MotoGP3

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 symptoms 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS
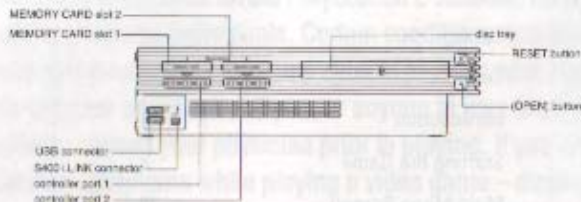
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *MotoGP3* disc on the disc tray with the label facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into the MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any Memory Card (PS2) containing previously saved data. At least 42KB of free space must be available on the Memory Card (PS2) in order to save game data. If less than 42KB of free space exists, delete old data before saving.

Do not remove the Memory Card (PS2) or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

DUALSHOCK®2 Analog Controller Configuration

This is an explanation of the game controls when using the DUALSHOCK®2 analog controller.

How to use the DUALSHOCK®2 analog controller.
The LED is ON when the game begins. When the LED is ON, steer with the left analog stick. Press the ANALOG mode button to switch the LED OFF to steer by pressing the directional buttons.

directional buttons/left analog stick....... Select menu items
Steer
Shift weight forward
and backward
(when selected in Options)
SELECT button...................................Switch display
L2 button..Rear brake
(when selected in Options)
L1 button..Shift down (MT only)
R2 button..Action
R1 button..Shift up (MT only)

🅐 button.............................Switch views, Cancel menu selection
🅑 button.............................Change background music
🅧 button.............................Accelerate, Confirm menu selection
🅤 button.............................Brake
right analog stick.................Not used (Default)
START button......................Pause game/Pause menu

This software supports the analog controller vibration function. The default setting is Vibration ON. To turn this function off, go to Configuration under Options. Note: The controller will vibrate whether the ANALOG mode is ON [LED on] or OFF [LED off].

HOW TO LINK CONTROLLERS

This game allows a maximum of four players to play at once. The setup described below is necessary to play with multiple players. If the controllers are not connected correctly, they will not function properly.

Playing with Two Players
To play with two players, you will need two controllers. Connect each controller into the controller ports.

Playing with Three or More Players
For simultaneous play with three or more players, you will need a Multitap (for PlayStation®2) and controllers for each player. First, connect one controller to controller port 1 (for Player 1). Then, connect the Multitap (PS2) to controller port 2. The Multitap (PS2) is split into three parts: controller port A is for Player 2, controller port B is for Player 3, and controller port C is for Player 4.
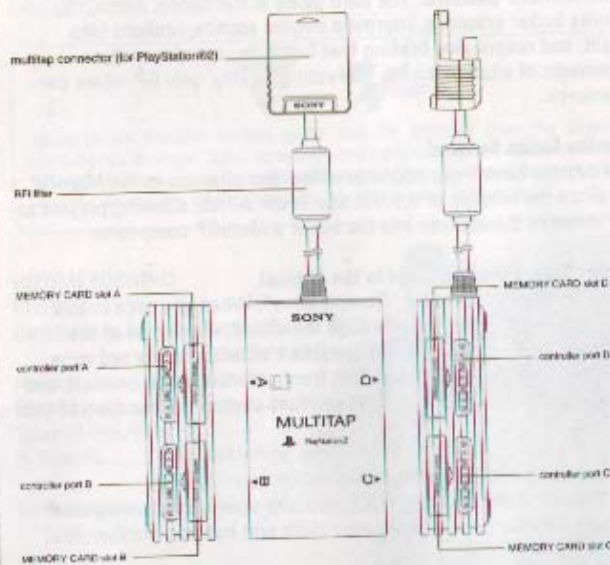
Note: Please keep in mind that the Multitap (PS2) cannot be used in controller port 1, and that none of the controllers can be used unless a controller is connected to controller port 1.

MotoGP is the premier motorcycle racing tour in the world. The best riders from all over the world push their concentration to the limit, flying around hairpin corners, racing down straightaways, then breaking hard into the next turn, risking life and limb for their moment on the winners' pedestal. The third game in the series, *MotoGP3*, features better graphics, improved engine sounds, realistic bike weight, and responsive braking that faithfully reproduces the movements of each machine, recreating 'reality' only GP riders can experience.

Race the Entire Season!
New circuits have been added to reflect the changes in the MotoGP tour since the release of the last title in the series, allowing players to fully immerse themselves into the life of a MotoGP competitor.

Cockpit View Puts You Right in the Action!
MotoGP3 includes the new "Cockpit View". When you race in this mode, you will see the race through the shield, viewing all of the instrumentation and feeling the sensation of racing in the red zone. Also new to MotoGP3, independent front and rear brake controls and front to back rider weight shift let you fully control the handling of your machine.

4-Player Competitive Racing!
With the use of the Multitap (PS2), you and up to three friends can compete simultaneously. Hone your skills and become number one!

35 Different Circuits in All!
Exhaustive research by the MotoGP3 team has resulted in the faithful reproduction of 15 actual MotoGP circuits from all over the world. Also, 20 additional "fantasy circuits" have been added to provide even more variety and challenge.

