

ELECTRONIC ARTS™



NTSC U/C

PlayStation™



SLUS-00498

MOTO RACER™



ELECTRONIC ARTS™

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 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 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 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

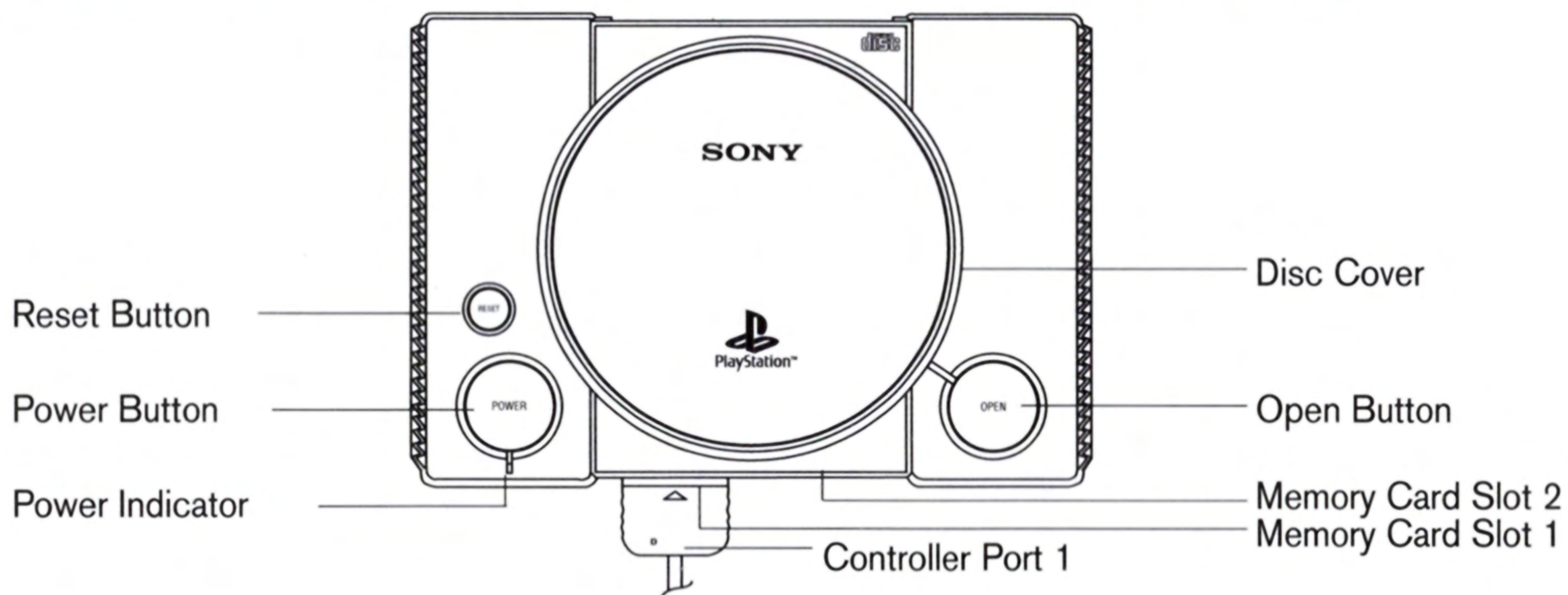


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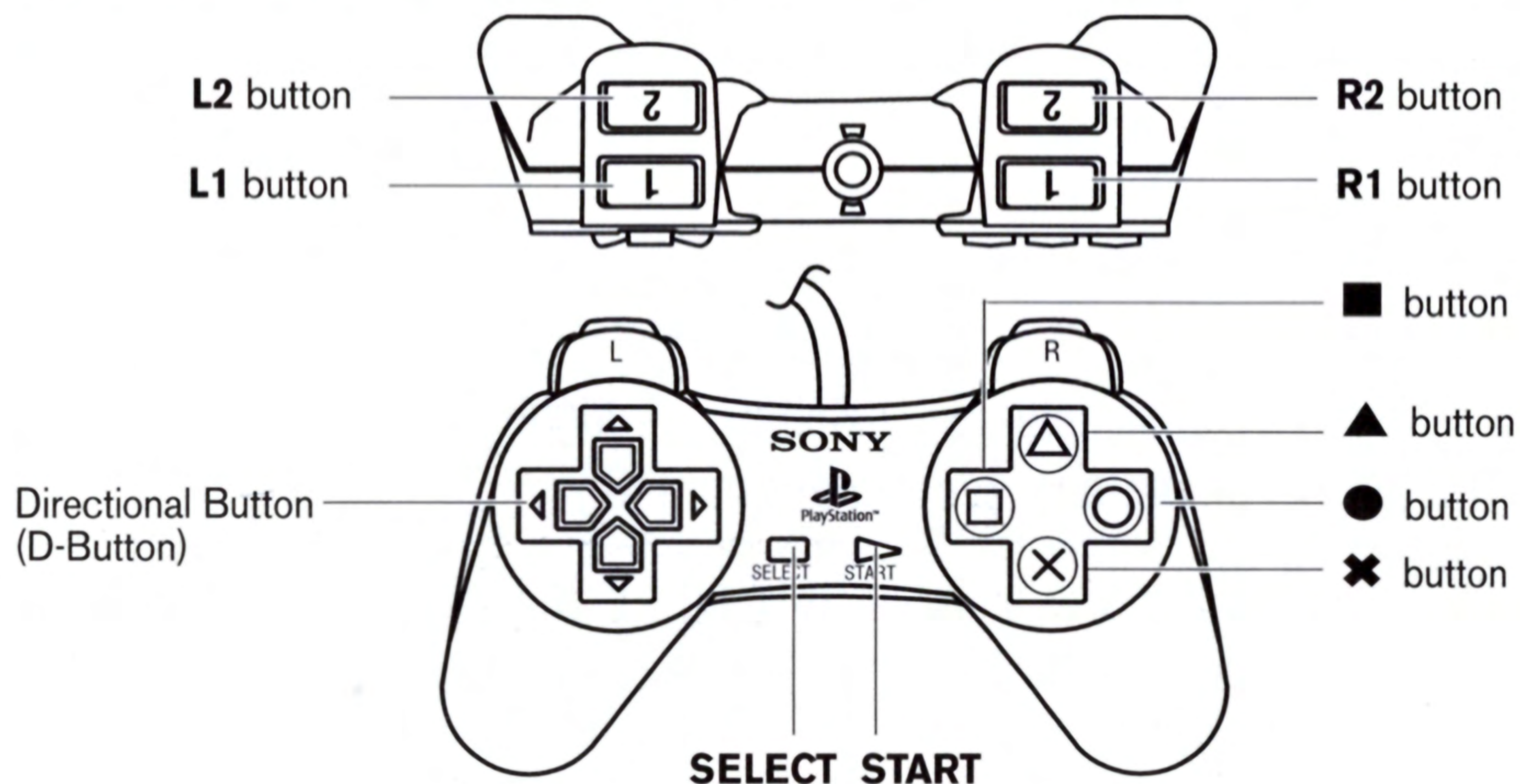


