MotoGP 4
Official Game Of MotoGP

ANOTHER GOOD REASON TO SHOW YOU'RE THE BEST...

ARLEN NESS

4

• Aim for a great time in Time Trial Mode
• Note down the ranking password you receive
• Head over to www.motogp-game.com
and enter your password

The player that achieves the fastest time on each circuit
will win an exclusive Arlen Ness MotoGP4 jacket!

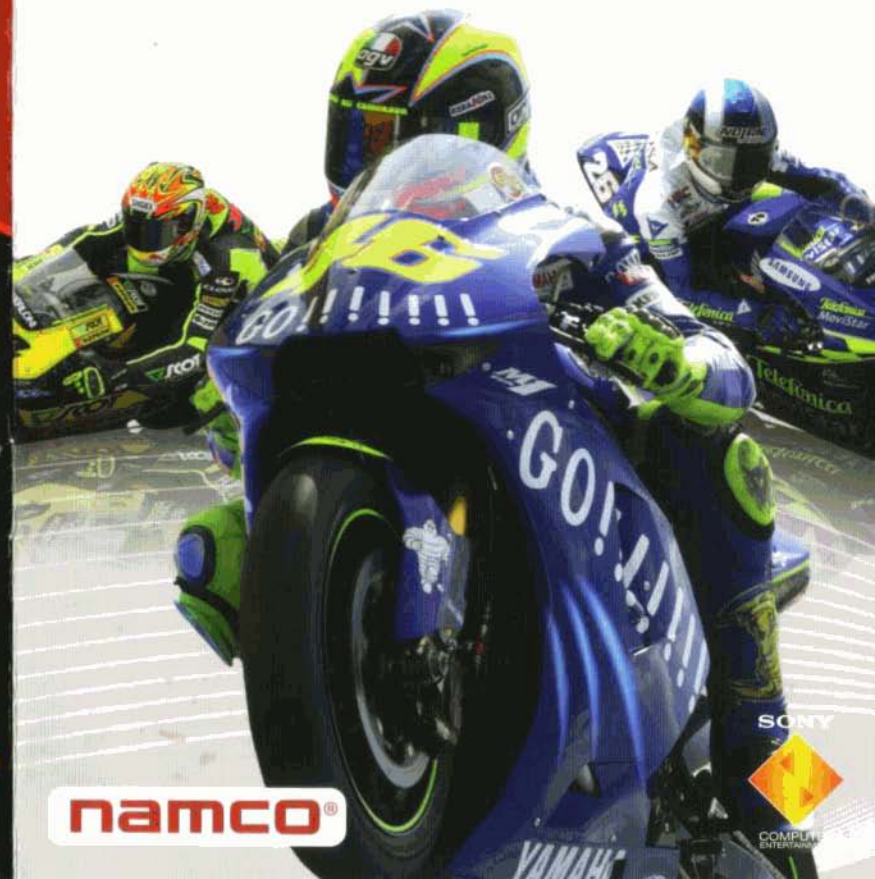PlayStation 2   namco   SONY

SCES-52892/ANZ

motogp

MotoGP 4
Official Game Of MotoGP

namco

SONY

COMPUTER
ENTERTAINMENT

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

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For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SCES-52892/ANZ

1 – 2 Players • Memory Card (8MB) (for PlayStation®2): 140KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible • Network Adaptor (Ethernet) (for PlayStation®2) Compatible: 2–8 Players • Multitap (for PlayStation®2) Adaptable: 2 – 4 Players

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support@dk.playstation.com Man-fredag 15-21; Lør-søndag 12-15	support@dk.playstation.com Man-fredag 15-21; Lør-søndag 12-15
• Suomi — 0600 411 911	0600–411911
0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai - perjantai 15-21	0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai - perjantai 15-21
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PLEASE NOTE:

This software uses a font based on the Fontworks International Limited font. The name "Fontworks" and the font name are trademarks or registered trademarks of Fontworks International Limited.

Motorcycles included in this game may be different from the actual motorcycles in shape, colour, movement and performance. Do not imitate the riding techniques shown in this game. Remember, when riding a motorcycle in real life, always ride it safely and with thought for other road users.

██ SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/⏻ indicator on the front of the console is lit up red. Press the I/⏻/RESET button and the I/⏻ indicator will light up green.

Press the ⏏ button on the console front to open the disc cover and place the MotoGP4 disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. MotoGP4 will then commence loading. It is advised that you do not insert or remove accessories once the power is on.

Owners of SCPH-30000 and SCPH-50000 series PlayStation®2 consoles should refer to the setup instructions supplied with the console.