HITOMI YOSHINO
Profile:
Birthdate....................September 6, 1983
(19 years old)
Height...........................162 cm
Birthplace....................Tokyo, Japan
Special Interests
& Talents....................Watching and playing all sports, cycling, shopping, caricature drawing, cooking
Best Feature...............Eyes

At the start of the game, the player will register the rider's name and nationality. Once this data is saved, it can be used to play subsequent games.

Checking the Memory Card (PS2)
Press the START button at the *MotoGP3* Title Screen, and the game will check the Memory Card (PS2) in MEMORY CARD slot 1. If a save file does not exist, the New Rider Entry Screen will appear. If a save file does exist, the Load Game Screen will appear (see page 9). Memory Card (PS2) data can only be accessed from MEMORY CARD slot 1.

New Rider Entry/Rider Registration
Select the name, nationality, gender, and helmet for the rider you will use in the game. Choose one selection, highlight END, and press the ✕ button to move to the next category.

Registering Rider's Name
Create a name for your rider. Press the directional buttons to select a letter or character and press the ✕ button to enter it. To erase a letter, press the ▲ button.

Registering Nationality
Enter the rider's nationality using a three-letter abbreviation (e.g., USA = United States of America). Press the directional buttons to select a letter and press the ✕ button to enter it.

Selecting Gender
Press the directional buttons to choose a gender and press the ✕ button to confirm the selection. *Note: There is no difference in ability based on gender.*

Selecting a Helmet
Press the directional buttons to choose a helmet and press the ✕ button to confirm the selection.

SAVE GAME SCREEN
Once your rider registration is completed, the Memory Card (PS2) Save Game Screen will appear. Press the directional buttons to choose a save file and press the ✕ button to confirm the selection. A verification message will then be displayed. Choose Yes to save. *Note: Replays cannot be saved unless a game file is created.*

LOAD GAME SCREEN
Press the directional buttons to choose a game file you wish to play or pick NEW RIDER ENTRY and press the ✕ button to confirm the selection. If a game file is chosen, the save data is read and the Main Menu Screen (see page 10) will appear. If NEW RIDER ENTRY is chosen, a new rider can be registered.

After registering a rider, the Main Menu Screen will be displayed. You may choose from the following eight modes. Press the directional buttons to choose a mode and press the ✖ button to confirm your selection.

Arcade - page 16
Play one race against CPU riders. This mode is ideal for getting a feel for the game and the controls.

Season - page 19
Join a racing team and compete on the world circuit for combined points. Your goal is to defeat the best racers and win the championship.

Time Trial - page 22
Select a bike and circuit, and compete for the best lap time. Unlike the Arcade Mode, there are no opponents in this mode.

Challenge - page 23
Test your skills by taking on various challenges. You will receive different rewards as you clear the challenges. Try to clear them all!

Multiplayer - page 25
This mode allows you to challenge your friends. Up to four players can play at once. It is necessary, however, to connect the appropriate number of controllers for the number of players (see page 4).

Legends - page 26
Take on four of motorcycle racing's legendary riders. These famous riders are extremely skilled, so it will be difficult to beat them unless you give it your all!

Options - page 27
You can adjust various settings such as controller button configurations and camera view.

Save/Load - page 30
Save and load data.

This section covers general game play common to all modes. These are the fundamental skills needed to play the game, so make sure you have a good grasp of the information described below.

Race Screen
The Race Screen shown here is from the Arcade Mode. The Race Screen in each mode varies slightly in the information that it displays.

A Lap Count
Displays the current lap number.

B Position
Displays the player's position in the race.

C Time Limit
Displays when the rider in first place finishes. You must finish before it hits zero, or you will be disqualified.

D Circuit Map
A map of the entire circuit. You can check your current position (in red), and the position of the lead rider (in blue).

E Accelerator Gauge
Displays how much the accelerator is being engaged (LED on).

F Circuit Record
The fastest Lap Time on this circuit.

G Total Time
The total time elapsed since the start of the race.

H Lap Time
Displays your time for each lap.

I Speedometer
Your current speed.

J Current Gear
Displays your current gear.

K Tachometer
Displays your engine's RPM.

L Brake Gauge
Displays how much brake is being applied [LED on].

M Slipstream Indicator
Flashes when you encounter lower wind pressure (slipstream conditions) while positioned behind other racers.

HOW TO TURN

To turn, lean the bike in the direction you wish to turn. The turning radius will depend on the angle of lean. If you are using the directional buttons [LED off] to turn, the maximum amount of lean will be applied. This makes it difficult to finesse the amount of turn. Steering with the left analog stick [LED on] allows you to make finer turn adjustments. To use the left analog stick, switch the ANALOG mode button to ON [LED on].

SPECIAL TRICKS

Do special tricks on your bike during the race by pressing the R2 button alone or in conjunction with other buttons. The tricks may be performed as explained below.

