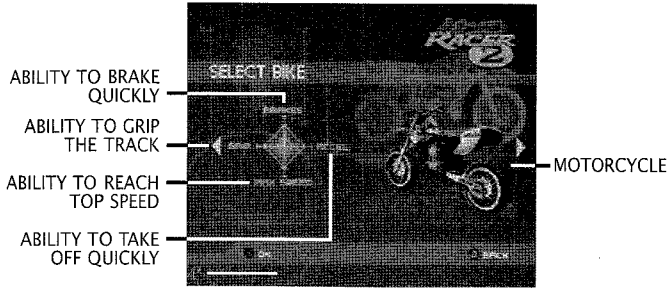
To select race direction, D-Button ↔ to highlight the third box, and D-Button ↕ to highlight **NORMAL**, REVERSE, or MIRRORED.

NOTE: *You may select Mirrored mode only after winning the Super Bike Racing League championship and Reverse mode only after winning the Moto X championship.*

After selecting the desired track conditions, press ✖ to return to the Select Track screen. Press ✖ again to advance to the Select Bike screen.

NOTE: *In Championship mode, tracks and conditions are adjustable only in the Championship Editor.*

BIKE SELECTION

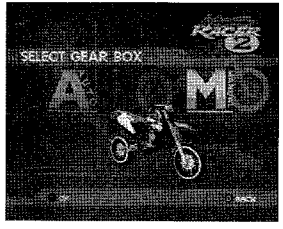


Moto Racer 2 offers eight unique bikes for each type of racing. Each bike features individual strengths and weaknesses based on four categories: Acceleration, Maximum Speed, Grip, and Brakes.

To select a bike, D-Button ↔ until the bike you want appears, then press ✖. The Select Gearbox screen appears.

GEARBOX SELECTION

To select Automatic or Manual Transmission (you must manually shift at all times), D-Button ↔, then press ✖ to begin the race.



OPTIONS

To access the Options screen, highlight OPTIONS on the Main menu, and press ✖.

D-Button ↕ to highlight an option, then press ✖ to select the option.

LOAD	Load a game. (➢ *Saving and Loading a Default Championship* below.)
SAVE	Save a game. (➢ *Saving and Loading a Default Championship* below.)
SCREEN POSITION	Adjust the screen position to fit your television.
CONTROLLER	Choose a controller configuration.

NOTE: *Load/Save from the Options screen saves the current user options and their default championship standing.*

SAVING AND LOADING A DEFAULT CHAMPIONSHIP

There are fifteen blocks on a memory card. *Moto Racer 2* requires two blocks to hold an entire championship.

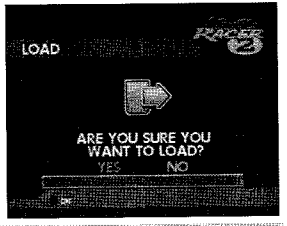
NOTE: *Never insert or remove a memory card while loading or saving files.*

To save a default championship:

1. From the Main menu, select OPTIONS, then SAVE. The Save Options screen appears.
2. On the Save Options screen, highlight **YES** then press ✖ to save your championship.

To load a saved default championship:

1. From the Main menu, select OPTIONS, then LOAD. The Load Options screen appears.
2. On the Load Options screen, highlight **YES**, then press ✖. The saved game loads.



PLAYING MOTO RACER 2

Moto Racer 2 offers three unique race modes for a single player:

PRACTICE	Learn the tracks at your own pace, or race against the clock in Time Attack mode.
SINGLE RACE	Race on the track of your choice, where you face seven computer-controlled opponents.
CHAMPIONSHIP	This is where the good stuff happens. You can race a street, dirt, or combination of courses and save the championship to continue with it later.

PRACTICE

Practice mode allows you to hone your racing skills on any track you choose. (➢ *Track Selection and Conditions* on p. 7.). This is an ideal place to learn the nuances of each course and experiment with various bikes.

