



NTSC U/C

PlayStation™

Jet Moto 2™



SCUS-94167
94167



WARNING READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation game 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.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a heater 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 the outer edge. Never use solvents or abrasive cleaners.

HINT LINE

Hints are available:

Within the US:

1-900-933-SONY (1-900-933-7669)

\$0.95 per minute pre-recorded information

\$1.15 per minute live representative assistance

\$6.95-\$16.95 for tips by mail

\$5.00-\$20.00 for card refresh

Within Canada:

1-900-451-5757

\$1.25 per minute for prerecorded information

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT

1-800-345-SONY

(1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

PLAYSTATION ONLINE

<http://www.playstation.com>

Our news is always hot! Visit our website and find out what's happening — new titles, new products and for the latest information about the PlayStation™game console.

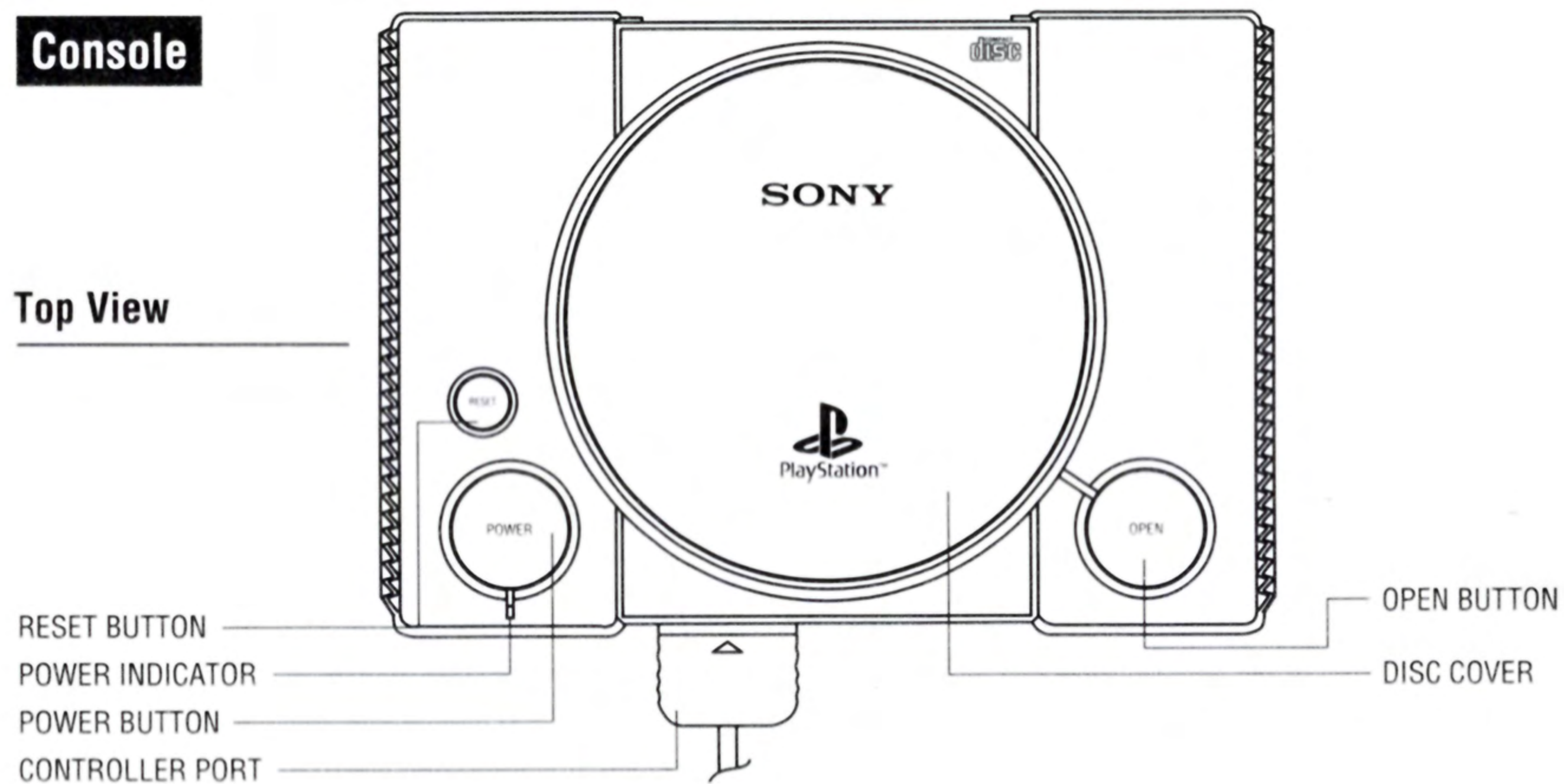
Table of Contents

STARTUP INFORMATION	2
DEFAULT CONTROL SUMMARY	4
MAIN MENU	5
One Player.....	5
Head-To-Head.....	5
Load Game.....	6
Options.....	6
THE BIKES AND RIDERS	9
Weight.....	9
Top Speed.....	9
Acceleration.....	10
THE RACES	10
Full Season (Unlocking the Tracks).....	10
Custom Circuit.....	11
Single Track.....	11
Practice.....	11
Saving A Game.....	11
THE TRACKS	12
TRACK SELECTION	12
TRACK OVERVIEW	13
RACING DISPLAY INFORMATION	14
ON THE BIKE	15
TROPHY CASE	17
STRATEGY	18
CREDITS	21
SPONSORS	25