STARTING THE GAME



1. Set up 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.**
2. Insert the *Moto Racer* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.
4. Follow on-screen instructions to start a game.

CONTROL SUMMARY



DEFAULT GAMEPLAY CONTROLS

- To **steer** left/right, D-Button ↔.
- To **accelerate**, hold ✕.
- To **cycle views**, press ●.
- To **brake**, press ■.
- To **look behind**, press ▲.
- To **shift** down/up, press L1/R1.
- To **hit a turbo wheelie**, press L2/R2.



GETTING STARTED

MAIN MENU

Start a game or set game options.

- To start a game with the default options, highlight START and press **✕**. (For instructions on starting a game, see *Starting A Game* below.)
- To modify the game's default settings, D-Button \updownarrow to highlight OPTIONS, then press **✕**. (For details on options, see *Options* on p. 8.)

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

STARTING A GAME

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



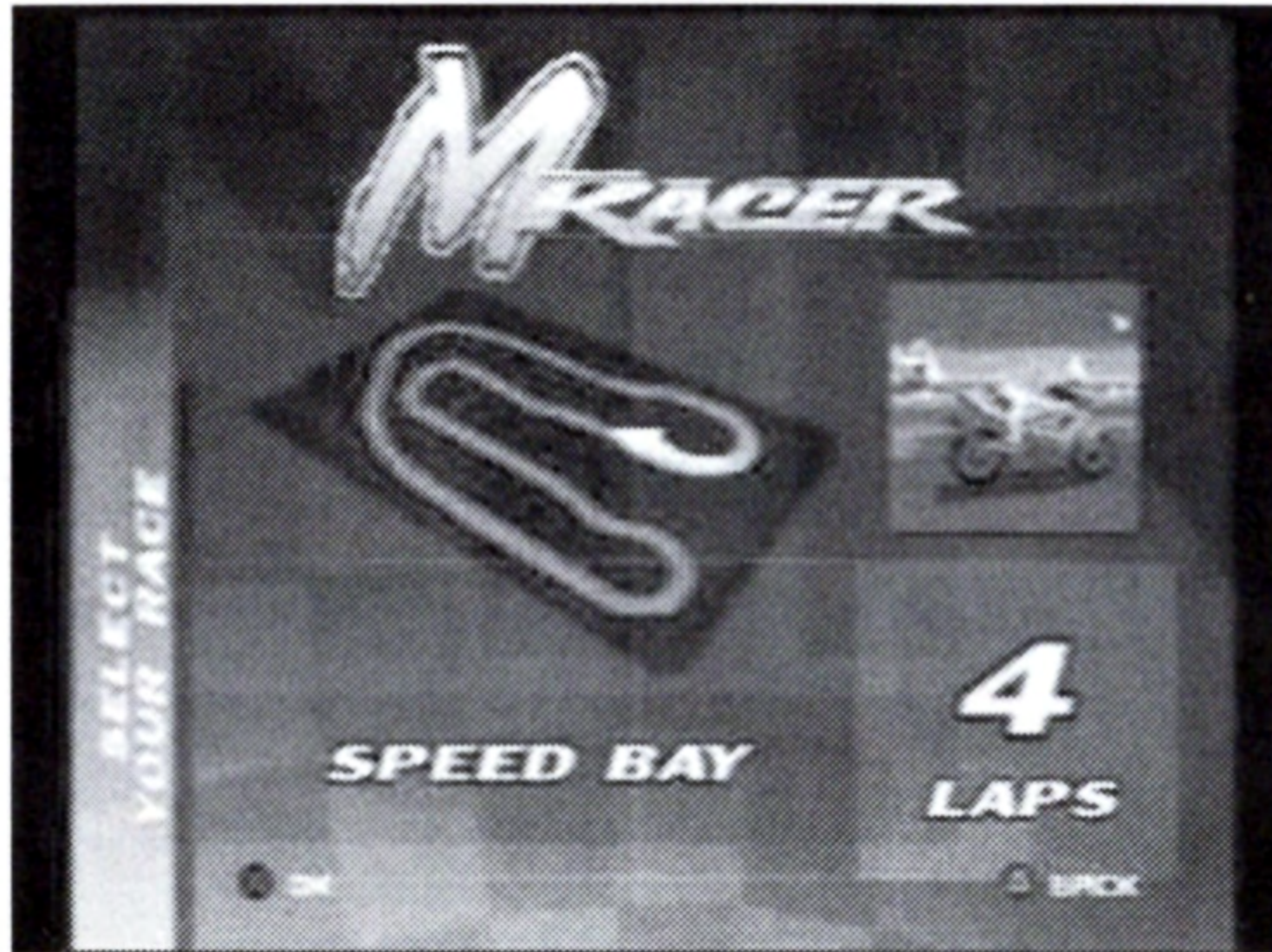
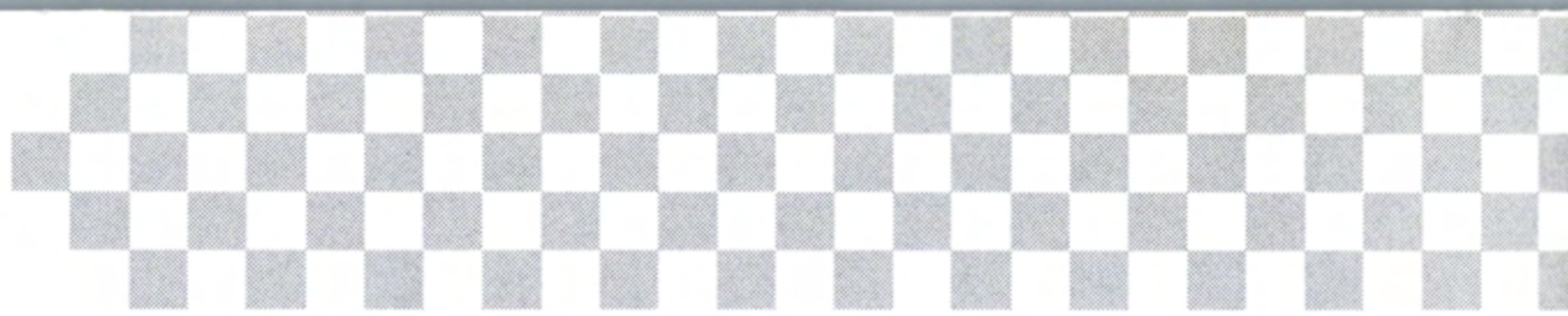
Set Number of Players/Difficulty