Upright
Discard Visor – tap R2 button twice during straightaways
Look Back – hold down R2 button during straightaways

Stoppy – brake + R2 button + directional buttons/left analog stick forward
Wheelie – accelerate + R2 button + directional buttons/left analog stick back

Stand Still
Burn Out – accelerate + brake + R2 button

After Finish
Victory Pose – R2 button

PAUSE SCREEN

Push the START button during the race to interrupt the race and display the Pause Menu. Press the directional buttons to choose the category, and press the ⊗ button to confirm your selection. To resume the race, either press the START button again or choose Continue. *Note: There is no Restart feature in the Season Mode Pause Menu.*

Continue
The race will resume from the point it was paused.

Exit
Quit the race. Press the ⊗ button after the confirmation message to exit.

Restart
Restart the race from the beginning.

Main Menu
Return to the Main Menu Screen. Press the ⊗ button after the confirmation message to return to the Main Menu.

SHORTCUT PENALTIES

There are several areas on the tracks where you can cut across during races. Taking a shortcut may result in a penalty. Penalties are issued if you are playing the Hard level in Arcade, Season, and Legends Modes. Penalties are also issued in Time Trial Mode. The set penalties are as follows:

1. Your time will be increased for Arcade, Season, and Legends Modes.
2. In Time Trial Mode, the time for that lap will be forfeited.
3. Any penalized lap will not be recorded as a Fastest Lap or Circuit Record, and it will not remain on record even if saved.

You can only receive one penalty per lap. If you receive a penalty, your visible position (the one seen on-screen during the race) may differ from your actual position (the position displayed on the Results Screen).

ADVANCED CONTROLS

You can control the forward/backward weight shift and individual front and rear brakes, which makes for a more realistic motorcycle racing experience. Mastering these controls will ensure better race performance.

Forward/Backward Weight Shift

Go to Advanced Controls in Options, and switch the Weight Shift option ON. Either press up and down on the directional buttons during the race, or push the left analog stick up and down to shift your body weight forward or backward.

Lean weight BACKWARD   Lean weight FORWARD
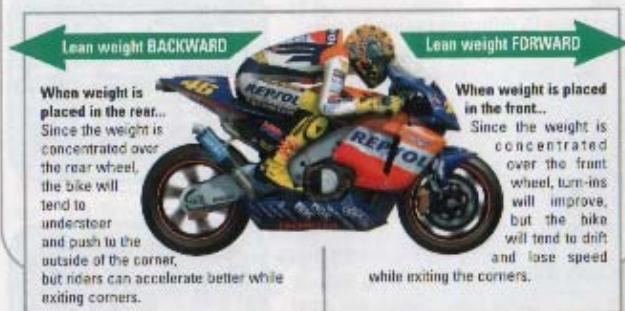
When weight is placed in the rear...
Since the weight is concentrated over the rear wheel, the bike will tend to understeer and push to the outside of the corner, but riders can accelerate better while exiting corners.

When weight is placed in the front...
Since the weight is concentrated over the front wheel, turn-ins will improve, but the bike will tend to drift and lose speed while exiting the corners.

Using front and rear brakes

When the Advanced Control Braking option is set to Front & Rear, the player can operate the front and rear brakes independently.

Using only the FRONT BRAKE

Using only the BACK BRAKE

Using the rear brake only...
This is much less effective than full braking and greatly increases the braking distance. It is advantageous, however, when controlling the bike during a drift.

Using front brake only...
The braking effect is similar to full braking. Use to adjust the distance during full braking.

In Arcade Mode, you choose your favorite circuit and race against CPU riders. This section explains the before and after race details for Arcade Mode.

Arcade Select Screen

Set the race conditions, such as the circuit, before the start of the race. Press the directional buttons to choose the categories and press the ⊗ button to confirm your selection. Then, select "Start Race" or press the START button to begin the race.

Circuit

Select from 15 different racing circuits (see pages 37-41). Characteristics and difficulty levels vary from track to track.

Motorcycle

Select a bike. There are 12 different bikes to choose from in the beginning, but more will become available as you meet certain conditions.

Laps

Select 2, 5, or Full laps. If you select Full, you will race the same number of laps as in the final round of an actual Grand Prix.

Level

Choose the level of difficulty: Easy, Normal, or Hard. If you select Easy, a Brake Assist function will be activated to help you control the bike more easily.

Weather

Choose the weather conditions for the race. Dry provides a race with good weather. Wet will give you a race with rainy conditions, making the track slippery.

Transmission

Select a transmission type. AT is automatic, and MT is manual.

Simulation

Select ON for the most realistic riding experience. This requires precision driving.

Settings

Fine-tune your bike (see page 18 for more details).

Start Race

Press the START button to start the race or select Start Race.

Replay/Results Screen

Once you complete the set number of laps, the Replay of the race begins automatically. If you did not finish the race, however, there will be no Replay. Press the ⊗ button to end the Replay.

The Results Screen appears after the Replay. Review your finish position and race times. Press the ⊗ button to return to the Arcade Select Screen. Press the START button to switch to the Results Menu. The categories available from this screen are outlined below.

