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VERSION HISTORY
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Version 0.90 - December 31st, 2008

Fixed spacing issues, grammar, and finished all track strategies.

Version 0.70 - August 4th, 2008

Added half the track strategies, and improved layouts.

Version 0.51 - July 11th, 2008

Added a credits section.

Version 0.50 - June 18th, 2008

Finished Stunt Mode strategies as far as I have beaten the game. Hoping to get in some user contributed data for Stunt Mode.

Version 0.45

Fixed spelling, and the track strategies layout is more complete.

Version 0.40

Submissions, introduction, controls, game modes, cheats, tips, stats, characters, legal, Q&A, and coin location sections complete. Trophy room section partially complete, and layout for stunt mode and track strategies is set out.

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SUBMISSIONS & E-MAIL
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If you have worthwhile information that you think would be a good addition to this FAQ mail it in! Just label your e-mail with the subject Jet Moto 3, and I will give you full credit if I decide to use it in the FAQ. Just title the subject of your e-mail "Jet Moto 3," or I won't read it. Subsequently, I will not tolerate spam e-mails, so don't even try sending them to me. I know JM3 can be a fake and frustrating game, but don't take your anger out on me with spam e-mails.

=====
INTRODUCTION
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Welcome to the one and only Jet Moto 3 FAQ/Walkthrough on the net, and thanks for reading it! I have always enjoyed writing FAQs for lesser known games,

especially ones without any walkthroughs whatsoever. Too bad they don't give me FAQ bounties for these though. Anyways, I hope you can find what you are looking for to make your experience with Jet Moto 3 better! I know Jet Moto 3 has many cases of cheap A.I., and also has some pretty hard to find coins, so don't feel so alone out there. This FAQ is here to help you get past the points you are stuck on, and help you have a better overall experience with the game.

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CONTROLS

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In case you have lost your instruction manual, here are the controls.

DEFAULT CONTROLS

Any direction on the D-pad * Steering

X button * Accelerate

Square button * Brake

Triangle button * Turbo

Circle button * Jump

L1/R1 * Roll left/roll right

L1 & D-Pad left * Tighter left turn

R1 & D-pad right * Tighter right turn

L2/R2 * Magnetic Grapple

Select * Change your camera view

X button & Square button * Power slide

L1 & L2 & R1 & R2 * Eject from bike

ANALOG CONTROLS

Right Stick Up/Down * Accelerate/Brake

Right Stick Left/Right * Analog roll

Left Stick Up/Down * Analog pitch

Left STick Left/Right * Analog turn

Left Stick Push Down * Powerslide

Riht Stick Push Down * Turbo

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GAME MODES

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-SEASON-

Your "career" mode if you will. In this mode you will race other competitors

unlocking new tracks, advancing in difficulty, and gaining medals, pins, and trophies along the way.

-SINGLE-

This is a one track race (your choice) against either a second player, or the A.I.

-PRACTICE-

Just as it sounds. Roam around tracks at your own pace to improve your knowledge of the track, find shortcuts, and hone your skills.

-CIRCUIT-

A series of races all in a row. You get to choose what tracks to race on, and in what order. Nothing can be unlocked in Circuit mode.

-STUNT-

A short season mode where you have to compete in freestyle trick contests and collect enough coins to get a point total to qualify for the next level. This mode is not available from the get-go.

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CHEAT CODES

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Here are the known codes for the game, in case you can't unlock something regularly, or just want to putz around longer in the game. I also have a few miscellaneous cool tricks and tips to try out as well.

All codes must be entered at the main menu; where it says Jet Moto 3, and press X except for *'ed codes

Race as Granny-beat season mode in first place

Race as Captain Ballard- beat season mode in first place with all but any two racers of your choice

Planet X, and Ramp Park Tracks-beat professional season mode

Master Code-press L1+Left, R1+Up, L1+Left, Right, L2+Triangle, Triangle, R1+Right, L1+Right, R1+Down, and R1+Triangle to unlock everything.