TIME ATTACK

With Time Attack mode enabled, you complete a track and the computer memorizes your race. For each successive race on the same track, the computer displays a second "phantom" motorcycle that re-runs your best race. At the end of each trial, the computer memorizes the winner's race.

To enable or disable Time Attack mode, press ● at the Select Track screen. This mode is available only for a certain number of laps and varies according to the track size.

NOTE: *You cannot collide with the phantom bike.*

SINGLE RACE

Single Race mode is a great place to race against some stiff competition (Human or CPU) on your favorite courses. Select a track (➢ *Track Selection and Conditions* on p. 7.), and challenge an opponent to prepare yourself for the rigors of Championship mode.

CHAMPIONSHIP

The Championship is what separates the fast guys from the wannabes. To win it all, you'll need to accumulate the most points over the course of eight races. The number of laps and conditions are fixed.

CHAMPIONSHIP CIRCUITS

In all, there are five championship circuits in which to compete in:

SUPER BIKE CHAMPIONSHIP	Consists of eight Superbike courses.
MOTO X CHAMPIONSHIP	Consists of eight Motocross courses.
DUAL SPORT CHAMPIONSHIP	A combination of four Superbike courses and four Motocross courses.
CUSTOM CHAMPIONSHIP	A user-defined group of courses.(➢ *Championship Editor* on p. 18.)
ULTIMATE CHAMPIONSHIP	Consists of the eight most challenging courses.

NOTE: *You may access the Ultimate Racers Championship only after completing the Super Bike, Moto X, and Dual Sport Championships in First Place.*

RIDING

Whether you prefer the speed of the Superbikes or the thrills of Motocross, *Moto Racer 2* has what you're looking for.

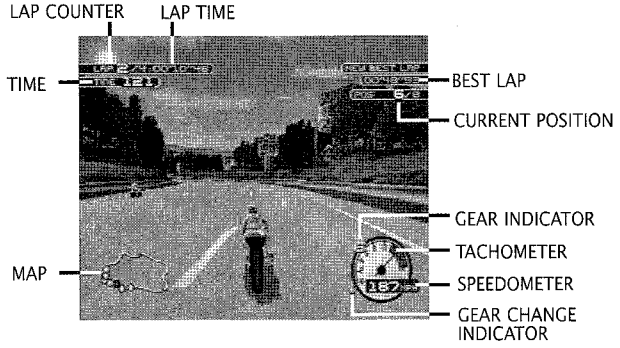
To engage a turbo-charged wheelie and speed burst, press **L2** or **R2**. On a motocross bike, nail **L2** or **R2** on a jump and you'll hit a trick move.

NOTE: *Be careful when using turbo–your bike's a monster, and it's even harder to control on one wheel.*

If you collide with a wall or another bike and fall off, you can continue the race from the point where your bike comes to rest.

DISPLAY

You can check out the following information at anytime during a race.



LAP	Current lap, total number of laps, and your time, along with your previous lap times (only after you complete the race).
BEST LAP	Best lap on this track.
TIME	Time remaining to the next checkpoint. When the counter reaches 10 seconds, the time remaining begins to blink. On reaching the checkpoint, time is added. The amount of time added depends on the checkpoint. (This feature is only available in single player Arcade modes.)
POSITION	Your position in the field of competitors.
MAP	Overhead view of the track. The red circle shows your position; the yellow circles show those of your opponents. The red sta-

	tionary mark represents the Start/Finish line, the blue stationary marks represent the track checkpoints.
INSTRUMENTS	Tachometer, Speedometer, Gear Indicator, and Gear Change Indicator.

GAME OVER

If your time drops to zero before reaching the next qualifying checkpoint, you are disqualified. The screen shows TIME OUT, and you have the option to continue the race. If you do not continue the race, the RACE RESULTS screen appears.

CHECKPOINTS

Each *Moto Racer 2* track has several checkpoints throughout the race. At the start of the race, Moto Racer 2 allocates you a certain amount of time depending on the level of difficulty. You must reach the next checkpoint before time runs out or you will be disqualified. Reaching a checkpoint gives you additional time to continue your pursuit for the next checkpoint.