Restart

Restart the race with the same settings.

Main Menu

Return to the Main Menu Screen.

Save Replay

Save the Replay. The saved data can be viewed in Replay Theatre (see page 30).

SETTINGS

On the Arcade Select Screen, select Settings to make fine adjustments to your bike. The following explains the type of adjustments that can be made to your bike.

A Transmission

This parameter determines the balance between acceleration and maximum speed. A reduced value improves acceleration, but lowers maximum speed. An increased value raises maximum speed, but decreases acceleration.

B Handling

This parameter determines the handling response of the bike. A reduced value makes the bike less responsive, but more stable. An increased value makes the bike more responsive, but less stable.

C Acceleration

This parameter determines the response of the engine. A reduced value decreases engine response, but makes the bike more stable. An increased value improves the engine response, but more delicate controls will be required to handle the bike's sensitivity.

D Brakes

This parameter determines the effectiveness of the brakes. A reduced value lowers braking power, but stabilizes cornering. An increased value raises braking power, but makes cornering unstable.

E Tyres

Choose either 17 inch or 16.5 inch tyres. Selecting 17 inch tyres will make cornering less stable, but it will be easier to handle the bike. Selecting 16.5 inch tyres will stabilize cornering, but bike handling will become heavier.

F Exit

Select Exit to close the Settings Screen and return to the Arcade Select Screen.

SEASON MODE

This mode allows you to race on various circuits throughout the world and compete for the highest total points. The number of races will vary depending on the difficulty level.

New/Continue Select Screen

Select Season on the Main Menu Screen to open the New/Continue Select Screen. To play this mode from the beginning, choose New Game, and select from the categories explained below. If a game file containing previously saved Season data exists, select Continue to start where you last left off.

Caution: If you select New Game when you have pre-existing Season data, you will be asked, "Start a new season? You will be unable to continue the previous season. OK?" If you select Yes, your previous Season data will be erased.

Difficulty Level

Choose from Easy, Normal, or Hard. The number of races depends on the difficulty level. Easy has five total races, Normal has 15 total races over one year, and Hard has 15 total races over five years. In Hard, you will be penalized for taking shortcuts (see page 14).

Simulation

This is the same as the Arcade Mode (see page 16-18). In addition, when this option is ON, you cannot participate in a championship race unless you meet the qualifying time requirements.

Weather

Choose Dry, Wet, or Random weather conditions for the races. Select Random, and the weather will change randomly each round. The Dry and Wet conditions are the same as Arcade Mode (see page 17).

Laps

You may choose from 2, 5, or Full lap races for the season. Once you select the number of laps, it cannot be changed.

Teams

Join one of 12 available teams. The selection of bikes, among other things, differs depending on the team chosen. If you are playing on Hard, you will only have a few teams to choose from in the beginning, but you can be transferred to a better team by placing well during the season.

Transmission

Select automatic (AT) or manual (MT) transmission. When your selections are complete, the Season Progress Screen will appear (see below).

SEASON PROGRESS SCREEN

The season begins after the initial season selections are completed. The following are the categories in the Season Progress Screen, and instructions on how to proceed in the game.

Free Practice

(Normal and Hard only)
Conduct a solo practice run on any of the season circuits. Only one practice run is allowed for each circuit, so once the practice run is over, this option is no longer available.

Qualifying Practice

(Normal and Hard only)
Participate in a qualifying round. The results will determine your starting grid position in the championship. *Note: When Simulation is ON, you will need to qualify for each race. If the qualifying time is not met, you will automatically go on to the next round. If Simulation is OFF, you are not required to run the qualifying round. If you choose not to run the qualifying round, you will start at the 21st grid position in the championship.*

Race - Championship Race

Compete in the finals. If Simulation is ON, you will have to pass the qualifying round before this option is made available.

The Results Screen appears at the conclusion of the race. Points are awarded according to your finishing position. Press the directional buttons Left/Right to view the points earned per round.

Transmission

Select automatic (AT) or manual (MT).

Settings

(Normal and Hard only)
Fine tune your bike. The setup categories are the same as Arcade Mode with the exception of Fuel Consumption (see page 16). Fuel Consumption settings are explained below.

Standings

View the current point standings. Your ultimate goal is to be ranked first place at the end of the season.

Main Menu

Return to the Main Menu Screen. Since the season is not automatically saved when you exit to the Main Menu Screen, be sure to save immediately after exiting.

Fuel Consumption

In Season Mode, you can adjust the amount of fuel that your bike carries. Enter Settings, and set Fuel Consumption to ON to turn on this feature. You can set your fuel level between 1% and 100%. 100% equals a full tank. More fuel makes the bike response slower for the first half of the race, but the bike handles easier for the last half due to the lighter tank. You cannot check your fuel gauge during the race, however, and you will be retired if you run out of fuel partway through. Fuel consumption varies per bike, so find the right amount of fuel for each bike.

TIME TRIAL MODE

Run the circuits by yourself and try to break the record for the best lap time. You can select any circuit, so this is a good way to practice before racing in other modes.