- To select the number of players: D-Button ↔ to highlight **1** or 2 players, then press ✖. (For information on 2-Player mode, see *Two-Player Split Screen* on p. 14.)
- To select the level of difficulty: D-Button ↔ to highlight EASY, **MEDIUM**, or HARD, then press ✖. The Play Mode menu appears.



Set Race Type

- To select a race type, D-Button ↔ to highlight PRACTICE, **SINGLE RACE**, or CHAMPIONSHIP, then press ✖. (For more information on Race Types, see *Playing Moto Racer* on p. 10.)



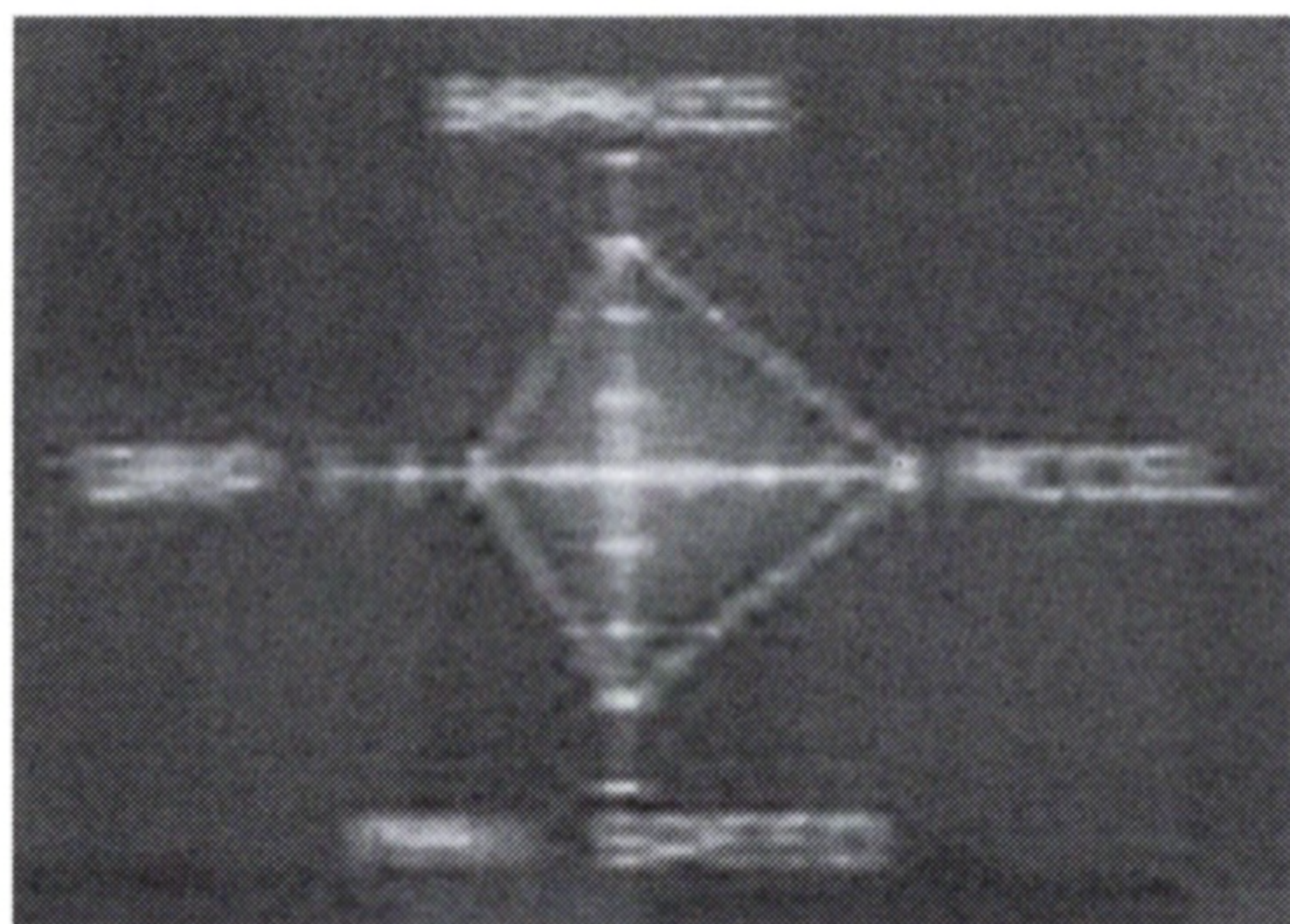
Select Your Race

- To select a track in Practice and Single Race, D-Button \leftrightarrow until the track you want appears, then press \times .



Select Your Bike And Controller Configuration

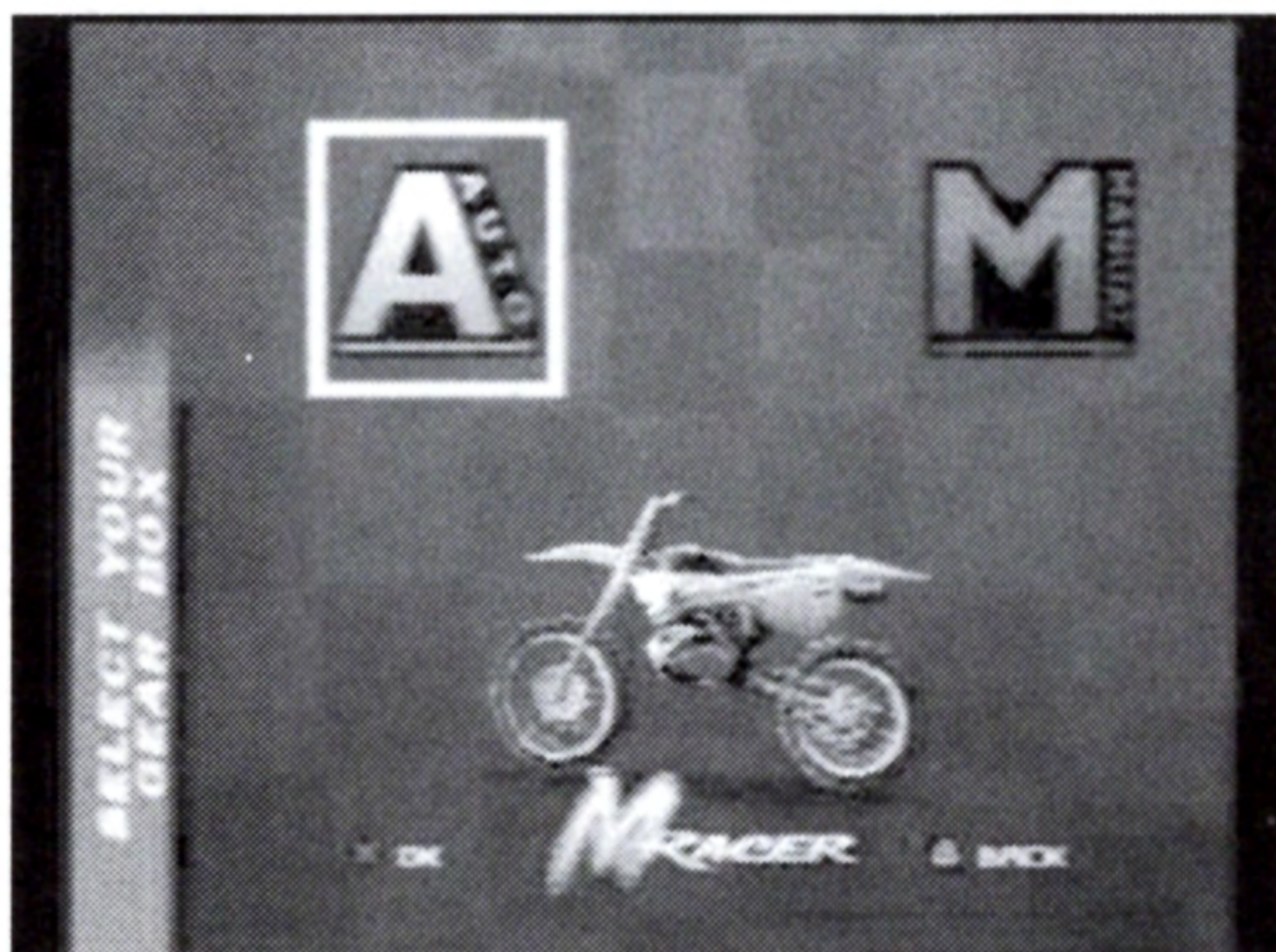
Choose from eight bikes. Each bike features individual strengths, which are displayed in a graph. The four varying features are Acceleration, Maximum Speed, Grip, and Brakes.