Unlock all race tracks-press Right, L1+Triangle, Circle, L1+Left

*Unlimited Turbo-press L1+Right, R1+Down, R1+Left, L1+Right, R1+Down, L1+Right, Triangle, and Select -during GAMEPLAY

*More air-Right, L1+Circle, Circle, R1+X, L1+Left, Triangle and Select.

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RACING TIPS

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-Learn the track. Practice until you can race the race blindfolded.

-Learn to lean. Leaning (L1, R1) will cut corners faster and save time.

-Boost up hills. Don't always save boost for the straightaways. Boosting uphill gives you extra torque, and saves more time than in any other terrain.

-Avoid hitting objects. As you may have found out the hard way, JM3 is quite

sensitive when crashing. Sometimes slight hits into walls can send you careening off your bike. Tread carefully.

-Go slow, don't die. If you're on a narrow dangerous path, take it going slower with more control, instead of speeding over it, which will result in multiple deaths, and wasted time.

-Do tricks when you can. Pressing the D-pad different directions in the air can cause you to do spins and flips which recharge your turbo meter. Don't get cocky though, because you might land upside down.

-Jump. In certain tracks you should jump, and then give yourself a quick turbo boost to get over steep terrain.

-Grapple. You know those purple posts you see next to sharp turns? Press L2 or R2 to activate them when you're near, and they'll pull you around sharp turns faster, and help you save time. Use them correctly though, or they could actually slow you down.

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WHAT THE STATS MEAN

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TOP SPEED-Well duh, top speed is the maximum speed your jet bike can reach. The higher the top speed, the better.

ACCELERATION-Just how fast your jet bike speeds up. The more the better.

WEIGHT-How heavy your bike is. A moderate weight usually gets the job done. Being too light means you float and bob around too much, but being too heavy affects your maneuverability.

And now, thanks to a fellow Jet Moto 3 player, Morais Patrick, of France, we have learned that heavier bikes have worse braking capabilities than lighter bikes do. In other words, you'll come to a stop more quickly if you need to when using lighter bikes. He also states that lighter bikes have better airtime potential, thus making tricks easier to pull off, and turbo easier to recharge.

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CHARACTERS

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Here's the character section to give you a low down on how good each character is, and which ones to use.

The Max Sponsor-Mountain Dew

Your all around, "no strengths, no weaknesses" character. The Max is quite good, and in my top three for character choices. He's got good weight, and decent stats otherwise. Probably the most popular character.

Stats:

Top Speed- 6 (108ish)

Acceleration- 5

Weight- 6

Total- 17

Raven Sponsor-Freestyle

My favorite character indeed, and one I'm going to be recommending a lot. You lose a little bit of accel to the Max, but you gain some much needed top speed and weight. Plus the bike looks awesome.

Stats:

Top Speed- 7 (112ish)

Acceleration -4

Weight- 8

Total- 19

Bomber Sponsor-Doritos

The fastest character in the game! If you can master the Bomber, you'll be as good as you can get. We lose quite a bit of accel here, and gain some weight, but since it's so fast, mastering Bomber is well worth it.

Stats:

Top Speed- 9 (120ish)

Acceleration- 3

Weight- 9

Total- 21

Convict Sponsor-Slim Jim

Like Bomber, but worse, so there's not much point in using him, except for looks, or heavier handling.

Stats:

Top Speed- 8 (118ish)

Acceleration- 3

Weight- 10

Total- 21

Angel Sponsor-989 Studios

The makers of the game pick one of the worst bikes to sponsor. Angel is a piddly, light, worthless bike that only beginners should bother practicing with.

Stats:

Top Speed- 3 (95ish)

Acceleration- 10

Weight- 3

Total- 16

Technician Sponsor-Kawasaki

Yet again, another worthless bike. Way to go Kawasaki, I've lost faith in all of your dirt bikes now just for sponsoring this piece of junk.

Stats:

Top Speed- 4 (100ish)

Acceleration- 7

Weight- 3

Total- 14

Spirit Sponsor-Pacific Coast Power and Light Company

Yet another bike to avoid. Too bad they're all so unbalanced.