How to Play

Select a bike and circuit before the race. The selection process is the same as Arcade Mode (see page 16). Press the START button to start racing. You may view your top five time trial circuit results for each circuit in Records.

About Trail Images

Trail Images are accurately reproduced images of your previous run that you can race against. There are three options you can choose from in Trail Images: Updated, Fixed, and Off. The Trail Image modes and types are outlined below. In the Time Trial Results Screen, Trail Images can be saved and viewed later.

Trail Image Mode

Updated
If you beat the Trail Image's time, your record time will be used until a faster time is recorded.

Fixed
The Trail Image that you chose before racing will appear every lap.

Off
No Trail Image appears.

Trail Image Types

Fastest Lap
The fastest overall image (when Update is selected).

Player Save
Loads the image saved by the player.

R&D
The game developers' fastest time.

CHALLENGE MODE

In Challenge Mode, the goal is to clear all the tasks. There are 100 different tasks, which include competing against a CPU rider, competing against the clock and other challenges.

How to Play Challenge Mode

First, select Challenge in the Main Menu Screen to go to the Challenge Mode Screen. Then, press the directional buttons to choose the challenge, and press the ✪ button to confirm your selection. A star mark will be displayed under the task when you clear the challenge.

Types of Challenges

There is a wide range of tasks displayed on the Challenge Selection Screen, such as riding through sections of circuits within a set time, or attaining specific results in other modes (see pages 23-24).

Challenge Clear Conditions

There are three levels of requirements for each task: Bronze, Silver, and Gold. Achieving Bronze will clear the task and result in a reward. Different types of rewards will be given depending on the challenge, so try to clear all the challenges!

A LIST OF CHALLENGES YOU PLAY IN OTHER MODES

This is a list of challenges you play in other modes to clear.

Challenge #	Mode/Circuit	Bronze	Silver	Gold
85.	Arcade/ Estoril	Finish 1st.	Finish 1st without straying off the course.	Finish 1st without straying off the course or touching other bikes.
86.	Arcade/ Valencia	Finish 1st.	Finish 1st without straying off the course.	Finish 1st without straying off the course or touching other bikes.
87.	Arcade/ Phillip Island	Finish 1st.	Finish 1st without straying off the course.	Finish 1st without straying off the course or touching other bikes.

CHALLENGE MODE

Challenge #	Mode/Circuit	Bronze	Silver	Gold
88.	Arcade/ Sepang	Finish 1st.	Finish 1st without straying off the course.	Finish 1st without straying off the course or touching other bikes.
89.	Arcade/ Brno	Finish 1st.	Finish 1st without straying off the course.	Finish 1st without straying off the course or touching other bikes.
90.	Time Trial/ Suzuka	2:10.000	2:08.000	2:06.000
91.	Time Trial/ Mugello	1:55.500	1:53.500	1:51.500
92.	Time Trial/ Phillip Island	1:35.500 plus 2 consecutive laps without straying off the course.	1:35.500 plus 3 consecutive laps without straying off the course.	1:35.500 plus 5 consecutive laps without straying off the course.
93.	Time Trial/ Valencia	1:38.500 plus 2 laps in a row without straying off the course.	1:38.500 plus 3 laps in a row without straying off the course.	1:38.500 plus 5 laps in a row without straying off the course.
94.	Legends/ Jerez	Finish 1st in Easy.	Finish 1st in Normal.	Finish 1st in Hard.
95.	Legends/ Donington	Finish 1st in Easy.	Finish 1st in Normal.	Finish 1st in Hard.
96.	Legends/ Catalunya	Finish 1st in Easy.	Finish 1st in Normal.	Finish 1st in Hard.
97.	Legends/ Sachsenring	Finish 1st in Easy.	Finish 1st in Normal.	Finish 1st in Hard.
98.	Legends/ Assen	Finish 1st in Easy.	Finish 1st in Normal.	Finish 1st in Hard.
99.	Season	Win in Easy.	Win in Normal.	Win in Hard.
100.	Clear all challenges.			

MULTIPLAYER MODE

MULTIPLAYER MODE
There are two Multiplayer Modes: VS Mode and Grand Prix. In VS Mode, a maximum of four players can face off at once. In Grand Prix Mode, two players can fight for the best total points. You will need one controller per player.

How to Play VS Mode
The selection of circuits, number of laps, bikes, simulation, and transmission is the same as Arcade Mode (see page 16). See below for information about handicaps. The helmet colors are fixed: Player 1 is blue, Player 2 is red, Player 3 is green, and Player 4 is yellow. The race will start when all players select Start Race. If you set the difficulty to Easy, the Brake Assist will be activated to help the player control the bike more easily.

How to Play Grand Prix Mode
Grand Prix Mode is played with two players. The players race on different circuits around the world competing for the highest total points. There is a maximum of 15 rounds. The selection of circuits, number of laps, bikes, simulation, and transmission is the same as Arcade Mode (see page 16).