Before commencing play, it is recommended to select your preferred language from the console's System Configuration menu. Choose either English, French, German, Spanish or Italian.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

██ MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for (SCPH-10020 E). Memory Cards (product SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this product.

Name: Roberto Locatelli
Nationality: Italian
Bike: Aprilia RSW
Team: Safilo Oxydo-LCR

Locatelli has yo-yoed between the 250cc and 125cc classes for ten years, and whilst he has at times been inconsistent, he has, as a result, built up far more experience than most other riders competing in the 125cc class.

Name: Jorge Lorenzo
Nationality: Spanish
Bike: Derbi
Team: Derbi Racing Team

This young Spaniard has already achieved a great deal for his age, and is hotly tipped to achieve a great deal more as he hones his raw skill and becomes more familiar with the circuits.

Name: Casey Stoner
Nationality: Australian
Bike: KTM FPR
Team: KTM-Red Bull

Australian MotoGP riders often seem to be a rarity, but when one appears, MotoGP fans have come to expect something special. Given constant support by his enthusiastic family, Stoner is definitely a rider worth keeping an eye on.

The communication function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see LIBEENET.TXT in the disc.

Network setting(s) can be created using the Network Access Disc included with the Network Adaptor (Ethernet) (for PlayStation®2).

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of the console. Saved game data can be loaded from the same Memory Card or any Memory Card containing previously saved data. Make sure there is enough free space on the Memory Card before commencing play.

USING A MULTITAP (for PlayStation®2)

PLEASE NOTE: in this manual, the term "Multitap" is used to describe the Multitap (for PlayStation®2) - (product code SCPH-10090E). This product does not support the Multitap - (product code SCPH-1070 E) designed for use with PlayStation® and PlayStation® (PS one®) format software.

MotoGP4 automatically detects the number of controllers inserted into the console. Up to four players can participate if a Multitap is inserted. A Multitap should be inserted into controller port 2 of the console, and a controller into controller port 1 of the console. Any other controllers should be inserted sequentially into controller port 2-A, controller port 2-B and controller port 2-C of the Multitap.

USING THE USB HEADSET (for PlayStation®2)

The USB Headset (for PlayStation®2) can be used to talk to human competitors during LAN multiplayer games. Insert the Headset into either USB connector on the front of the console with the USB symbol facing UP, before turning the power on.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of the directional buttons, unless stated otherwise. In order to use the left and right analog sticks, the Analog Controller (DUALSHOCK®2) must be in analog mode (indicator: red). Although any controller can be used to play MotoGP4, it is recommended that an Analog Controller (DUALSHOCK®2) be used to enjoy the analog button capabilities of this product.

NOTE: throughout this manual when referring to the steering, weight shift and special tricks features, the controller must be in analog mode (indicator:red) in order to use the left analog stick. In order to use the directional buttons for these functions, the controller must be in digital mode (indicator:off).

D m

Rear brake

■ Shift down (Manual Transmission only)

■ Talk (USB Headset (for PlayStation®2) required)

■ Shift up (Manual Transmission only)

■ Steer / Shift weight forward and backward

■ Action

■ Rear view

■ Accelerate

■ Brake

■ Change view ■ Pause

NOTE: front and rear braking and weight shift settings can be adjusted in the "Controller Configuration" section of the Options Menu. See the "Options Menu" section elsewhere in this manual for more information.

■ ADVANCED CONTROLS
■ SPECIAL TRICKS

Mid-Race

Discard Visor ▲ button (tap)

Taunt ▲ button (hold)

Wheelie ↓ + ✕ button + ▲ button (when Weight Shift is ON)
↓ + ✕ button (when Weight Shift is OFF)

Jackknife ↑ + ● button + ▲ button (when Weight Shift is ON)
↑ + ● button (when Weight Shift is OFF)

After Finish

Victory Pose ▲ button (when in 1st place in Multiplayer Mode or in 2nd place or lower in other modes)

Sore Loser ▲ button (when in 2nd place or lower in Multiplayer Mode)

Name: Toni Elias
Nationality: Spanish
Bike: Honda RS-RW
Team: Honda Team

With natural talent and fearless aggression, determined young Spaniard Elias was a strong challenger for the title following his successful step up to the 250cc class. He will be keen to erase the disappointment of his crash during the last lap at Rio in 2003, which crushed his Championship hopes for that season.

Name: Alex De Angelis
Nationality: Sammarinese
Bike: Aprilia RSW
Team: Aprilia Racing 250

This former Rookie of the Year from San Marino has suffered in the past from a combination of inexperience and technical failure, but his raw talent is undisputed.