NOTE: *The checkpoint feature comes into play only when racing single player Single Race or Championship Arcade modes. This feature is disabled in single player Simulation and two player modes.*

PAUSE GAME/QUIT RACE

To pause your race, press **START**. The In Game Options appear.

To continue the game, select CONTINUE RACE.

To quit the race, select QUIT RACE, select YES, and press ✖.

To restart the race, select RESTART RACE.

IN-GAME OPTIONS

To select an option, D-Button ↕ to highlight the option you want, then D-Button ↔ to adjust the level. To toggle options YES/NO, press ✖ or **START**.

SOUNDS	Sets in-game master volume.
MOTO SFX	Engine sounds.
VOICE	Commentator's voice.
MUSIC	Set music volume.
CD AUDIO TRACKS	Set background music.
SPEEDOMETER	Toggle Miles Per Hour or Kilometers Per Hour.
MAP	Toggle onscreen map **YES**/NO.

AFTER THE RACE

At the end of the race, *Moto Racer 2* displays your final position.

REPLAY

Following your race, *Moto Racer 2* offers to Replay your race (not available in two-player mode).

To watch a replay, D-Button ↕ to highlight YES, then press ✖.

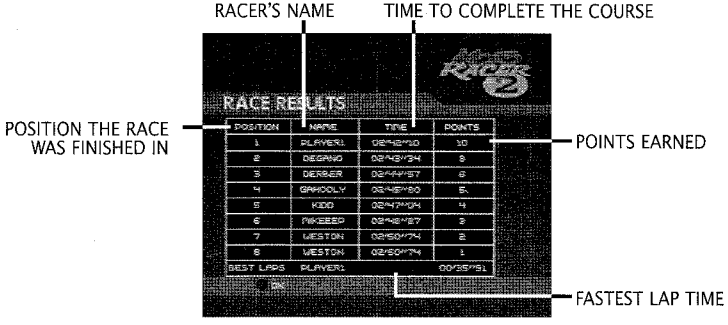
NOTE: *During a replay, press START to pause. The Replay menu appears with the following choices: CONTINUE REPLAY, RESTART REPLAY, RESTART RACE, or QUIT RACE.*

To bypass a replay, select NO. The Continue Race option appears. Select YES to play the race again.

To exit the race, select NO and the Best Times screen appears. Press ✖ to exit.

RACE RESULTS SCREEN

Upon completing a championship race, the Race Results screen appears.



Points are determined by the finish order of the racers.

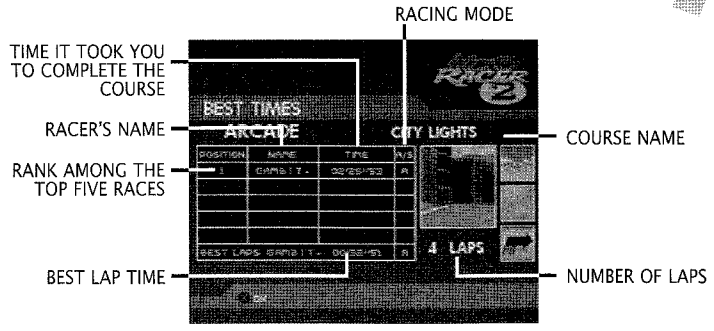
POINT STANDINGS SCREEN

The Point Standings screen displays the current standings of the championship. The standings are determined by the racers' total accumulated points.

NOTE: *The Race Results and Point Standings screen appear only when racing in Championship mode.*

BEST TIMES SCREEN

If you break the lap record on this track or score one of the five best races currently loaded, you can add your name to the best times for this track.



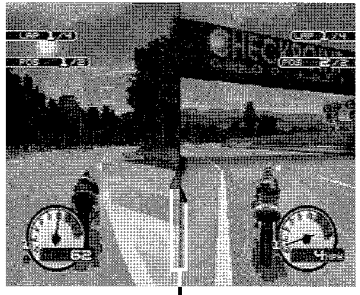
To add your name, D-Button ↕ to highlight the letters you want, D-Button ↔ to position your highlight cursor, then press ✖.