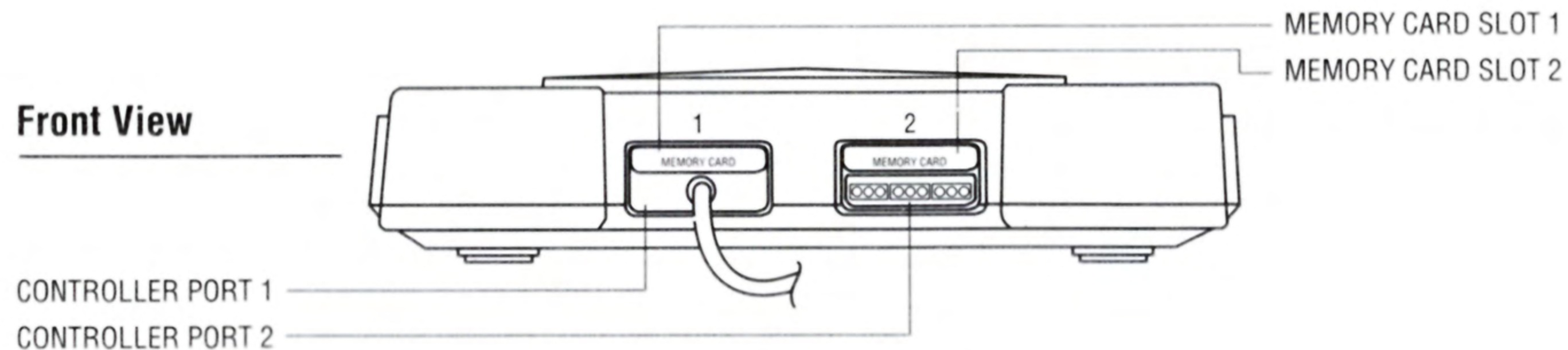
Startup Information

Console

Top View



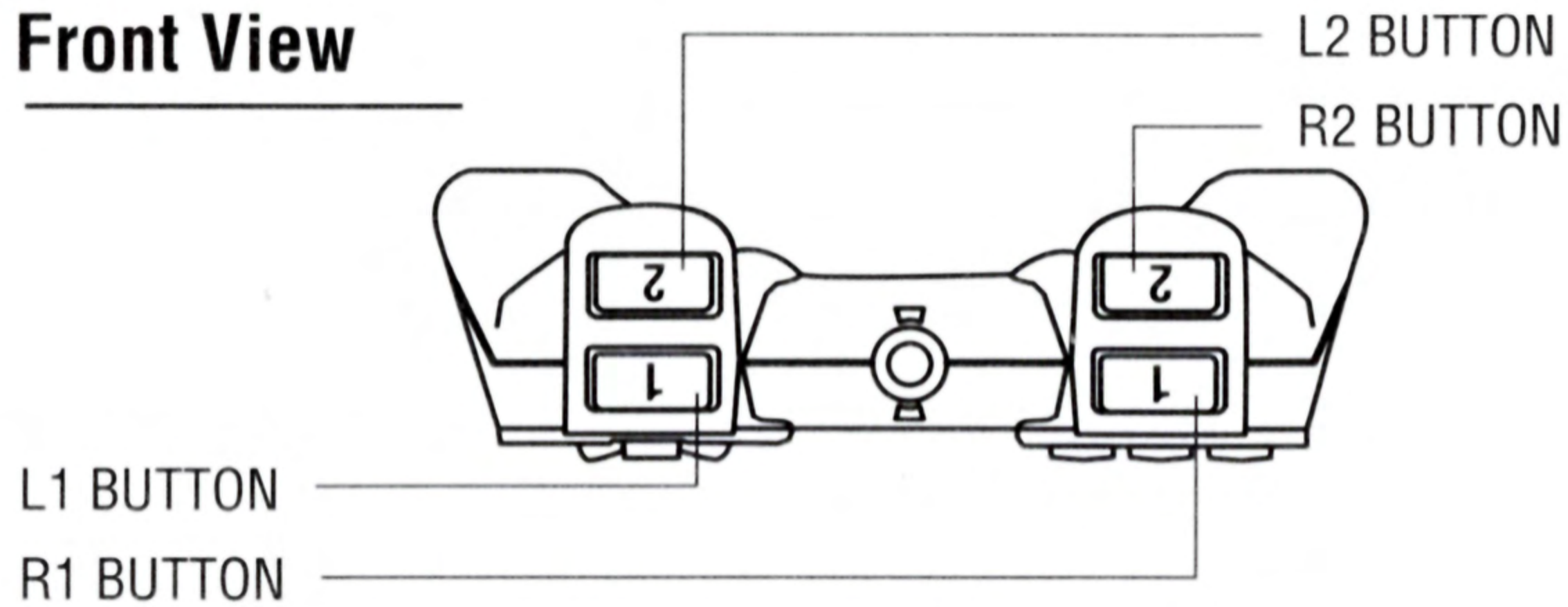
Front View



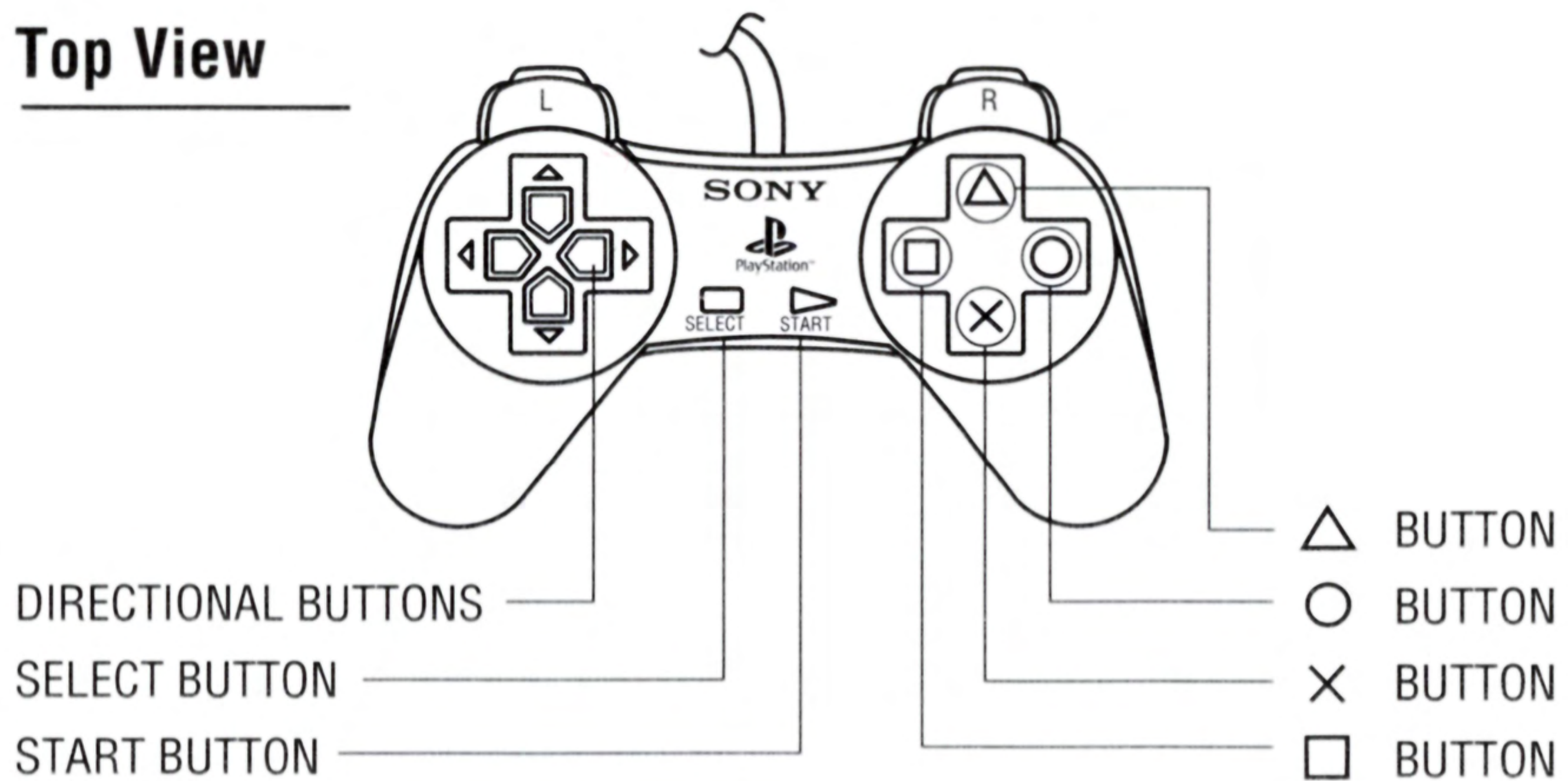
Setup your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the JET MOTO 2 disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions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