■ 125CC CLASS

Name: Andrea Dovizioso
Nationality: Italian
Bike: Honda RS
Team: Team Scot

Dovizioso is the latest wonderkid to emerge from Italy with hopes of emulating the success of riders like Valentino Rossi, and there are many who believe he has the talent to do just that.

Name: Pablo Nieto
Nationality: Spanish
Bike: Aprilia RSW
Team: Master-MXonda-Aspar Team

Steadily building a reputation as an exciting performer, if this former Rookie of the Year and son of the legendary Angel Nieto can improve his consistency he will become a truly impressive rider.

▉▉ 250CC CLASS

Name:	Daniel Pedrosa
Nationality:	Spanish
Bike:	Honda RS-RW
Team:	Telefonica Movistar Junior

Since making his World Championship debut in 2001, Pedrosa has improved every season and scored some impressive results. Few observers doubted that this youngster of exceptional talent would easily cope with the transition from 125cc to 250cc. Based on his achievements so far, further success seems to beckon.

Name:	Sebastian Porto
Nationality:	Argentinian
Bike:	Aprilia RSW
Team:	Repsol Aspar Team

The only South American in the 250cc class, Porto has had a turbulent career, with successes matched by disappointments. His experience in the class will stand him in good stead, however, and he should not be underestimated.

Name:	Randy De Puniet
Nationality:	French
Bike:	Aprilia RSW
Team:	Safilo Oxydo-LCR

A promising Frenchman who began his career racing scooters, De Puniet's performances in the World Championship have been marred by inconsistency, with frequent crashes negating excellent results elsewhere. Improved discipline could yield great success.

▉▉ WEIGHT SHIFT

Weight Shift can be turned ON in the "Controller Configuration" section of the Options Menu. See the "Options Menu" section elsewhere in this manual for more information.

When Weight Shift is turned ON, press ↑ or ↓ during a race to shift body weight towards the front or rear of the bike.

Leaning weight towards the front or rear affects the bike's response and gives the rider greater control, particularly when cornering. Shifting weight forwards improves cornering response but results in reduced acceleration when leaving a corner. Shifting weight backwards reduces cornering response but improves acceleration when leaving a corner.

▉▉ ADVANCED BRAKING

Front and Rear Braking can be selected from the "Controller Configuration" section of the Options Menu. See the "Options Menu" section elsewhere in this manual more information.

When Front and Rear Braking is selected in the Controller Configuration Menu, press the ⬤ button to operate the front brake and press the L2 button to operate the rear brake during races.

Controlling the brakes independently gives greater control over the bike's response. Rear braking is much less efficient than full braking, resulting in greatly increased stopping distances. It is useful for making subtle adjustments to bike speed, particularly when cornering. Front breaking gives much shorter stopping distances than rear breaking, but is less suitable for use when cornering.

▉▉ THE RACE SCREEN

1. Map
2. Position
3. Lap Count
4. Acceleration / Brake
5. Course Records
6. Lap Time
7. Tachometer
8. Current Gear
9. Speedometer (mph or km/h)
10. Excessive Speed Lamp

Map

The outline of the entire circuit, marked with the position of the currently controlled rider (in red) and the race leader (in blue).

Position

The race position of the currently controlled rider.

Lap Count

The current lap number and total number of laps required.

Acceleration / Brake

The amount of acceleration or brake being applied. Only displayed when acceleration and braking are set to analog in the "Controller Configuration" section of the Options Menu.

Circuit Record

The all-time fastest lap recorded on the current circuit in the selected class.

Lap Time

The time taken for each lap.

Tachometer

The current RPM of the engine.

Current Gear

The currently selected gear.

Speedometer

The current speed, displayed in mph (default) or km/h. The speedometer format can be adjusted in the Race Screen Menu. See the "Options Menu" section elsewhere in this manual for further information.

Excessive Speed Lamp

Lights up when a corner is approached at too fast a speed.

NOTE: the Race Screen can be tailored to suit individual tastes. See the "Options Menu" section elsewhere in this manual for further information.

Name: Sete Gibernau
Nationality: Spanish
Bike: Honda RC211V
Team: Telefonica Movistar Honda MotoGP

Gibernau is part of a motorcycling dynasty and truly has the sport in his blood. An excellent rider in wet conditions, he is seen by many to have the best chance at breaking Rossi's dominance of the MotoGP class.