NOTE: *Best times are saved only when racing in Championship mode.*

TWO-PLAYER MODE

Moto Racer 2 offers horizontal and vertical split-screen two-player modes for head-to-head racing. Only Single Race and Championship modes are available in two-player mode.

To play Two-player mode, select the two-player option from the Number of Players/Difficulty menu, then proceed as described in *Starting a Game* on p. 5.



POSITION INDICATOR

In Two-player mode, two additional options become available from the In-Game Options menu (➢ *In-Game Options* on p. 14.):

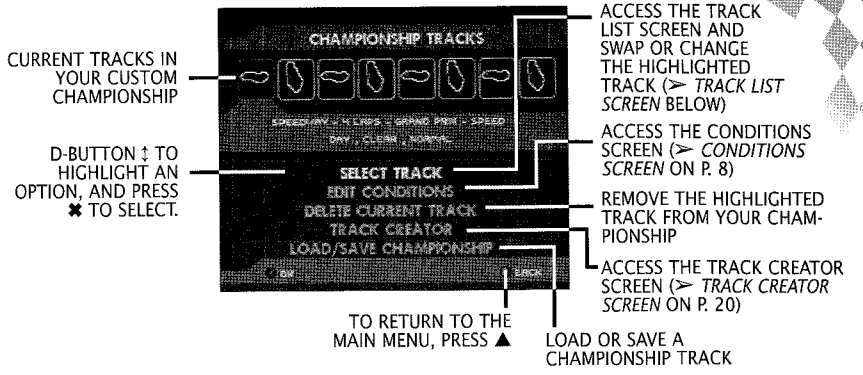
SPLIT MODE	Select a vertical or horizontal split-screen.
CATCH UP	When ON, this mode helps the trailing rider catch the leader.

CHAMPIONSHIP EDITOR

One of the coolest new features of *Moto Racer 2* is the inclusion of a Track Creator that allows you to create and save customized courses and championship racing circuits.

EDITOR SCREEN

The Editor screen lets you design the ultimate race circuit. You begin with a group of eight tracks that make up your current Custom Championship. From here, you can enter the Track List screen and replace a track currently in your championship with any of the other tracks in the game to build a dream lineup. Or you can enter the Track Creator screen to transform the layout of a current track into something completely unique. The choice is up to you.

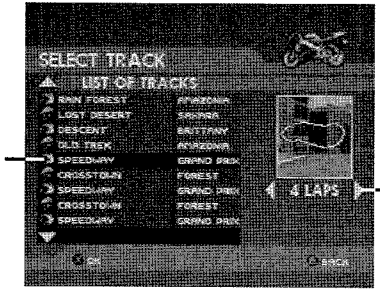


To replace a track in your custom championship:

1. D-Button ↔ to highlight a championship track.
2. D-Button ↕ to highlight SELECT TRACK, and press ✖ to advance to the Track List screen.
3. D-Button ↕ to highlight a track and press ✖. The Editor screen appears with the new track in your championship.

TRACK LIST SCREEN

The Track List screen displays the complete list of tracks for each championship and the conditions of each. The green-colored background tracks correspond to the Champion Tracks displayed on the Editor screen.

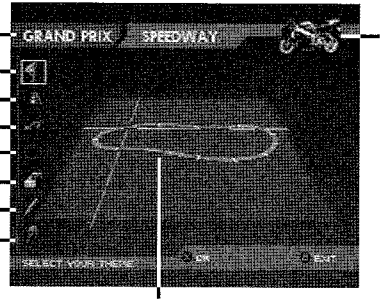


TRACKS FOR EACH CHAMPIONSHIP. D-BUTTON ↕ TO SCROLL THROUGH THE TRACKS

D-BUTTON ↔ TO ADJUST THE NUMBER OF LAPS.

TRACK CREATOR SCREEN

The Track Creator screen allows you to customize the layout of a selected course. From the EDITOR SCREEN D-Button ↕ to highlight TRACK CREATOR and press ✖.