The Controller

Front View







Top View



Default Control Summary

The tables below explain the Default Controls. You can modify the controls on the Control Configuration screen, accessed from the Options menu. For more information about the individual controls, see pages 15-17.

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

Main Menu



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

ONE PLAYER

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

HEAD-TO-HEAD



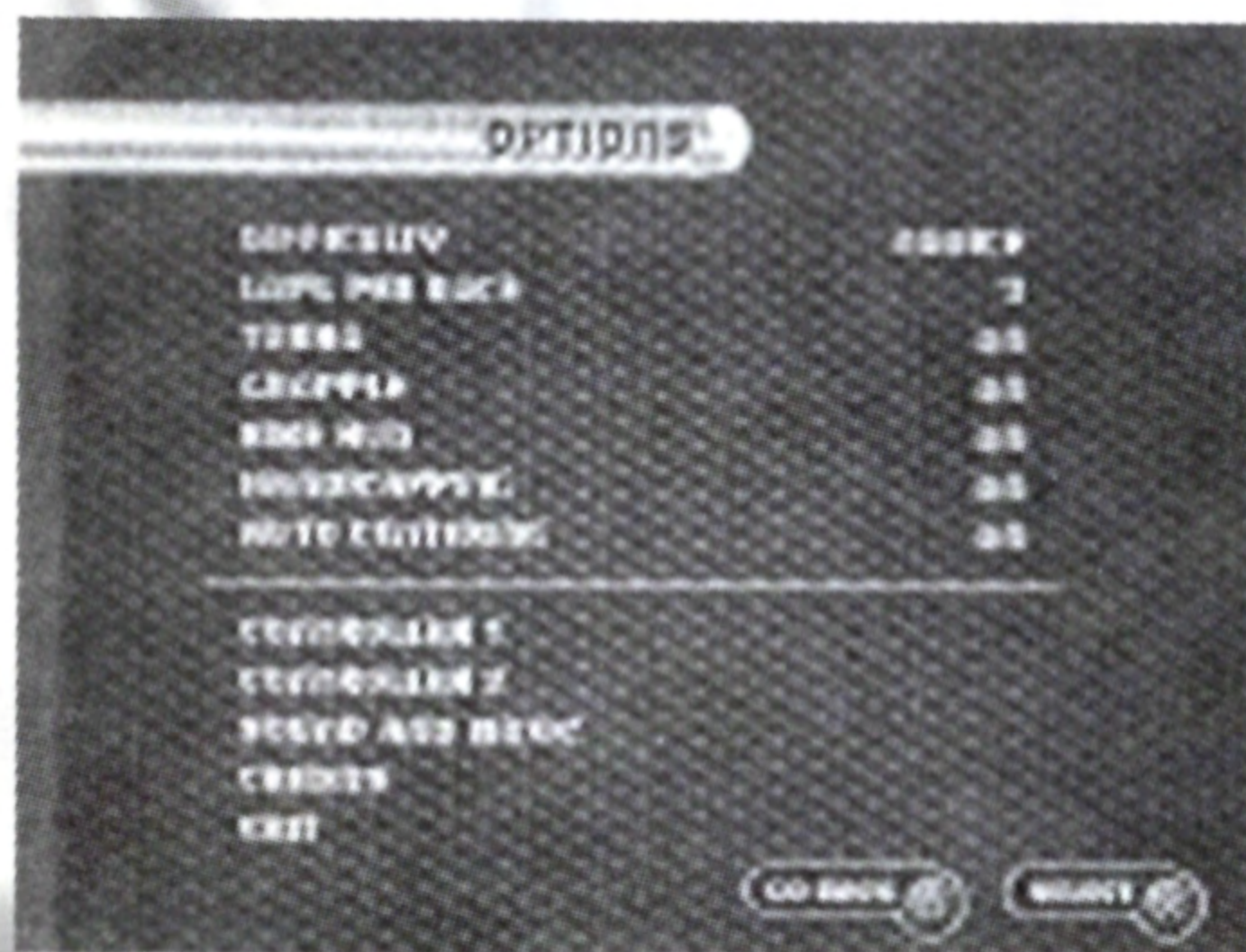
Both Controllers are activated so you and a friend can go up against each other on a split screen. Note: Once you enter the game you can choose between a vertical split screen and a horizontal split screen by pausing the race and selecting toggle split screen. Some tracks favor the vertical split view,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