Name: Max Biaggi
Nationality: Italian
Bike: Honda RC211V
Team: Honda Team

Having had great success in the 250cc class, great things were expected of Biaggi when he moved into the MotoGP class. Some excellent results have so far failed to yield the ultimate goal of the MotoGP Championship, but he is considered a rider with the potential to be a winner.

Name: Alex Barros
Nationality: Brazilian
Bike: Honda RC211V
Team: Repsol Honda Team

Barros can call upon fifteen years of experience in the top class of motorcycle racing, making him a constant threat. Having experienced injury problems in previous seasons, his desire to win has been heightened still further and he fears no rider.

Name: Colin Edwards
Nationality: American
Bike: Honda RC211V
Team: Telefonica Movistar Honda MotoGP

Beginning his motor sport career as a promising motocross rider, Edwards was unbeaten at amateur level before he turned pro in 1992. A relative newcomer in the MotoGP class, Edwards is certainly one to watch.

GP POINTS

GP points are accrued as progress is made through the various single player modes, with bonus points awarded for particularly impressive achievements. These points can be spent in the Paddock to unlock all kinds of extra content, including riders, circuits, movies and much more.

CLASSES

The three engine classes into which MotoGP competitions are divided are 125cc, 250cc and MotoGP. Traditionally, riders have begun their careers in the lowest class, 125cc, and worked their way up to the powerful MotoGP class.

Bikes in the MotoGP class can be fitted with engines of up to 990cc, where once they were restricted to 500cc two-stroke engines. The rise of the 990cc four-stroke machines, permitted since 2002, has changed the MotoGP landscape dramatically, ending the dominance of certain riders and prompting renewed interest in the sport.

The 125cc and 250cc classes are still restricted to two-stroke machines, with 125cc engines permitted one cylinder and 250cc engines permitted two. Though less powerful than the bikes in the MotoGP class, the machines in the lower classes demand a high level of skill from their rider and offer a different challenge from competing in the highest class.

RIDERS TO WATCH
MOTOGP CLASS

Name :	Valentino Rossi
Nationality:	Italian
Bike:	Yamaha YZR-M1
Team:	Yamaha Team

Only the second rider in the history of the sport to have lifted the title in all three classes, Rossi is already a MotoGP legend and firm fan favourite. Son of Graziano Rossi, himself a celebrated MotoGP rider of the Seventies, Valentino is as charming off the circuit as he is competitive on it.

USING MENU SCREENS

Press the ↑, ↓, ← or → directional buttons to highlight an option, then press the ✕ button or the ⊙ button to confirm. To return to the previous menu screen, press the △ button or the ⊡ button.

GETTING STARTED
THE TITLE SCREEN

On boot-up the Title Screen will be displayed. Press the ▶START button to proceed to the Main Menu. Any previously saved MotoGP4 data present on the Memory Card inserted in MEMORY CARD slot 1 will be loaded automatically.

A short cinematic sequence will be displayed if the ▶START button is not pressed within a short period of time. Press the ▶START button to quit the cinematic sequence and return to the Title Screen.

If there is no MotoGP4 data present on the Memory Card inserted in MEMORY CARD slot 1, users will be asked whether MotoGP4 is the first title in the MotoGP series they have played. Either select YES to be offered an explanation of the different game modes, or select NO to be offered an explanation of the new features of MotoGP4. In both cases, press ↑ or ↓ to highlight the desired response and press the ✕ button or the ⊙ button to confirm the selection and either view the requested explanation or proceed to the Auto-Save Screen.

AUTO-SAVE

After any explanations of game modes have been displayed, the Auto-Save Screen will be displayed. Select YES to turn auto-save ON. If auto-save is turned ON, any progress or changes to settings will be automatically saved to the Memory Card inserted in MEMORY CARD slot 1.

If auto-save is turned ON, a save file will be created on the Memory Card inserted in MEMORY CARD slot 1, providing there is sufficient free space. Select YES to confirm the creation of a MotoGP4 save file or select NO to cancel. At least 140KB of free space is required to save game settings and progress.

FASTEST TRAIL IMAGE AUTO-SAVE

Fastest Trail Images can be auto-saved to Memory Card. Select YES to turn Fastest Trail Image auto-save ON. See the "Time Trial Mode" section of this manual for more information on Trail Images.

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■■/ MAIN MENU

■■/ SINGLE PLAYER

SEASON
The ultimate test of riding skill: join a team in the 125cc class and compete on the world circuit, with the final goal of rising through the classes and winning the MotoGP Championship.

ARCADE
Compete in a single race, starting last on the grid and advancing through the pack aiming for victory.