CURRENT TRACK THEME

MOTO TYPE

SELECT A THEME

RUN A TEST LAP

ADD A MOUND

RESET THE TRACK

DELETE A CONTROL POINT

ADD A CONTROL POINT

MOVE A CONTROL POINT

TRACK LAYOUT

USING THE TOOL BAR

On the Track Creator screen, the tool bar contains options that let you modify the track.

To activate a tool, D-Button ↕ to highlight it, then press ✖.



ACCESS THE SELECT THEME SCREEN, AND D-BUTTON ↕ TO SELECT GRAND PRIX (OR FOREST FOR MOTOCROSS RACES), AMAZONIA, BRITTANY, OR SAHARA. PRESS ● TO TOGGLE BETWEEN MOTO TYPES GRAND PRIX (SUPERBIKES) OR OUTDOOR (MOTOCROSS BIKES) FOR EACH COURSE.

NOTE: *Due to the different styles of racing, you may need to tune Motocross tracks when converting them to Superbike tracks by making elevation changes more gradual and smoothing out tight turns.*



THIS TOOL LETS YOU FINE TUNE YOUR TRACK BY TAKING PRACTICE RUNS WITHOUT SAVING SO FURTHER CUSTOMIZATIONS CAN BE MADE. TO DISPLAY TRACK INFO, HIGHLIGHT THE TOOL AND PRESS ●. THE TRACK LENGTH AND GENERATION CODE APPEARS. THE GENERATION CODE RANDOMLY PLACES OBJECTS ALONG THE TRACKSIDE. TO ALTER THE GENERATION CODE, HIGHLIGHT CHANGE CODE, PRESS ✖, THEN PRESS ✖, ■, ●, OR ▲.



TO ADD SINGLE OR DOUBLE JUMPS TO YOUR TRACK, D-BUTTON ↕ TO HIGHLIGHT THE DESIRED SECTION OF THE TRACK, THEN PRESS ✖ TO CYCLE THROUGH MOUND SELECTIONS.



WIPE OUT ALL PREVIOUS MODIFICATIONS WITH THE USE OF THIS TOOL AND START OVER FROM SCRATCH, OR PRESS ● TO FLATTEN THE CURRENT COURSE.

NOTE: *For more interesting track designs, try creating shorter tracks with mounds, curves, and subtle elevation changes.*



TO DELETE A SECTION OF THE TRACK, D-BUTTON ↕ TO HIGHLIGHT THE SECTION, THEN PRESS ✖.



TO ADD A SECTION OF THE TRACK, D-BUTTON ↕ TO HIGHLIGHT THE DESIRED SECTION, THEN PRESS ✖.

Note: The total track length cannot exceed 2.23 miles or contain more than 40 control points.



TO STRETCH THE TRACK HORIZONTALLY, D-BUTTON ↕ TO HIGHLIGHT A POINT, PRESS AND HOLD ✖, THEN MOVE THE D-BUTTON IN ANY DIRECTION. TO STRETCH THE TRACK VERTICALLY (ELEVATE), D-BUTTON ↕ TO HIGHLIGHT A SECTION, PRESS AND HOLD ●, THEN D-BUTTON ↕.

With the Add Mounds, Add a Control Point, Remove a Control Point, or Move a Control Point tool selected, you can manipulate the track layout to view it from different perspectives.

To spin the track left/right, press and hold ■, then D-Button ↔.

To rotate the track horizontally/vertically, press and hold ■, then move the D-Button in any direction.

To slide the course layout left/right, press **L1/R1**.

To zoom in and zoom out the course layout, press **L2/R2**.

NOTE: *The red Warning icon appears to highlight trouble spots on your track. You must address and clear all Warning icons before completing a track. Often, the addition of a well placed control point may help to soften a sharp turn.*

To save the modified track:

1. Press ▲ to display the Exit menu, and select KEEP.

2. D-Button ↕ to highlight the letters you want, D-Button ↔ to position your highlight cursor, then press ✖.

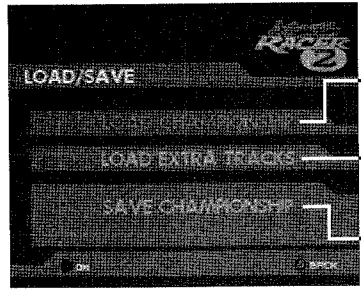
The modified track now appears in the Championship Tracks on the Editor Screen.