LOAD GAME

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

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

OPTIONS



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

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

DIFFICULTY

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

LAPS PER RACE

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

TURBO

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

GRAPPLE

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

BIKE HUD

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

HANDICAPPING

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

CONTROLLERS 1 AND 2



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

MUSIC AND SOUND



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

CREDITS

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

EXIT

Return to the Main Menu

The Bikes and Riders

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

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

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

WEIGHT

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

TOP SPEED

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

ACCELERATION

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

The Races

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

FULL SEASON (UNLOCKING THE TRACKS)

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

CUSTOM CIRCUIT

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

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

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

SINGLE TRACK

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

PRACTICE

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

SAVING A GAME

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

Track Overview

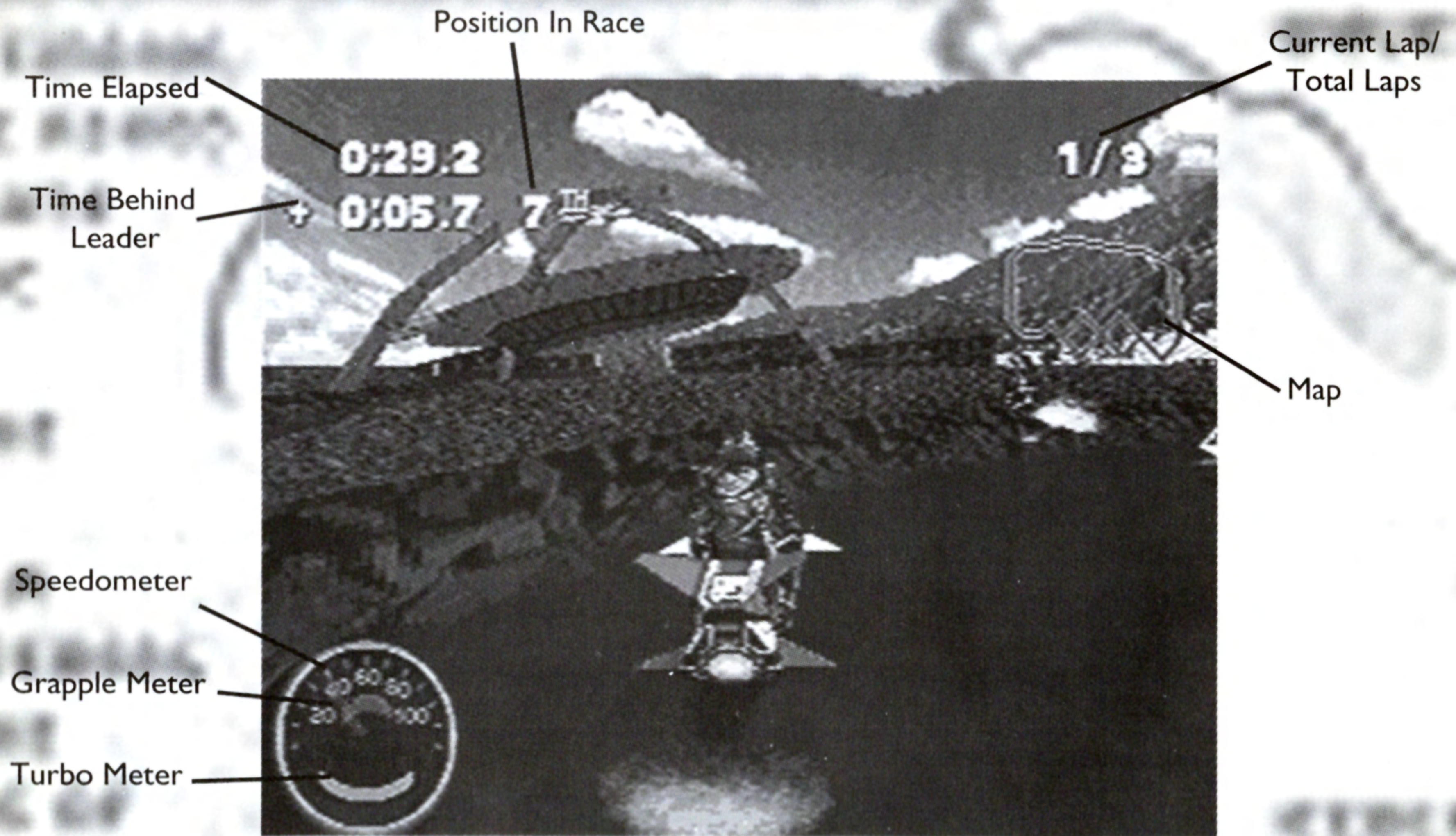


Checkpoint

Magnetic
Grapple
Post

Starting/Finish
Line

Racing Display Information



Checkpoint Information

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

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

On The Bike

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

TURN

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

ACCELERATE

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

BRAKE

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

TURBO

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

MAGNETIC GRAPPLE

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

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

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

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

LEAN FORWARD/LEAN BACK

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

SHARP TURN

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

ROLL

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

MID-AIR STUNTS

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

Trophy Case

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

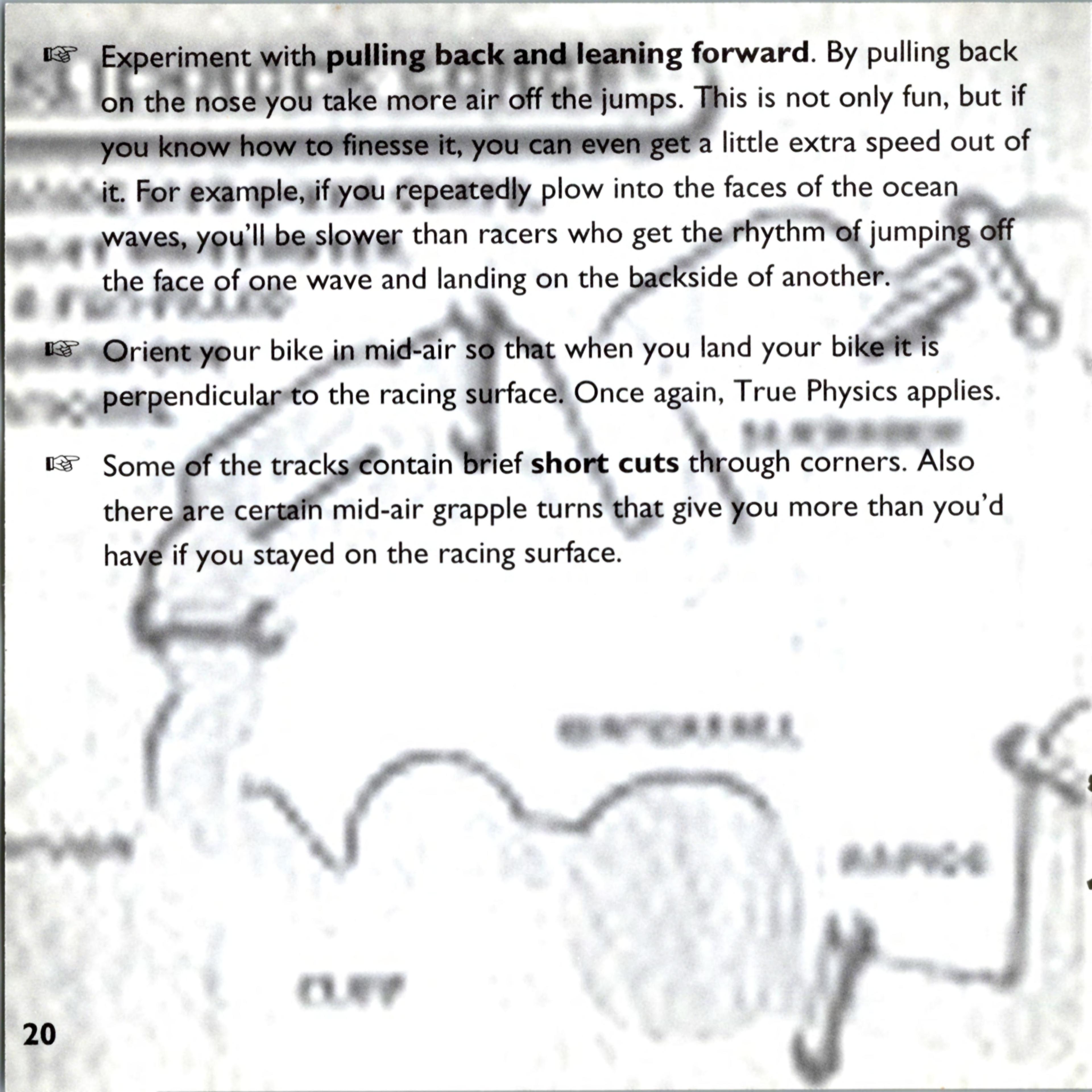
Strategy

- Remember, Jet Moto 2 features **TruePhysics Design**. This means that almost anything you can think of that works in real life will work in Jet Moto. The surfaces are all a little different. In general the harder surfaces (like concrete) are faster and the softer surfaces (like water) are slower. The Jet Moto bike's suspension fields react differently to each surface, influencing both traction and grip. Experienced racers will soon learn that the fastest route is not always the shortest one.