TIME TRIAL
With no opponents to cause a distraction, attempt to achieve the fastest lap time on the selected circuit.

CHALLENGE
Attempt various challenges, competing in different situations and with different conditions to unlock new items and features.

PADDOCK
View replays, records and bikes, or spend GP points earned in other single player modes to unlock great new content.
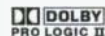
■■/ MULTIPLAYER
Take part in intense multiplayer competitions for up to four players.

SCREEN TYPE
Select either 4:3 or 16:9 screen aspect ratio. 16:9 aspect ratio is intended for use on widescreen televisions.

■■/ SOUND
Adjust the volume of elements of the soundtrack, and select, Stereo Mono or Surround sound,

[DOLBY PRO LOGIC II] Dolby, Pro Logic and the double-D symbol are trademarks of Dolby Laboratories.

■■/ PAUSE MENU

■■/ CONTINUE
Return to the action at the point the race was paused.

■■/ RESTART
Restart the current race.

■■/ SELECT MENU
Return to the Select Class Menu.

■■/ QUIT
Quit the race. If a race is quit during Season Mode, the rider will not score any championship points in that race.

■■/ SINGLE PLAYER MENU
Return to the Single Player Menu.

NOTE: Pause Menu options may vary between different game modes.

■■/ PLAYING THE GAME

■■/ THE RACING LINE
The racing line is the most efficient route around a given circuit. It is indicated by the darker part of the track, which is the result of many riders taking a very similar path. Following the racing line can prove helpful, particularly on an unfamiliar course.

However, the best riders in the world do not always stick rigidly to the racing line – the best chances to take first place or shave vital seconds off lap times can come in deviating from the line.

![motogp logo]

TRAINING

Complete a series of training drills to improve cornering techniques and race strategy. Press the ✖ button or the ● button to begin the next drill, and follow the on-screen instructions.

The different drills must *be* completed in *order*, but Training Mode can be saved to the active profile, so that an objective can be returned to at a later stage.

OPTIONS MENU

SAVE / LOAD

Save or load MotoGP4 data and turn auto-save ON or OFF.

RIDER DATA

Adjust settings for the user-created rider associated with the currently-loaded MotoGP4 save file.

Rider Name and Nationality can be set using the virtual keyboard. Press ⬆, ⬇, ⬅ or ➡ to highlight a letter or number and press the ✖ button or the ● button to confirm the selection.

Press ⬆ or ⬇ to highlight options and press ⬅ or ➡ to adjust Gender, Helmet Appearance and Riding Form settings. Select Confirm Settings to continue or Cancel to discard any changes made.

CONTROLLER CONFIGURATION

Adjust the button configuration, analog and vibration settings for each controller. Braking can be set to Front and Rear or Single, and Weight Shift can be turned ON or OFF.

SCREEN SETTINGS

RACE SCREEN

Adjust the race screen layout. Press ⬆ or ⬇ to highlight an option and press ⬅ or ➡ to turn the selected screen element ON or OFF.

SCREEN ADJUST

Press ⬆, ⬇, ⬅ or ➡ to adjust the screen position to your satisfaction. Press the ✖ button or the ● button to confirm or press the ▲ button or the ■ button to discard any changes made.

TRAINING

Undergo some basic training that will set beginners on the road to becoming riding experts.

OPTIONS

Adjust various settings, set rider registration details and manage saved game data.

GAME MODES
SEASON MODE

Select New Game to begin a new season or select Continue to resume a previously saved season. To continue a saved season, a Memory Card with previously saved MotoGP4 season data must be inserted into MEMORY CARD slot 1.

When beginning a new game in Season Mode, users can choose whether to compete in the MotoGP using their own details, rising through the ranks and classes in search of success, or using a real rider from the MotoGP. Real riders can only be selected once unlocked from the Shop and only a single season will be contested when a real rider is selected.

The following settings can be altered when beginning a new season:

DIFFICULTY

Choose from Easy, Normal or Hard. When Hard difficulty is selected, riders will be penalised for taking shortcuts during races. The difficulty level also determines which teams can be initially joined when competing with a user-created rider.

SIMULATION

If Simulation is turned ON, bike handling will be much more realistic and qualifying time requirements must be met to participate in each championship race.

WEATHER

Select Dry, Wet or Random weather conditions.

LAPS

Select the number of laps to be completed during a championship race: two, five or full laps. If full laps is selected, the number of laps will be equal to those in the final round of an actual Grand Prix.

moto gp

RIDER AND TEAM SELECTION
COMPETING WITH A USER-CREATED RIDER

Press ↑, ↓, ← or → to cycle through the different classes and select a team. Press the ✖ button or the ⬤ button to confirm selection.