1. To select a bike, D-Button \leftrightarrow until the bike you want appears then D-Button \downarrow to select a controller configuration.
2. To select a controller configuration other than the default, D-Button \leftrightarrow until the configuration you want appears.
 - To view the **L1, L2, R1, R2** buttons, D-Button \downarrow .

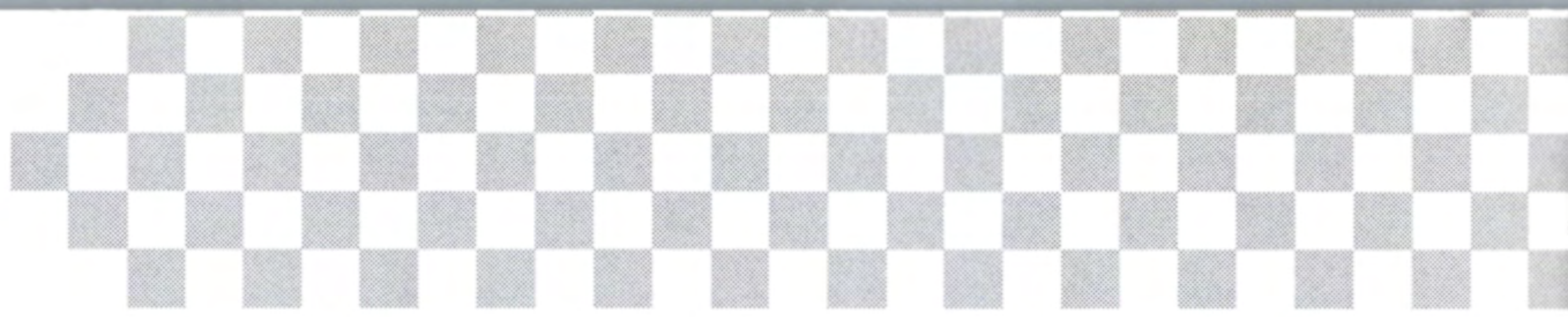
➤ To return to the button configuration, D-Button \uparrow ; to return to bike selection, D-Button \uparrow again.