Stats:

Top Speed- 3 (100ish)

Acceleration- 8

Weight- 4

Total- 15

Wild Ride Sponsor-Body Glove

Make me happy, and don't use this bike as well.

Stats:

Top Speed- 3 (100ish)

Acceleration- 9

Weight- 3

Total- 15

Tetsujin Sponsor-VSI

Another well balanced racer, but unfortunately The Max makes this bike obsolete.

Stats:

Top Speed- 4 (100ish)

Acceleration- 6

Weight- 4

Total- 14

Vampeera Sponsor-Dragon

Finally, a better bike, and a cooler sponsor. Pretty well rounded, and one of my recommendations to use if you don't like The Max, or Raven.

Stats:

Top Speed- 5 (108ish)

Acceleration- 5

Weight- 7

Total-17

Granny Sponsor-none

Granny knows how to race! An excellent bike, except for the light weight
which gets her knocked around a lot.

Stats:

Top Speed- 10
Accleration- 10
Weight- 2
Total- 22

Captain Ballard Sponsor-none

The best bike! The heavier handling may take a while to get used to, but
it's all worth it!

Stats:

Top Speed- 9
Acceleration- 10
Weight- 9
Total- 28

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SEASON MODE-(TRACK STRATEGIES)
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Novice- the novice season only consists of four races, and if you beat that
with the most points, you will advance.

Semi-Pro- semi pro recycles the same four tracks and adds three new ones with
tougher A.I.

Professional- professional recycles the first 7 tracks, and adds three new
ones along with harder difficulty.

If you want to complete the trophy room, I believe you need to get 1st in
EVERY race, not just get the most points.

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\\ \ DEVIL's CANYON ///
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Track Description:

Devil's Canyon is the first course, so it's an easy one. The course has a
few minor twists, a shortcut, and not much else except nice open speed
racing.

Difficulty: 1/10

Strategy:

Start racing, and if you want go straight. It's a a shortcut, but barely,
so I advise you just to keep right. Stay with the curves, and don't turn
too sharp as to fall off of your bike. Soon you'll come to a waterfall. Hop
right before it, and press L2 to catch the grapple. Let it swing you a bit,
and then release to get a good fling ahead of the pack. Continue through the

small cave, and jump a couple of times for speed. Continue to the right onto the sand, and hop over the bumps to gain air and speed. Hopping over the bumps is much faster than driving straight over them.

Pick up speed, skip the jump, and grapple around the left of the corner. Up ahead is a great straightaway, so burn your turbo here. Go between the rocks up ahead, and slow down a bit so you don't get too much air off of the jump before the finish line. Repeat! I've double lapped other racers with this strategy, and I'm sure you can too.

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\\      KHUMBU ICE FALLS      ///
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Track Description:

Khumbu Ice Falls is our second course. It's a bit harder, with actual spots to fall off of the track, and it's a bit slippery being an icy course. Not bad though.

Difficulty: 4/10

Strategy:

Race through the cave, and prepare to hop right before the drop off. Try to land somewhere to the right in the mess of icebergs down there. Keep going, and head right up the narrow ice bridge. Really stick to the right because if you don't you'll fall and die in the hole and lose time. Follow the curves of the track well so you don't get thrown up the cave walls and lose speed. Slow down a bit if you have to. Keep going until you get out of the caves, and stick to your left because there is a ring of track around another deadly hole. Hop over the bumps again after the ring, and you'll be heading in for lap two already!

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\\      VOLCANO ISLAND      ///
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Track Description:

This third course is probably the most open one you'll have so enjoy it.

Difficulty: 3/10

Strategy:

Head straight, and maintain control over the bumpy waves. Follow the track until you head into the volcano. Head down the lava flow, and turbo off the rock that serves as a ramp for a large boost ahead of the pack. That's gonna be your biggest gain in the whole track, so if you're struggling utilize that. Head up the track, and up the sandy hill. Head down the next lava flow, and burn off any turbo you still have until the finish line.