- Every bike has its own special characteristics, and some are more distinctive than others. In general, the **heavy bikes** are more stable and can travel quickly over small obstacles. Heavy bikes are best suited for plowing through waves and bumps. The best strategy for the heavy bikes? Take the corners wider than you would on the light bikes, and use the magnetic grapple liberally to minimize hard turning. Going wider is longer, but you'll hold your speed better.
- Light bikes** are more maneuverable than their heavy counterparts, but they are also more vulnerable to collision and ramming. They thrive going through tight obstacle areas, and their high acceleration lets them shoot out of tight corners. Light bikes also respond well to racers who know how to use the jumps to their advantage.

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

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

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

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

Credits

PUBLISHED BY:

Sony Computer Entertainment America

DESIGNED AND PRODUCED BY:

Sony Interactive Studios America

DESIGNED AND DEVELOPED BY:

SingleTrac™

SONY INTERACTIVE STUDIOS AMERICA:

President

Kelly Flock

Director of Product Development and Executive Producer

Allan Becker

Senior Producer

Mike Giam

Producer

Brian Wiklem

Assistant Producer

Darren Yager

Test Manager

Mark Pentek

Lead Test

Mike Benton

Assistant Lead Test

Conner Morlang

Testers

Raul Orozco, Tim Duzmal, Jim Harper, Peter Mayberry, Christian Davis

SINGLETRAC™ ENTERTAINMENT TECHNOLOGIES, INC.