When a new game in Season Mode is begun with a user-created rider, only teams in the 125cc class can be selected. In addition, the difficulty level selected determines which teams within that class can be initially joined:

EASY	=	Teams of level A, B or C
NORMAL	=	Teams of level B or C
HARD	=	Level C teams only

Success in the 125cc class will open up the chance to represent higher level teams and compete in higher classes. There is an opportunity to switch teams at the end of each season.

When a team is highlighted during team selection, the contract conditions for that team will be displayed at the bottom of the screen. The contract conditions stipulate the minimum position in the end of season Championship Standings acceptable to the team. If these requirements are not met, the team will not be prepared to renew the rider's contract.

COMPETING WITH A REAL MOTOGP RIDER

Press ↑, ↓, ← or → to cycle through the different classes and select a rider. Press the ✖ button or the ⬤ button to confirm selection. A class will only be accessible if at least one rider from that class has been unlocked.

SEASON PROGRESS SCREEN

CREATING A NEW LAN MULTIPLAYER SESSION

Press the ▶ button in the LAN Session Browser to create a new session. Enter a session name using the virtual keyboard, and select End to proceed to the LAN Multiplayer Session Settings Screen.

On the LAN Multiplayer Session Settings Screen a variety of settings can be adjusted to fine-tune the race specifications. Press the ✖ button or the ⬤ button to confirm the settings and proceed to the Lobby. In addition to the class, circuit, race length and multiplayer settings, which can be adjusted as described elsewhere in this manual, the following additional options will be displayed:

Session Capacity
Set the maximum number of players permitted to join the session.

Comment
Select a comment to be displayed next to the session name in the LAN Session Browser, indicating session difficulty, privacy or game length.

Bots
Turn Bots ON to include CPU-controlled riders in the race.

Bots Skill Level
Select the skill level of any CPU-controlled riders.

THE LOBBY
Any players that have joined the session will be displayed in the Lobby, as will the settings selected by the host. All users can press the ⬤ button to adjust their bike settings. Some settings may be fixed, depending on the session settings selected by the host. The host can adjust the session settings by pressing the ▶ button. Each user should press the ✖ button or the ⬤ button to set their status to Ready when they have adjusted their bike settings. The host should then press the ▶ button to begin the race.

After a race is completed, each player will return to the Lobby. Another race can be begun by setting up a session as detailed previously. Alternatively, players can quit the session by pressing the ▲ button.

LAN

By connecting two or more PlayStation®2 consoles via LAN connectivity, up to eight players can use this mode to race against each other.

To pla▮▮▮▮lti LAN race, each player must have:

A▮ m ▮▮▮▮▮▮▮
ATV

An Analog Controller (DUALSHOCK®2) or compatible controller

A Memory Card containing a saved "Your Network Configuration File"

NOTE: for PlayStation®2 models other than the PlayStation®2 console, product code SCPH-70001, a Network Adaptor (Ethernet) (for PlayStation®2) (sold separately) is also required to play a LAN Multiplayer race. Install the Network Adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual.

In MotoGP4 the Network Adaptor (Ethernet) (for PlayStation®2) is used for LAN Multiplayer races only.

A USB Headset (for PlayStation®2) can be used during LAN Multiplayer play to communicate with other players. Press the **R2** button during a LAN Multiplayer race to talk to other players who are also using a USB Headset (for PlayStation®2).

SETTING UP A LAN MULTIPLAYER RACE

Select a Network Setting file and press the ❌ button or the ◉ button to confirm. If a network connection is successfully established, the LAN Session Browser will be displayed.

NOTE: the player that creates a LAN Multiplayer Session is known as the "host."

JOINING A LAN MULTIPLAYER SESSION

Details of any active LAN sessions will be displayed in the LAN Session Browser. Press the ▬▬ button to refresh the list. Press ⬆ or ⬇ to highlight a session and press the ❌ button or the ◉ button to join the session. A session can also be joined directly by entering the IP address of the session, which is displayed in the Lobby on the host's screen. If the session is joined successfully, the Lobby will be displayed.

FREE PRACTICE

Take part in a solo practice run on the current circuit. Lap times will not affect qualification for the next Championship Race.

QUALIFYING PRACTICE

Participate in a three-lap qualifying round to determine starting grid position in the next Championship Race. Results will be displayed once Qualifying Practice has been completed, with riders ranked according to the fastest single lap time achieved by them during qualification.