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\\      LOST CITY      ///
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Track Description:

Lost City is my favorite track, blending in a bit of difficulty, open areas, water, narrow channels, and shortcuts. I hope you like it to.

Difficulty: 6/10

Strategy:

Stick to the left, and keep going through the buildings, but always going straight so you make it to the coliseum. As soon as you enter it, burn off about half of your turbo, but slow down a bit and turn left so you don't hit the wall and die. Climb the hill, and as soon as you see grass, grapple to the right so you turn quick and sharply. You should notice a large skinny ramp, but skip that, you can play on that later. Head through the observatory, and through the temple, not crashing into things. Back onto the water now, head left under the bridges. Then prepare for a sharp grappling turn to the right. You can turbo on that water stretch a bit too. Keep going, and than grapple left sharply around some buildings. Back on the water, turn to the right, and turbo some more. Grapple left, and head into the cave system. The cave tunnels off in a few directions, but I always just stick left. When you come out, there will be several waterslide like things. The fastest thing to do here is to stick to the left the entire time, and to keep a reasonable speed so you're not running off of the waterslide or hitting walls and such. The slide will end soon, and you'll be done with lap one!

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\\      URBAN SUBWAY      ///
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Track Description:

Urban Subway is the first course that I started having difficulties in. It's very narrow, and there are a lot of obstacles that need to be jumped over. Plus you're a semi pro now, and the A.I. isn't as forgiving.

Difficulty 7/10

Strategy:

Immediately grapple left, and then turbo some. Drive down the steps and into a narrow channel. Always pick the right channel, and use turbo going up it. Follow the path, and eventually into some water and up a hill. Up the hill the paths spilt off again, but try to jump into the middle one. If you keep on the right one, some annoying stationary subways might slow you down. Have most of your turbo used up, and head up the steps on the left, but don't nail yourself to the fence. Keep up on the road, and when you see a grapple use it, and turn right. Up ahead is a plethora of cars in the road that you'll need to jump over. Keep going through the tunnel, and then slow down to dodge the boxes effectively. Head through the turnabout, and then follow the same path backwards. That finishes this course.

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\\      SHIPWRECK COVE      ///
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Track Description:

Back to more open courses, yay! This one's easy for the most part, except for one annoying ledge climb.

Difficulty: 4/10

Strategy:

Start off by turboing a good amount. Slow down eventually, heading to the right. Hop over the bumpy terrain if you can. Stay on the left of the ledge, and grapple to the left up the second one. Head up sticking to the right. You CAN'T fall off of this, or you'll lose major time, so be slow if you have to. Eventually the ledge will come to a cave, which will empty out into some water. Turbo, and go up the ramp ahead for a shortcut. Keep to the right, then follow the narrow channel, and then stick to the right of the boats when you get that far. Head up the hill, and use any remaining turbo here. Go off the drop off, and grapple yourself to swing forward. Landing on the boat is optional. End!

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\\          CATACOMBS          ///
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Track Description:

Oooh, this course is deadly. It takes a while to master, but the A.I. isn't the greatest on this course so we lucked out.

Difficulty: 8/10

Strategy:

This course starts off deadly! Don't fall off the bridge; hop if you have to. Turbo in this curve thing, but maintain control. Turbo a bit just before it straightens out into some jumps, but not too much. If you go too much your momentum will send you flying into the wall on top. As soon as that ends go left. Or you will die. Don't hit the outcropping wall either, or you'll be sent into the hole. Turbo up the channel a bit, and you'll come to a corkscrew thing. There are many a fake death to be had here, but do your best. Don't come down it too fast either, or you'll die. The track forks up here. Take the left for a longer, safer travel, or the right path for the opposite. Whatever you do, just stick by the wall, and take it slow and don't die. When the paths meet keep to the left. A narrow winding path will take you to the top. You'll die here probably once, and that'd be okay. Try to make it to the top unscathed though. At the top jump off, trying to land on land at the bottom. Then turbo to finish that lap up!