Setting a Handicap
On the Select Screen before the race, select Handicap to adjust the handicap. Choose either OFF (no handicap) or a handicap rating from 1 to 3. The greater the number, the easier it is to catch up to the opponent, so even a beginner can enjoy an exciting battle with an expert.

SELECT button in Multiplayer Mode
Press the SELECT button during Multiplayer Mode to switch the contents displayed on the screen. Press the SELECT button once to make your display disappear (excludes Ready, Go, and Finish). Press the SELECT button again to revert the settings to normal.

LEGENDS MODE

Compete against four legendary riders of motorcycle racing.

How to Play Legends Mode

Choose Legends on the Main Menu Screen to access the Legends Mode Select Screen. The selections are the same as Arcade Mode (see page 16). Once all the selections have been made, choose Start Race to begin.

OPTIONS

Change various game settings. Select Confirm in the Options to accept the changes you have made. Select Default to restore the initial settings.

Configuration

Change controller button settings. Eight categories can be altered. Select the category you wish to change with the ❌ button, then press the directional buttons to display the button you would like to use. See below for an explanation of the categories.

Note: Steering and Weight Shift will be set automatically depending on either setting, and Change View and Change Display cannot be altered.

Explanation of Each Category

Steering	Bike handle controls
Weight Shift	Shift body weight Forward/Backward
Accelerate	Accelerator
Brake	Front/rear wheel brakes
Front Brake	Front wheel brake
Rear Brake	Rear wheel brake
Shift Up	Raise gear
Shift Down	Lower gear

Change BGM	Change music
Action	Special rider tricks
Vibration	Vibration function ON/OFF
Change View	Change Point of View
Change Display	Switch display contents

Accelerator and Brake Gauges

When the accelerator and brakes are set to analog, the Accelerator and Brake Gauge are displayed on the Race Screen. These two gauges show how far each is engaged.

View

Select an in-game view. When you press the ❷ button during the race to toggle between View 1 and View 2, the default setting toggles between 3rd person and Cockpit View. There are a total of five views, so try them all to see which works best for you.

Sound

Change the sound settings. Adjust the volume of the BGM (Background Music) and SE (Sound Effects) from 0-100%. Furthermore, choose Output to adjust speaker output to either Mono or Stereo.

Screen

Adjust the screen. Choose Screen Type to switch between 4:3 and 16:9 aspect ratio. The recommended setting for wide-screen televisions is 16:9. Select Screen Adjust to change the screen display position by pressing the directional buttons. You can also adjust the brightness by using the controls on your television.

Rider Registration

Reset a previously registered rider's name, nationality, gender, or helmet. All other saved data for this file will remain the same (see page 30).

Speed

Specify whether the speed will be displayed in km/h or mph. The default is set to mph.

Replay Style

Select the camera used in Replays. Select from either TV or Game Style Replays. TV Style Replays mimic a television broadcast, showing the race from various angles. Game Style Replays use the same camera view used during the race.

Face Marker

Choose whether or not to display the face markers during the race. Select On to display the face markers, and Off to remove the face markers. The default is set to Off.

ADVANCED CONTROLS

Set two advanced controls: Weight Shift and Braking. Turn on Weight Shift to allow forward/backward weight adjustments. Set Braking to Front & Rear and you will be able to control front and rear brakes independently.

SAVING & LOADING GAME DATA
Save and load games. Please note that this game does not automatically save data.

Save Game
Insert a Memory Card (PS2) into MEMORY CARD slot 1 in order to save game data. A minimum of 42KB is required to save one game file, and you may have a maximum of 3 game files. You may also save up to 15 Replay and Trail Image files. Save data from previous versions of MotoGP cannot be used.

Overwriting Game Files
If you overwrite a game file with a new game file, the original file will be erased along with any Replays and Trail Images. Read the confirmation messages carefully to make sure you do not unintentionally erase important game data.

Load Game
Load saved data. Select the Game File you would like to load and press the ⊗ button. If you load previously saved data during the middle of a game, you will lose all records you have earned up until that point.

Replay Theatre
View saved post-race Replays. Select a Replay to view and press the ⊗ button. Press the ⊗ button during the Replay Theatre to return to the Replay File Select Screen.

Erasing Data
In order to erase Replay and Trail Image data, select the Replay and Trail Image Files you would like to delete while pressing the L1 and R1 buttons. Press the ⊗ button to confirm your decision. You cannot delete game files with this function. Access the Memory Card (PS2) from the PlayStation©2 Browser to delete game files.

MEET THE RIDERS
The riders that players compete against are actual professional racers. Their superb riding techniques make them formidable rivals.

Max Biaggi
Machine: YAMAHA YZR-M1
Team: Yamaha Team
Birth: June 1971/Italy
After winning four successive championships in the 250cc class from 1994-97, Biaggi moved up to the 500cc class in 1998. He has placed well in the 500cc class since then, but victory has eluded him thus far. He's one of the top contenders for this year's championship.

Alex Barros
Machine: HONDA NSR500
Team: Honda Pons
Birth: October 1970/Brazil
His natural talent and 16 years of GP experience show in his extremely stable racing. Barros faced a difficult battle in 2002 as other teams invested in new machines, but he managed to place well using his skill. Look forward to his fight for the top.