NOTE: if Simulation Mode is turned ON, user-controlled riders must qualify successfully for each Championship Race. If Simulation Mode is turned OFF, Qualifying Practice is optional, and riders will begin the Championship Race in 21st place if Qualifying Practice is not completed.

RACE

Compete in the next Championship Race. At the end of the race, the full results will be displayed. Points are awarded according to finishing position in a Championship Race as follows:

Position	Points
1st	25
2nd	20
3rd	16
4th	13
5th	11
6th	10
7th	9
8th	8
9th	7
10th	6
11th	5
12th	4
13th	3
14th	2
15th	1

SETTINGS

Adjust bike performance by fine-tuning settings. Increasing performance in one area will decrease performance in another area, so experienced MotoGP riders will seek the combination best suited to each circuit. Press ⬆ or ⬇ to highlight an option and press ⬅ or ➡ to adjust the following settings:

TRANSMISSION

Adjust gear ratio. Higher levels increase top speed at the expense of acceleration; lower levels increase acceleration but reduce the top speed. Automatic (AT) or Manual (MT) transmission can also be selected.

HANDLING

Cornering response can be improved at the expense of bike stability.

ACCELERATION

Adjust engine output response. Higher values will improve acceleration but decrease bike stability.

BRAKES

Adjust brake response. Higher values improve braking times but reduce steering response.

BRAKE ASSIST

Turn Brake Assist ON or OFF. If Brake Assist is ON, bike speed will automatically decrease during cornering.

STANDINGS

View the current Championship Standings, the points awarded in each round and the total points for each rider. Press ← or → to view the points awarded in each round.

BGM

Select the background music.

SINGLE PLAYER MENU

Return to the Single Player Menu. Season progress will not be lost unless the console is switched off or a new season is begun before the current season is saved.

ARCADE MODE
SELECT CLASS SCREEN

Select the engine class for the race. Choose MotoGP, 250cc or 125cc to compete in the selected class, or choose Legends to compete against some of the legends of MotoGP.

SHORTCUT PENALTY

If Shortcut Penalty is turned ON, players will be penalised for attempting to take shortcuts across the circuit.

Press the ✖ button or the ⦿ button to proceed to the Select Class Screen. Select the class using the controller inserted in controller port 1 and press the ✖ button or the ⦿ button to proceed to the Select Motorcycle Screen for Player 1.

SELECT MOTORCYCLE SCREEN

Motorcycle settings are selected in the same way as in Arcade Mode, with the addition of the Handicap setting, which can be adjusted from one to three or turned off. A high handicap value will allow a player to catch up with other riders much more easily, helping inexperienced riders to compete with MotoGP experts. Once the settings for Player 1 have been satisfactorily adjusted, press the ✖ button or the ⦿ button to proceed to the Select Motorcycle Screen for Player 2, and so on. Once the final player has adjusted their settings, press the ✖ button or the ⦿ button to begin the race.

SPLIT SCREEN – GRAND PRIX

In Split Screen – Grand Prix Mode, two players can compete for the highest total points across a selected number of circuits. Select either one, three, five or sixteen rounds and adjust the difficulty level, class and bike settings as outlined in the "Arcade Mode" section elsewhere in this manual. Handicap settings can also be adjusted, as detailed in the "Split Screen – VS" section earlier in this manual.

For each round, the circuit, number of laps and background music can be chosen.

SPLIT SCREEN – GRAND PRIX PROGRESS MENU

RACE
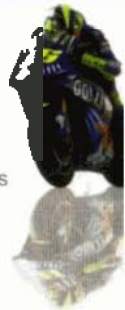Begin the next race.

MOTORCYCLE
Adjust bike settings and options such as Transmission and Brake Assist.

STANDINGS
View the current standings, as described in the "Season Mode" section earlier in this manual.

MULTIPLAYER MENU
Return to the Multiplayer Menu.

■ GARAGE

View the machines of MotoGP in all their glory.

■ HISTORY

View a wide range of statistics for the currently loaded player profile.

■ MULTIPLAYER

■ SPLIT SCREEN – VS

In Split Screen – VS Mode up to four players can compete against each other for glory.

Each player's helmet colour is determined by their player number, and on the Circuit Map their position is marked by this same colour:

Player 1 = Red
Player 2 = Blue
Player 3 = Green
Player 4 = Yellow

NOTE: sufficient controllers and a Multitap are required for three and four player competitions.

PLAYER SELECT SCREEN

Select the number of players using the controller inserted in controller port 1. Press the ✖ button or the ⬤ button to confirm selection and proceed to the Race Settings Screen.