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\\          SEQUOIA FOREST      ///
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Track Description:

Oooh, this course is nigh impossible. Too many places to die, and not enough to go fast. Yet the A.I. just rips through it. Good luck!

Difficulty: 10/10

Strategy:

Start off by following the competition, and head to the rightmost side of the level and follow the trail through the trees that your fellow competitors use. Ahead are several stray logs, so put jumps in when necessary. Finally you will make your way out of the trees and into a clearcut area with burning stumps. Dodge them, and hit the little bumps with a bit of turbo for a nice boost ahead. You should be around third place by now when you make it to the tracks. You can take either path; just take the one easier to navigate to. The paths merge together at points so don't get confused. This is the trickiest part of the level because you have to maintain a quick pace through the path to stay ahead of the A.I. but it's very hard to do because you can easily go flying off the edge and get put behind. At the end there will be a little jump, and it looks tempting to turbo off of it, but don't; you'll just hit a tree and die. Back on the ground, navigate through the trees, and look for another bridge. Get on it. Follow the winding path through the air, and into a narrow cove. If you have any turbo left, burn it up now because you'll fly out of the cove, and through the finish line.

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\\      MACCHU PICCHU      ///
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Track Description:

Good scenery, but don't be fooled. This one is difficult. There's plenty of shortcuts, drop offs, jumps, and bumps. The A.I. are ruthless here.

Difficulty: 9/10

Strategy:

As soon as you start, stick to the left edge of the track to avoid going off the edge, but keep some distance because the wall curves to the right when you go down the steps, and you don't want to hit the wall head on. There's also a grapple here, that can potentially save you from going off the edge. When you get to the bottom of the steps take a hard left. Before you come to the edge of the little stretch perform a hop and jump over the gap. If you go to far, hit the grapple and turn better around the corner. Now comes a series of stone windows. Jump over the first, and through the second. On the third set don't hop and just drive through the bottom right window. Don't hop again and drive under the next one. Jump over the next little bump and drive under the bottom left hole in the next wall. Go through the right of the next one, and the left of the one after that. Take the right side of the next one, and don't hop for the last one. It's tempting, but you get enough air off the small jump. Go around the corner and burn some turbo. Go off the ramp of the temple thing and fly right over it and into a good lead. Take the left corner, and turbo again up the next temple and hop before the end to reach a secret alcove to the upper left of the temple. Follow through with the alcove and drop down to race past the checkpoint. Make the next to 90 degree turns quickly but slow down for the third so you don't fall off the temple. Once at the top drive through the hole in the middle. Fly through that tunnel and through the next checkpoint. Keep to the left edge of the winding road, but slow enough so you don't miss the stone bridge shortcut next to the grapple. It would be wise to practice that shortcut and make sure you don't fall off it and waste your time. Go up that and through the next checkpoint. Another stone bridge awaits; cross it and through the next check. Up ahead

turn left and you'll be in a little stone maze. Just make all left turns for the fastest route through. Hop down the steps and burn up any remaining turbo for a good lead. Ease up on turbo at the end because you'll need to veer left to cross the finish line. If you don't you'll fly off the edge and lose right before the finish line!

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\\          SKY PARK          ///
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Track Description:

A futuristic winding course through space with plenty potential for speed, but no walls to keep you safe.

Difficulty: 6/10

Strategy:

Start the race off with a good kick of turbo to pull ahead from the pack and jump the ramp easily. Go off the next ramp and straighten out yourself so you land on the curved segment ahead without falling off. Always drive in the middle of the road so you stay on, and fall through with the twists ahead. Jump the small gap ahead and go through the checkpoint. Drive through the trench ahead. Follow the curve, and then turbo a good amount on the next straightaway, but ease up before the curved ramp ahead. Don't be going much faster than 100 when you take that jump. Turbo again on the next series of small ramps, and fly past the "park" area of skypark. Go through the check and the harsh curve ahead. Ahead is another twist. Don't let these scare you; just maintain a decent speed and drive in the middle of the track to stay on. Turbo on the straightaway, and up the next ramp. Go through the check, and the next twist. A couple more twists later you'll reach the end of skypark.