Norick Abe
Machine: YAMAHA YZR500
Team: Antena 3 Yamaha-D'Antin
Birth: September 1975/Japan
Nicknamed "Norick", this genius rider conquered the Japan National Championship 500cc class at the tender age of 18. He began racing in the Japan GP the following year, and he earned Japan's first win at the Suzuka Circuit three years later.

Carlos Checa
Machine: YAMAHA YZR-M1
Team: Yamaha Team
Birth: October 1972/Spain
This Spaniard rider has a reputation for always riding hard to stay in the running. He suffered a life-threatening crash in the 1997 British GP, but recovered safely. He has since come out of his slump and is now riding consistently.

Garry McCoy
Machine: YAMAHA YZR500
Team: Red Bull Yamaha WCM
Birth: April 1972/Australia
"Smokey McCoy" is known for his unique sliding technique. The drift that can be seen in the latter half of the race when tyre grip weakens surprises his rivals and thrills the fans.

Nobuatsu Aoki
Machine: PROTON KR3
Team: Proton Team KR
Birth: August 1971/Japan
He is the oldest of the three Aoki brothers. He worked his way up the Nationals and began racing internationally in 1993. He took third in the 1997 500cc class. He left the circuits in 2001, but returned in 2002.

Kenny Roberts
Machine: SUZUKI GSV-R
Team: Telefonica Movistar Suzuki
Birth: July 1973/USA
The son of a legendary rider, he learned to ride on a dirt track and made the transition to tarmac with ease. In 2000, he fulfilled his dream of becoming champion in the 500cc class. This is a rider with very high potential.

Tohru Ukawa
Machine: HONDA RC211V
Team: Repsol Honda Team
Birth: May 1973/Japan
This Japanese rider takes first place in consistency. He did well back in the 250cc class, and moved on to the 500cc class in 2001. He didn't do as well in 2001, but he placed first in the second race of 2002.

Sete Gibernau
Machine: SUZUKI GSV-R
Team: Telefonica Movistar Suzuki
Birth: December 1972/Spain
He raced alongside Kenny Roberts in 2002 on the new GSV-R. He ran at the top in this year's Portugal race, but unfortunately had to retire in the very end. His riding is spectacular in rainy conditions.

Jurgen vd Goorbergh
Machine: HONDA NSR500
Team: Kanemoto Racing
Birth: December 1969/Netherlands
He is a national hero of the Netherlands known fondly as the 'Flying Dutchman'. He raced in the 250cc class from 1991, and then transferred to the 500cc class six years later. In 2002, he rides a Honda bike for the first time in three years.

Olivier Jacque
Machine: YAMAHA YZR500
Team: Yamaha Tech 3
Birth: August 1973/France
He distinguishes himself with his aggressive racing style. In 2000, he won a brilliant victory in the 250cc class. He transferred to the 500cc class the following year, but was unable to show his true abilities due to injuries. He is currently trying to make a comeback.

Pere Riba
Machine: YAMAHA YZR500
Team: Antena 3 Yamaha D'Antin
Birth: May 1970/Spain
Riba replaced the retired Alex Criville in 2002. He has steadily risen up the ranks, so his future in MotoGP looks promising.

John Hopkins
Machine: YAMAHA YZR500
Team: Red Bull Yamaha WCM
Birth: May 1983/USA
John is the youngest MotoGP class rider in 2002. He has been involved in racing since the age of four, and his skill has earned him numerous titles. He entered the MotoGP class in 2002.

Tetsuya Harada
Machine: HONDA NSR500
Team: Pramac Honda Racing Team
Birth: June 1970/Japan
Harada is a warrior who attacks corners relentlessly. He took the 250cc class title in 1993. He's had bad luck with machines since, racing on skill alone against the increasing number of four stroke engines.

Valentino Rossi
Machine: HONDA RC211V
Team: Repsol Honda Team
Birth: February 1979/Italy
The Italian prodigy who conquered every class of the GP. He overcame his weakness against rainy conditions in 2002 during the Suzuka and Portugal races. With his new RC211V, he is indomitable.

Regis Laconi
Machine: APRILIA RS3
Team: Aprilia Racing
Birth: July 1975/France
He conquered the French Championship 125cc class at 17. He raced in the World Championship from 1995 to 2000, and races in the MotoGP class on his Aprilia machine in 2002.

Shinya Nakano
Machine: YAMAHA YZR500
Team: Yamaha Tech 3
Birth: October 1977/Japan
With record times for the 250cc class at Motegi and Suzuka, and a handsome face to boot, this rider's nickname, "Prince", suits him well. He took on the 500cc class in 2001, and had an excellent season.

Loris Capirossi
Machine: HONDA NSR500
Team: Honda Pons
Birth: April 1973/Italy
He is a leading rider aiming for the title seat in the MotoGP world along with Rossi and Biaggi. His points dropped due to his two stroke machine in 2002, but once he gets a four stroke machine, he'll be tough to beat to the finish line.