3. To advance to the Select Your Gear Box screen, press **X**.



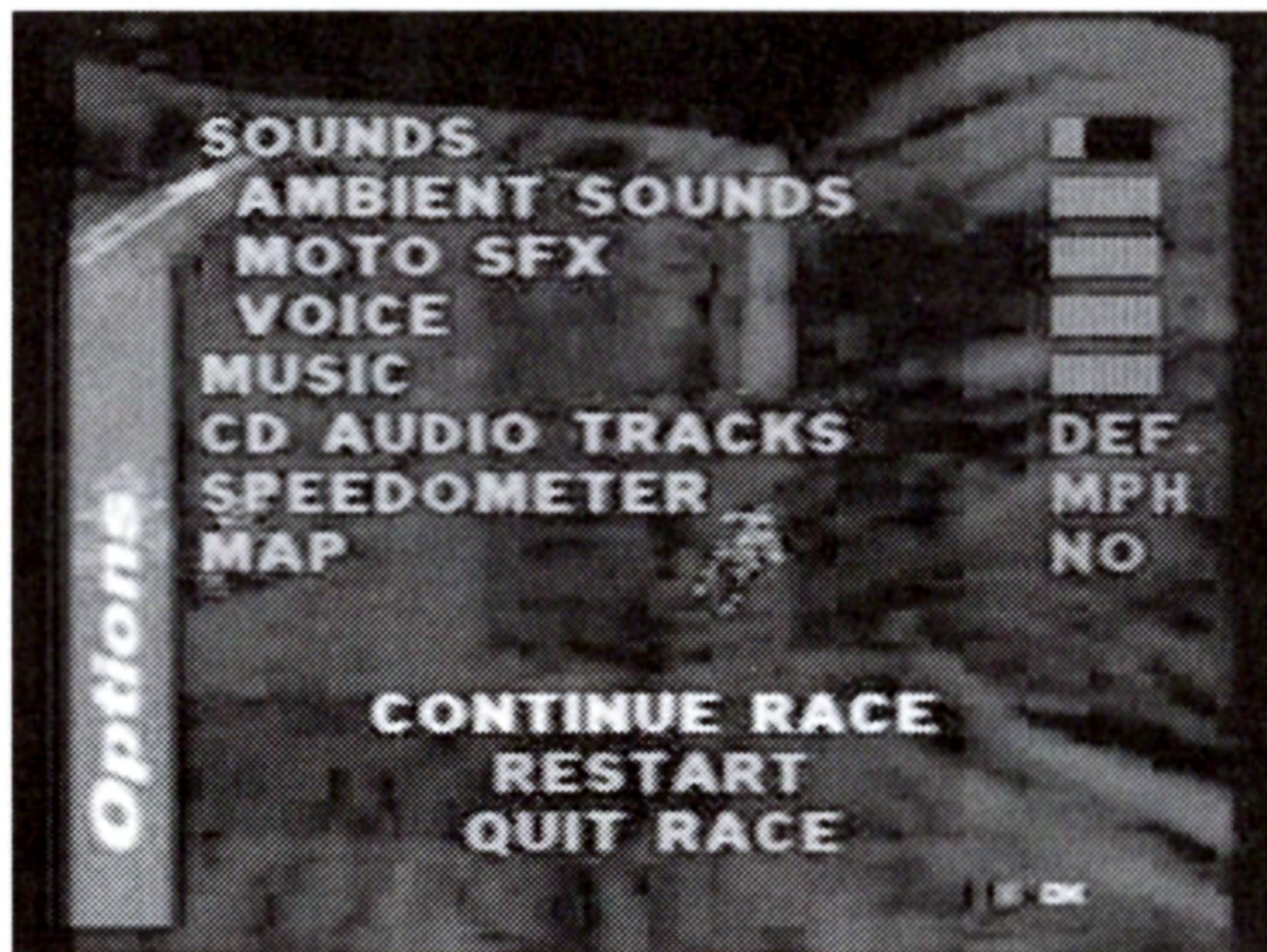
Select Your Gear Box

- To select Automatic Transmission, D-Button \leftrightarrow to highlight **AUTO**, then press **X**. The race begins.
- To select Manual Transmission (meaning you must manually shift at all times), highlight MANUAL, then press **X**. The race begins.



PAUSING THE GAME

- To pause the game: press **START**. The IN-GAME OPTIONS menu appears.



Ambient Sounds: Background sounds.

Moto SFX: Engine sounds.

Voice: Commentator's voice.

Music: Set music volume.

CD Audio Tracks: Set background music.

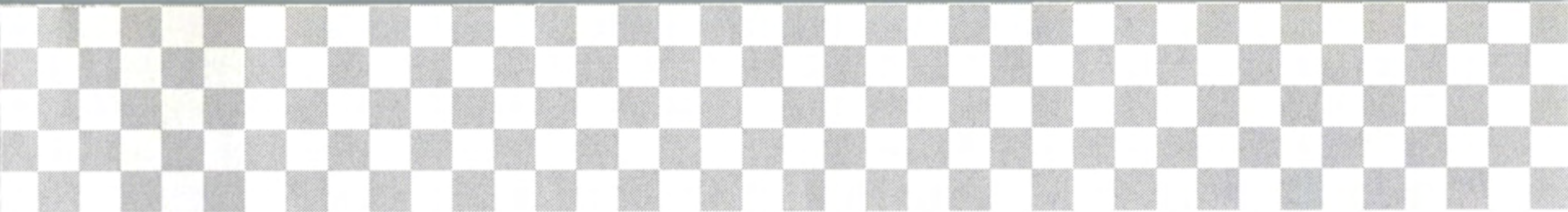
Speedometer: Toggle Miles Per Hour or Kilometers Per Hour.

Map: Toggle onscreen map ON/OFF.

- To select an option: D-Button \updownarrow to highlight the option you want.
- To adjust levels for an option: D-Button \leftrightarrow .
- To toggle options ON/OFF, press **X**.

OPTIONS

- D-Button \updownarrow to highlight an option, then press **X** to select the option.



SOUND & MUSIC

MONO: Select monophonic audio.

STEREO: Select stereo audio.

SURROUND: Select surround sound audio.

MUSIC (Volume): To adjust music volume, D-Button ↔.

SOUND (Volume): To adjust sound volume, D-Button ↔.

TRACK: Choose from 8 soundtracks. (To sample a soundtrack, press ●.)

LOAD

Load a saved game. (For more information, see *Saving and Loading a Championship* on p. 13.)

SAVE

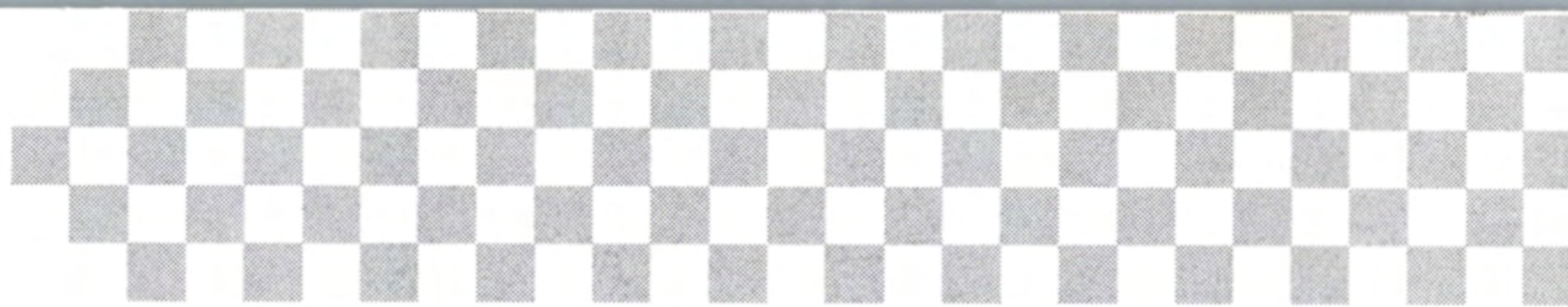
Save a Game. (For more information, see *Saving and Loading a Championship* on p. 13.)

SCREEN POSITION

Adjust the screen position to fit your television.

BEST TIME

View the best times for each track. (To change tracks. D-Button ↔.)



PLAYING MOTO RACER

Play Solo offers three unique race modes:

PRACTICE

Learn the tracks at your own pace, or race against the clock in Time Attack mode.