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Track Description:

The same as Lost City but driven ass backwards.

Difficulty: 7/10

Strategy:

Take a right, and follow the right most water channel up to the cave, and take every right turn in the water cave. Follow the stretches and take sharp turns using the grapples. Soon you'll bust through a gate, and drop down a level. Follow the water back onto land. Drive under the temple, and around the telescope in the observatory. Keep going and take the left down the stairs. Follow the dirt road around and use a bunch of turbo here. Dodge through the buildings in the city, and finish the race.

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\\          UHCCAM UHCCIP          ///
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Track Description:

Same as Macchu Picchu, but driven ass backwards and even harder.

Difficulty: 10/10

Strategy:

Hop up the temple, and use turbo every time you're on the angled wall of one to launch yourself as far as you can. This is a notorious fake death area, so be careful, and make your way to the top of the climb. Now take all right turns through the maze. Drive around the winding road fairly slowly, and instead of turning the first time, go straight and down the bridge shortcut. Do the same for the next bridge, and then finish up the winding road. Drive up the large temple ahead and turbo right over it. Squeeze through the tight hole up ahead, and turbo on the straightaway. Go ahead through the tunnel, then turbo until you get to the window maze. Memorize the window patterns for faster track times. Once done with that, do a turbo hop and jump the next gap. You will land on another island with an even harder gap. You have to give it just the right amount of turbo to not die here. Frustrating, I know. Climb your way up the steps without killing yourself, and finish the race.

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\\ YKS KRAP ///
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Track Description: Backwards version of sky park.

Difficulty: 6/10

Strategy:

There isn't much that needs to be said here. Just use turbo when you're comfortable, drive in the middle of the tracks, and memorize the turns. The track isn't too hard, and there's not much more I can help you with.

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\\ PLANET X ///
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Track Description:

A challenging alien planet track that is quite different from the rest.

Difficulty: 10/10

Strategy:

A little turbo helps up the hill. Go through the checkpoint and do a turbo hop and swing yourself as far as you can with the grapples. Once on the ground, you'll notice three open holes in the wall. The two up high are faster, but you'll die a lot trying to get to them by ramp, so go to the far right, and through the pipe on ground level. Follow it through and back out to open air. Slow it up, as you're going to have to make a series of calculated jumps. Hop across the first gap, and onto the second

island, avoiding the large pitfall hole. Notice the two grapples that can be life saving. Go through the checkpoint on the other side of the gaps, and go up the left side winding path. You'll drop on to a series of small floating islands, but if you die you'll respawn on the right path, and you won't have to bother with small hops. Follow the right path to the end, and hop onto the red stone. You'll have to make two more harrowing jumps before you can drop down onto the right ledge for a safeguard. This little section of red stone hopping is probably the hardest in the game, and the reason I've never gotten first place on this track! Stay up as high as you can on this ridge and go through the checkpoint because physics will constantly want to suck you into the gorge below. Do a little turbo at the end, and do a double grapple swing. Up ahead is the finish! Thank God that's over!

Consider yourself a Jet Moto 3 master now. Hopefully these track guides got you through some confusing sections, or helped you overcome your difficulties. If you can get first place on Planet X consider yourself a god.

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STUNT MODE
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Ah, stunt mode. A fairly enjoyable mode addition to JM3, that quickly becomes a chore in the last couple of levels. JM3's sloppy collision detection and physics systems have prevented me from beating this mode. I doubt this FAQ will ever be complete, because I have no patience to try this anymore. I will give you the walkthroughs for the first 3 levels, but then you're on your own, unless someone would kindly send me in a walkthrough to add.

For any track in stunt mode, I would recommend using Granny. She's got great top speed, and her lightness makes her ideal for doing tricks and such.

I will not be adding a trick FAQ to this FAQ, because there are just so many darn wiggles, jumps, twists, and waggles, and combos, and point values. Tricks are almost useless anyways, just go for the 100,000 point coins that I will be going over here.