Daijiro Kato
Machine: HONDA NSR500
Team: Honda Gresini
Birth: July 1976/Japan
In the 250cc class, he set the world record for most wins in a season with 11. He's had a tough battle in 2002 with an ineffective two stroke machine, but switched to a long-awaited four stroke machine in the 10th round, and came in second.

Jeremy McWilliams
Machine: PROTON KR3
Team: Proton Team KR
Birth: April 1964/England
He is the oldest rider in the MotoGP class, but his aggressive riding hardly reflects his age. In 2002, he races for the Proton Team led by the legendary rider, Kenny Roberts.

COURSES

The 15 circuits that appear in the game are actual famous race circuits from around the world.

Czech
Brno Circuit (New)

Circuit Description
5.403km per lap
With so many hairpin curves and tight corners, it's difficult to see where the corners end, so timing acceleration after braking is critical. Use the wide course to keep cornering speed high. This circuit is Biaggi's specialty, as smooth cornering is his strong suit.

Portugal
Estoril Circuit (New)

Circuit Description
4.182km per lap
Estoril is a circuit with a long history, but was only recently added to the MotoGP. There are many low-speed corners, emphasizing the need for excellent braking techniques. It is extremely difficult to read the line in the last half of the course due to changes made to the course for F1 racing.

Malaysia
Sepang Circuit (New)

Circuit Description
5.548km per lap
It was constructed in 1999 staking the prestige of the country after Malaysia adopted a motor sports promotion plan to attract international level races. The course's wide, modern layout works to produce many heated battles. Tropical squalls also create unexpected events.

Australia
Phillip Island Circuit (New)

Circuit Description
4.448km per lap
Located on Phillip Island in the state of Victoria, this circuit boasts a huge site, sparkling seas, and rich green pastures. There are few low-speed corners—racing on this circuit will become more enjoyable as you master riding techniques.

Spain
Valencia Circuit (New)

Circuit Description
4.005km per lap
This is an uncommon counterclockwise circuit. The straightaway and corners are well distributed, so it is an extremely fun circuit to race on once you grasp its rhythm. You can also glimpse the beautiful scenery outside the circuit, as it comes in and out of view. The town is well known for their Valencia oranges.

Japan
Suzuka Circuit

Circuit Description
5.864km per lap
It is the greatest racing circuit in Japan. Both MotoGP and F1 races, the pinnacles of 2-wheel and 4-wheel racing, take place here. Suzuka has a reputation as a tough track due to its varied and difficult corners. It is a highly respected circuit among racers the world over.

France
Paul Ricard Circuit

Circuit Description
3.800km per lap
This high-speed circuit located in Southern France was constructed in 1970. It was designed with rider safety in mind and has become a model of good circuit design. High-speed slipstream battles often take place down the Mistral Straight.

Spain
Jerez Circuit

Circuit Description
4.423km per lap
Jerez was built inside a natural amphitheatre, making it one of the best circuits for audiences. There is a view of the entire circuit from any seat. Its numerous corners make good bike control a necessity.

England
Donington Circuit

Circuit Description
4.023km per lap
The first half of Donington is a succession of corners through hilly terrain. The up-and-down course is unbelievably enjoyable once you know the lines. The straightaways, chicanes, and hairpin curves in the second half require precise braking and acceleration.

Japan
Twin Ring
Motegi Circuit

Circuit Description
4.801km per lap
Just as the name indicates, this circuit, built by Honda in 1997, is the first circuit in Japan to have both a road circuit and an oval circuit. This circuit has corners with tight radiuses, so try to avoid overspeeding when entering a turn.

Spain
Catalunya Circuit

Circuit Description
4.727km per lap
This circuit was built in 1991 and also hosts Spain's F1 GP. It is mainly composed of medium to low-speed corners and straightaways. Catalunya's long medium-speed corners set it apart from other circuits. The entire main straightaway can be seen from the straight section after the Seat Corner.

Netherlands
Assen Circuit

Circuit Description
6.049km per lap
The terrain is level and the track is constructed from a complex mix of high and low-speed corners. Its many heavily banked corners also distinguish this circuit. The race is won by dominating the high-speed section between the Duikersloot and the entry into the final chicane.

Germany
Sachsenring Circuit

Circuit Description
3.704km per lap
There is a succession of low-speed corners from Corner 1 to Stenquell Kurve, so the use of your brakes determines whether you win or lose. Though the layout is cramped, Sachsenring features the greatest altitude range of all the MotoGP circuits.

Italy
Mugello Circuit

Circuit Description
5.245km per lap
The layout of this circuit is very balanced, and it is a popular circuit that has twice been voted Best Track by the riders. There is a nice blend of high-speed and low-speed corners, and no two corners are alike.

France
Le Mans Circuit

Circuit Description
4.305km per lap
This circuit is famous for the 24-hour 4-wheel races that it hosts. It mostly consists of hairpin curves, low-speed corners, and straightaways. The downhill bend after the Dunlop Chicane is the key to victory.

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