SINGLE RACE

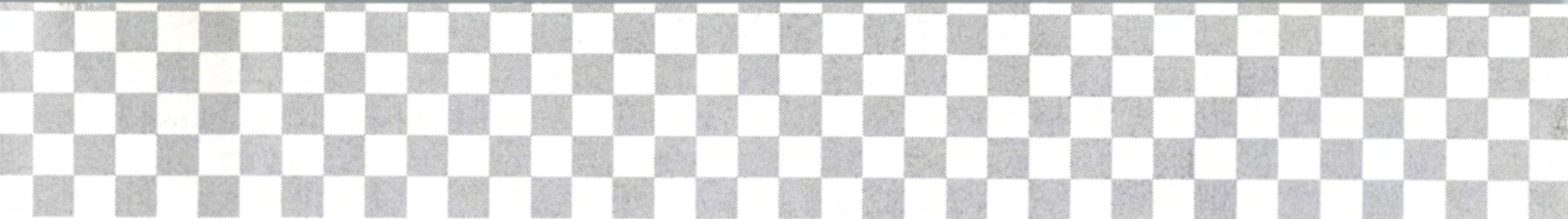
Take part in one race on the track of your choice, where you face 7 computer-controlled opponents. Six tracks are available initially.

Moto Racer has different tracks – five Road tracks and five Motocross tracks. Additional tracks become available if you select Championship mode.

THE CHAMPIONSHIP This is where the good stuff happens. You race a mix of on- and off-road courses. Each time you finish in the top three on a given track, you move on to the next track in the Championship circuit. You can save the current championship at any time and continue with it later.

PRACTICE

For each track, a plan view is shown on the left and a photo of the track is shown on the right.

- 
- To select one of the available tracks, D-Button ↔ until the track you want appears.
 - To change the number of laps (between 1 and 8), D-Button ↑↓ until the number you want appears.

TIME ATTACK

If you complete the track, the computer saves your race. For each successive race, the computer displays a second “phantom” motorcycle that re-runs your best race. At the end of each trial, the computer memorizes the winner’s race.

- To enable or disable Time Attack mode, press ●. This mode is available only for a certain number of laps and varies according to the tracks.

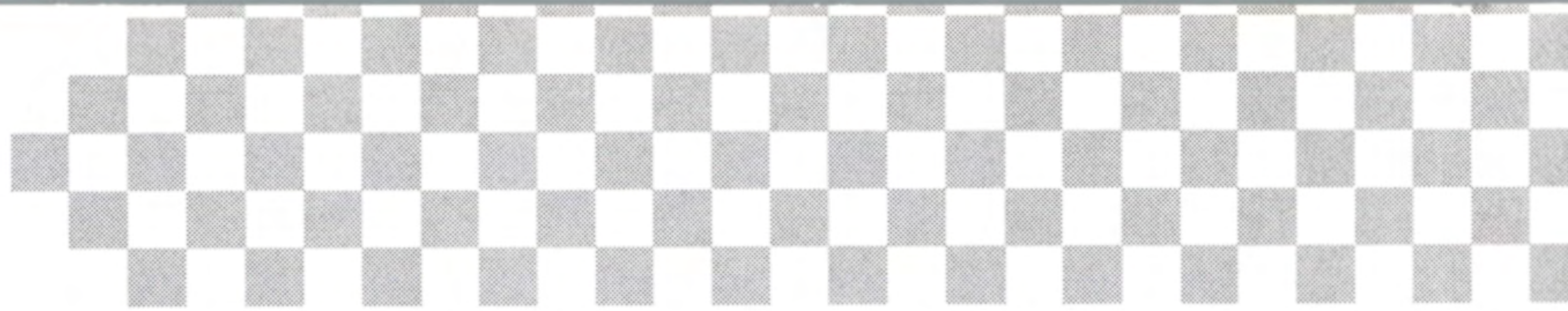


NOTE: You cannot collide with the phantom bike.

SINGLE RACE

In Single Race mode, each track has a set number of laps. You race one race on the track of your choice.

- To select one of the available tracks, press D-Button ↔ until the track you want appears, then press ✕.



CHAMPIONSHIP

The Championship is what separates the fast guys from the wannabes. You've got to be good on all the tracks, because you've got to finish on the podium (1st, 2nd, or 3rd) to advance to the next race. The number of laps is fixed.

The length of the Championship and the number of additional modes enabled vary according to the level of difficulty selected.

 **NOTE:** Modes enabled are Reverse, Pocket Bike, and Reverse Pocket Bike.

This is the championship sequence according to the level of difficulty:

Championship Tracks

EASY LEVEL

SPEED BAY, DIRT ARENA, ROCK FOREST, GREAT WALL, WEST WAY, LOST RUINS, FUN FAIR, SEA OF SAND, REVERSE mode enabled

MEDIUM LEVEL

SPEED BAY, DIRT ARENA, ROCK FOREST, GREAT WALL, WEST WAY, LOST RUINS, FUN FAIR, SEA OF SAND, RED CITY, SNOW RIDE, REVERSE mode enabled, POCKET mode enabled, REVERSE/POCKET mode enabled

HARD LEVEL

SPEED BAY, DIRT ARENA, ROCK FOREST, GREAT WALL, WEST WAY, LOST RUINS, FUN FAIR, SEA OF SAND, RED CITY, SNOW RIDE, POCKET mode enabled, REVERSE mode enabled, REVERSE/POCKET mode enabled