Olympic Park

Track Description:

A fairly easy park to begin with, featuring a few ramps, bowls, and ridges to trick off of.

Strategy:

Venture around until you find the one bowl without a logo at the bottom. Instead, there is a hole. Go in that hole, follow it down, and there will be a small ramp at the end, and the 100,000 point coin floating in this spherical room. I do not believe you can get the coin from the ramp, so instead fall into the room, drive straight up the walls, and time your speed and trajectory right until you fall from above down onto the coin!

Circus Park

Track Description:

A spherical shaped park with plenty of bridges, ramps, and twists.

Strategy:

The coin is atop the pillar in the middle, and may seem hard to get until you figure out what you need to do. Drive up one of the vert ramps until you land on the ridge of the bowl on top. This ridge is about 3 bike lengths long. Back your bike up to the back of the ridge. Line yourself up with the pillar coin so it's straight in your line of sight. Turbo a bit, and hop, and hopefully your trajectory was right and you got the coin. If not repeat until you do.

Ramp Park

Track Description:

A smaller park, but with a large set of frustrating ramps in the middle.

Strategy:

The 100k point coin is above one of the ramps, but I have never gotten it. Jet Moto 3's physics are just too sloppy, and made this coin fake to get. I suppose you would launch yourself as high as you can off a short ramp, and by some mircale have just the right amount of speed and angle of trajectory to get it. Beating this one with mega stunts may be easier.

Coin Park

Track Description:

A hemisphere based course with plenty of ramps, and floating bowls in the air for plenty of trick opporotunities.

Strategy:

Grapple Park

Track Description:

An odd track for sure. In the center are a series of floating rings with coins in the middle. To the outsides are grapples galore, just waiting to throw you up on an odd island full of ramps to trick off of.

Strategy:

If anyone could write up a track strategy for Coin and Grapple Park, or a short trick/point values list, I would be very grateful! Otherwise the one and only Jet Moto 3 FAQ on the net may never be complete, and we don't want that!

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COIN LOCATIONS
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There are 10 coins scattered around the 10 tracks in Jet Moto 3. They can only be found while playing during season mode, and they are in unusual spots. Finding them all unlocks Stunt Mode. Hopefully these descriptions are clear enough for you to find them all.

Devil's Canyon

Continue on all the way down the sandy slope, and all the way down the river. Keep going after you hit the bottom of the falls, and go until you are not on water anymore. Go past the bumps and the checkpoint until you can see a rock ramp in the distance and a craggy peak to the left. The peak you must scale for the coin. Just carefully drive up the side of it, and hop into the coin to get it.

Khumbu Ice Falls

Go through the tunnel, & all the way past the water covered with scattered icebergs. Drive up the right side of the ramp, and halt before you get to the checkpoint. Go to the left, and drive around the ring of the gap, and you will see a ledge you can drive to overlooking the gap with the coin on top of that ledge.

Volcano Island

Keep going until you get to where there is a large wooden bridge in your view. The coin is on the bridge. Now this one can be tricky to get. I'm not sure if there is a better way than this or not, but basically what I did was turbo myself at the wall on the right side of the bridge. If you do it right, instead of crashing into the wall you will fly up into the air, and hopefully onto the bridge. This one often takes quite a few tries to get.

Lost City

Continue along the track until you just pop out of the water cave, and get into the water channels. Take the left most water channel down all the way until it starts to curve. Keep going, and it will curve slightly again. Just up ahead there is a small building/monument to your right side. Hop up there, and nab that coin. Six to go!

Urban Subway

Race all the way through the subway system, and then pop out back on the streets again. Go past the checkpoint, and notice the grapple on the straightaway. You'll be using that. To get the coin, position yourself halfway down the road. Speed up, and take the corner while grappling. If done right, you will land on a bridge connecting two buildings with the coin on top. This one can be challenging to get sometimes. Just keep practicing different speeds, and timings, and learn to release the grapple at the right time to land up on the bridge.