RACE SETTINGS SCREEN

CIRCUIT

Press ← or → to select a circuit.

LAPS

Select the number of laps.

BGM

Select the background music.

COLLISION

Turn bike collision ON or OFF.

■ SELECT MOTORCYCLE SCREEN

Press ↑ or ↓ to highlight a setting and press ← or → to scroll through the options for that setting. Press the ✖ button or the ⬤ button to proceed to the Select Circuit Screen.

TYPE

Press ← or → to compete either using the user-created rider registered to the current saved profile, or using a real MotoGP rider unlocked in the Shop. Only the user-created rider will be selectable until at least one real MotoGP rider has been unlocked.

Then use ← or → to select a team, if Player is selected, or a rider, if 2004 Riders is selected.

TUNING

Select Standard to use a motorcycle with default tuning, or Tuned to use a machine tuned in Season Mode. Tuned can not be selected when racing using a real MotoGP rider.

TRANSMISSION

Select Manual (MT) or Automatic (AT) transmission.

SIMULATION

Turning Simulation ON gives a more realistic and challenging riding experience.

BRAKE ASSIST

Turning Brake Assist ON will cause bike speed to decrease automatically during cornering.

■ SELECT CIRCUIT SCREEN

Press ↑ or ↓ to select a setting and press ← or → to scroll through options for that setting. Press the ✖ button or the ⬤ button to proceed to the race.

CIRCUIT

Press ← or → to scroll through the available circuits. A description and preview of the circuit will be displayed.

LAPS

Select the number of laps to be completed during the race.

DIFFICULTY

Select either Easy, Normal or Hard.

WEATHER

Select either Dry or Wet weather conditions.

MELEE MODE

Turn Melee Mode ON or OFF. If Melee Mode is ON, riders will begin the race packed closely together, resulting in an even more exciting and competitive race.
The Grid setting can also be adjusted if Melee Mode is turned ON.

GRID

If Melee Mode is ON, select a position on the starting grid, from 1st to 21st. If Melee Mode is OFF, the Grid setting can not be adjusted and the starting position will be 21st.

BGM

Select the background music to be played during the race.

■/ TIME TRIAL MODE

Select a class, motorcycle, team or rider and circuit as in Arcade Mode, as detailed elsewhere in this manual. In addition, Trail Image settings can be adjusted, as described in the "About Trail Images" section of this manual. Press the ⊗ button or the ⊙ button to begin the Time Trial.

■/ ABOUT TRAIL IMAGES

Trail Images are accurately reproduced "Ghost Images" of previous runs on a selected circuit that can be competed against in a bid to improve performance or beat lap records on the selected circuit.

■/ TRAIL IMAGE TYPE

UPDATED

If the Trail Image's time is beaten during the Time Trial a Trail Image of the new fastest time will be displayed. This new Trail Image will be displayed until either the Time Trial ends or the new time is bettered.

FIXED

The chosen Trail Image will be displayed for the whole Time Trial.

OFF

Trail Images will not be displayed.

■/ TRAIL IMAGE DISPLAY

GHOST

The Trail Image displayed will be the Trail Image chosen on the Select Trail Image Screen.

LINE

The Trail Image will display the racing line followed during the fastest lap recorded on the current circuit.

GHOST AND LINE

Both the selected Trail Image and the Racing Line will be displayed.

■/ SELECT TRAIL IMAGE

Once other settings have been adjusted in Time Trial Mode, press the ⊗ button or the ⊙ button to display the Select Trail Image Screen. Press ↑ or ↓ to highlight the Trail Image to be displayed during the race and press the ⊗ button or the ⊙ button to begin the Time Trial.

■/ CHALLENGE MODE

There are 125 different challenges to complete in MotoGP4. Some can be selected and attempted in Challenge Mode, whilst others require certain achievements in other game modes. Press ↑, ↓, ← or → to highlight a challenge and press the ⊗ button or the ⊙ button for further information. If the challenge can be attempted in Challenge Mode, challenge information and adjustable Transmission, Simulation and Brake Assist settings will be displayed. Press the ⊗ button or the ⊙ button to begin the challenge.

Complete as many challenges as possible to unlock exciting extra features and content!

■/ PADDOCK

■/ SHOP

Spend GP points to unlock new game content, including extra circuits, new bikes, official riders and more. Riders purchased from the Shop can be selected for use in other game modes. For further information see the "GP Points" section elsewhere in this manual.

■/ THEATRE

View saved replays and unlocked movies and photos.