Director of Production

Steve Cowser

Producer

Danny Lunt

Art Director

Mike Mason

Lead Software Engineer

Travis Hilton

Software Development

Danny Lunt, Mike Mason, John Olsen

Lead 3D Graphics Designer

Brian Christensen

3D Graphics Designers

Jennifer Fortin, Dan Fuller, Michael Makarczyk, Alex Mathis

3D Graphics Tools

Russ Almond

Director of Music and Sound

Sandra Geary

Sound Designers

Sandra Geary, Mark Kartchner

Audio Programmers

Kevin Steele, Scott Turner

Lead Tester

Steve Knopf

Testing and Game Tuning

Mike Snow

Network Administration

Bryan Brown

Production Assistant

Ginger Silver

Gameplay Test Group Coordination

Susan Hadfield, Heh-Kyu Sincock

AXIOM DESIGN

Concept Art and Game Shell Design

Todd Downer, Antony Jones, Derek Lancaster, Mike Meyers, John Powell,
Todd Schmidt, Brent Watts, Richard Watts, Sal Velluto Inc.

MUSIC PRODUCED BY

Pinnacle Music Group

Lance Lenhart/Sam Cardon/Tom Hopkins

SONY COMPUTER ENTERTAINMENT AMERICA

Marketing Management

Craig Rechenmacher, Susan Nourai, David Bamberger

Package & Manual Cover Design

Axiom Design

Manual and Manual Layout

T.S. Flanagan

Promotions and In-Game Partnership

Randy Gordon

Public Relations

Helene Sheeler

Legal

David Greenspan, Kerry Hopkins, Mimi Nguyen, Michele Postrado,
Leslie Chen

Special Thanks to:

Kaz Hirai, Andrew House, Jack Tretton, Peter Dille, Jeff Fox,
Marilyn Weyant, Howard Liebeskind, TBWA Chiat/Day, Larry Anderson,
Ben Bartholomew, Jerry Jessop, Gaymond Lee, Randy Zorko, Don Thomas,
Bill Rehbock

Kawasaki and Jet Ski are trademarks of Kawasaki Motors Corp., U.S.A.

All other trademarks are the property of their respective owners.

Sponsors

Atlantic Technology International

343 Vanderbilt Avenue

Norwood, MA 02062

(617)-762-6300

<http://www.atlantictechnology.com>

Home Theater Speaker Systems and THX® certified Home Theater speaker systems

Dragon Optical

6062 Corte Del Cedro

Carlsbad, CA 92009

(888)-DRAGON8

Sunglasses as tough as the armor-plated, flame-spitting beasts they're named for.

International Home Foods, Inc.

Chef Boyardee Division

1633 Littleton Road

Parsippany, NJ 07054

(201)-254-5448

Chef Boyardee line of canned pasta products

Doug Freeman

**Freeman/McCue Public Relations & Marketing Communications
c/o Kawasaki Motors Corp.**

P.O. Box 25252

Santa Ana, CA 92799-5252

(714)-557-3663

<http://www.kawasaki.com>

JetSki line of personal watercraft

Axiom Design, L.L.C

P.O. Box 2527

Salt Lake City, UT 84110

(801)-532-2442

Graphic art and design studio

Mountain Dew

1 Pepsi Way

Somers, NY 10589-2201

(914) 767-6000

AFTERSHOCK

SUBMITTED REPORT

CITY STREETS

AFTERSHOCK

SUBMERGED AIRPORT

CITY STREETS

SOFTWARE WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this Game Pak is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



* **SNOWBOARDING ANY WAY YOU WANT.**
NEW HALF-PIPE, BIG AIR CONTEST,
BOARD PARK AND MORE.



* **18 BURTON® SNOWBOARDS**
FEATURING NEW 1998 BURTON®
SNOWBOARD DESIGNS, EACH
WITH THEIR OWN SPECIFIC RATING.

* **NEW 2 PLAYER VERSUS MODE**
BOTH SPLIT-SCREEN
AND LINK CABLE.



* **ALL THE CLASSIC MOVES**
PLUS 40 NEW MANEUVERS— LIKE FRONT
SIDE 540'S AND BACK SIDE ALLEY OOPS.

* **9 NEW DOWNHILL TRACKS**



COOLBOARDERS 2™

SONY



Jet Moto is a trademark of Sony Computer Entertainment America Inc. © 1997 Sony Computer Entertainment America Inc. Coolboarders is a trademark of Sony Computer Entertainment America Inc. Developed by UEP Systems, Inc. © UEP Systems, Inc. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