Shipwreck Cove

Oh, man what a joy this coin is to get. This one took me over twenty minutes of jumping just to get the dang thing. You have to align yourself nearly perfect off of a jump, grapple, and land on a small platform. Fun. Continue on about 3/4 of the track, until you have to climb some rocks like the mini part in the beginning. Get to the top, and position yourself a few feet behind the checkpoint, with a grapple in view. Turbo a bit off the edge, and grapple, time your release for you to fall on the boat's roof. Don't feel bad if it takes 20+ minutes to do.

ALTERNATE METHOD:-I just found a new method that usually works in five minutes or so. Start on the left open side of the boat, race down it, jump onto the front of the boat leading up to the roof, and jump again on the rampish part to get on the roof. This method usually of getting

the coin is usually much faster and easier to pull off.

Catacombs

Go down the tube with the grapple above, and drop out. Take the right path where the paths split. Follow the path along a bit, until there is a rampish kind of ledge you can jump off with the coin hovering just away from it. A much easier coin to get.

Sequoia Forest

Continue down the track just a little ways. Just before the first of the checkpoints is a huge fallen log that you can drive under. Drive around by its stump which also serves as a ramp. Drive onto the stump, give your bike some gas, and drive across the log to get the coin.

Machu Picchu

This coin is probably the hardest to locate or decide how to get it. But once you figure out how to get it its not bad. The coin is up on a ridge/ruin thing in the last segment of the track. Once you go across the winding ledges, and through the mini wall maze, you'll get out to a segment where you have to go down some steps/ridges/ruins. It's up on the top of a part of one of those. Go down three steps and face yourself toward the wall. You can drive straight up it, and onto a flat ledge. Ahead of the ledge you are on is another wall/ramp, and if you drive up that one the coin will be on the flat ledge up there.

Sky Park

About halfway through this track you'll come to a little stunt area with a checkpoint, some boxes, and ramps. Keep goint straight, but not off the two ramps. Notice that Body Glove sign by a box on the right? The coin is on the box next to that one. To get the coin, go just past the stunt area, turn around, and drive off the ledge/ramp of the track, and up onto that box.

You now have all the coins! Have fun with stunt mode!

Here is a trick to easily getting the stunt master award, as mailed to me by a fellow Jet Moto 3 Player.

"If you finish the bonus season, you'll get the pin that allows you to enable the floating hop. Activate it, enter stunt mode, and just keep holding the jump button along with the left or right directional button on the d-pad, and your rider will keep hopping/spinning constantly, and you should be able to fairly easily rack up 1,000,000 points before the game detects your landing."

Thank you for this helpful submission!

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QUESTIONS & ANSWERS

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Not that these questions aren't answered elsewhere, but here's quick access to the most common game questions.

Q: Can I change the number of laps to race?

A: Yes. Go to options, then race, and there you can switch the number of laps from 3-7.

Q: What do those purple posts you see on tracks do?

A: They are grapples; learn to use them. When you approach them, hold L2 or R2 (depending on the direction of the curve) to turn sharper around corners and cut lap time.

Q: How does weight affect my vehicle?

A: It affects handling, light making you bop around a lot, and heavy affecting your cornering. Heavy vehicles also come to a stop more slowly, or in other words, have worse brakes.

Q: How do I unlock stunt mode?

A: By finding all 10 coins scattered about in Season Mode.

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TROPHY ROOM
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This is the second part of the FAQ that will probably never be finished. I have played and beat the game under professional, but once again don't have the patience to beat the bonus season which is quite difficult, or believe the game is fun enough to beat with all the bikes. I'll give you what I have though, and hope that is enough.

The coins-collect each coin in season mode

Trophies-beat season mode in first place

Pins-beat each season in first place getting first in EVERY race

Track Master Medal ???

Stunt Master Medal-Get an astonishing 1 million points on stunt mode

Bike Master Medal-beat the professional season with every rider excluding Granny & Captain Ballard.

If anyone knows anything more than I do about the trophy room, please e-mail me!

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