NOTE: *Your modified track is not saved to your memory card until you select the SAVE CHAMPIONSHIP option.*

SAVING AND LOADING A CUSTOMIZED CHAMPIONSHIP

There are fifteen blocks on a standard PlayStation memory card. *Moto Racer 2* requires one block to hold a custom championship.

NOTE: *Never insert or remove a memory card while loading or saving files.*



LOAD A PREVIOUS USER-DEFINED AND SAVED CHAMPIONSHIP

LOADS A SINGLE MEMORY BLOCK OF EIGHT TRACKS. THE TRACKS ARE NOT TAKEN AS A CHAMPIONSHIP, BUT ONLY AS TRACK DEFINITIONS. (SHAPE, SCENERY, ETC.)

SAVE CUSTOMIZED TRACKS INTO A CUSTOM CHAMPIONSHIP.

To save a customized championship:

1. On the Editor screen, highlight LOAD/SAVE CHAMPIONSHIP, and press ✖. The Load/Save screen appears.

2. D-Button ↕ to highlight SAVE CHAMPIONSHIP, then press ✖.

3. To name the championship, D-Button ↕ to change letters, and D-Button ↔ to position your highlight cursor. To complete the save, press ✖. The Save screen appears.

4. On the Save screen, press ✖. Your championship is saved to the next available slot.

◆ Or to overwrite an old save, D-Button ↔ to highlight the memory slot you wish to overwrite, then press ✖.

To load a customized championship:

1. On the Editor screen, highlight LOAD/SAVE CHAMPIONSHIP, and press ✖. The Load/Save screen appears.
2. D-Button ↕ to highlight LOAD CHAMPIONSHIP, then press ✖. The Load screen appears.
3. On the Load screen, D-Button in any direction to highlight a block containing a championship, and press ✖.

To load extra tracks:

1. On the Editor screen, highlight LOAD/SAVE CHAMPIONSHIP, and press ✖. The Load/Save screen appears.
2. D-Button ↕ to highlight LOAD EXTRA TRACKS, and press ✖. The Load screen appears.
3. On the Load screen, D-Button in any direction to highlight a block containing extra tracks, and press ✖.
4. On the Editor screen, highlight SELECT TRACK, and press ✖. Your extra tracks are displayed at the bottom of the LIST OF TRACKS.

NOTE: *The LOAD EXTRA TRACKS option loads only the track definitions. (shape, theme, etc.) This option allows your friends to take one of the tracks you've created and add it to their own championship, without having to load the championship circuit itself.*

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Label Management: Andrew Phillips
Product Management: Darryl Still
Studio Operations: Steve Fitton
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Localization Management: Sonia Yazmadjian

MUSIC

Certain Music Written and Performed by: Bottomdawg
Bottomdawg is composed of Rob Ivey, Steve Cohrs, Rupert Estanislao, and Mike Whitt. Bottomdawg have been together for about a year and call Vallejo, California home. You can find them performing live to a growing fan base when they are not busy at work on their soon-to-be-released limited edition 7" record.
Contact Bottomdawg c/o Tightwad Records, P.O. Box 5218, Concord, California 94524

Certain Music Written and Performed by: The Have-Nots
The Have-Nots are from Vallejo, California. You can catch band members: Mike Leon, Jamie Meurer, Mike Lawson, and Rob Ivey at live performances in the Bay Area. While The Have-Nots do not yet have a commercial recording, several DIY recordings are available.
Contact The Have-Nots c/o Tightwad Records, P.O. Box 5218, Concord, California 94524
You can visit Bottomdawg and The Have-Nots on the web at: http://www.geocities.com/sunsetstrip/alley/9076