 **NOTE:** When a track becomes available in Championship mode, it becomes available in Single Race and Practice modes.

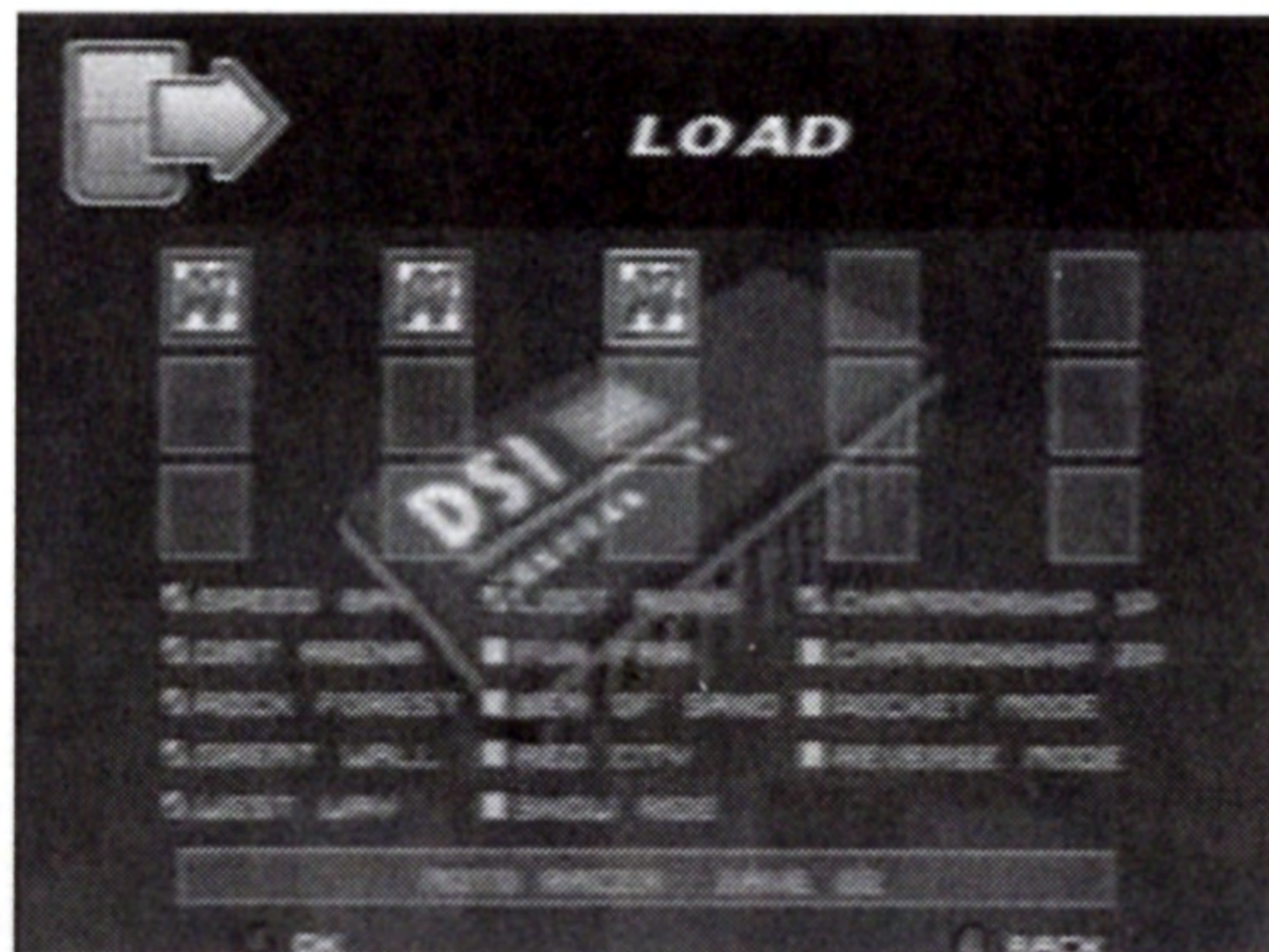
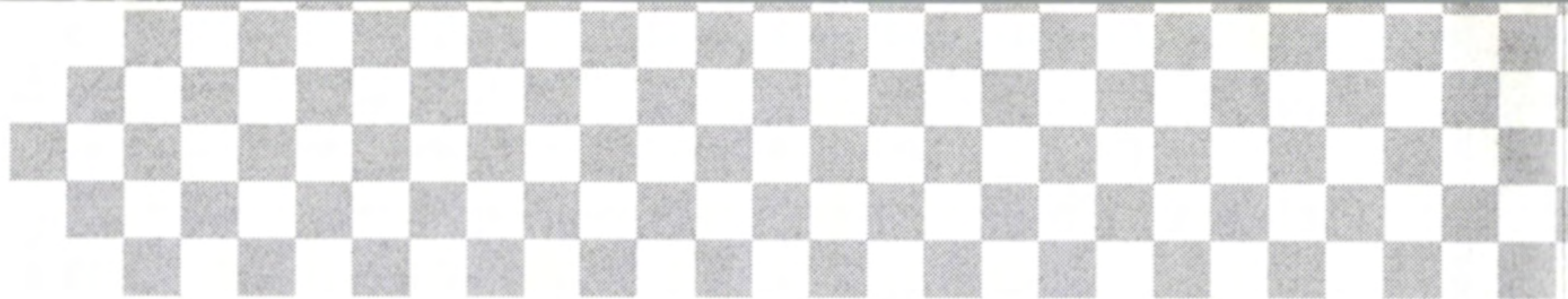
SAVING AND LOADING A CHAMPIONSHIP

There are fifteen blocks on a memory card. Each block can hold an entire championship.

To save a Championship:



1. From the Championship screen, press **■**. The SAVE screen appears.
2. D-Button **↔** to highlight the slot to which you want to save, then press **✖**. To return to the Championship screen, press **▲**.



To load a saved Championship:

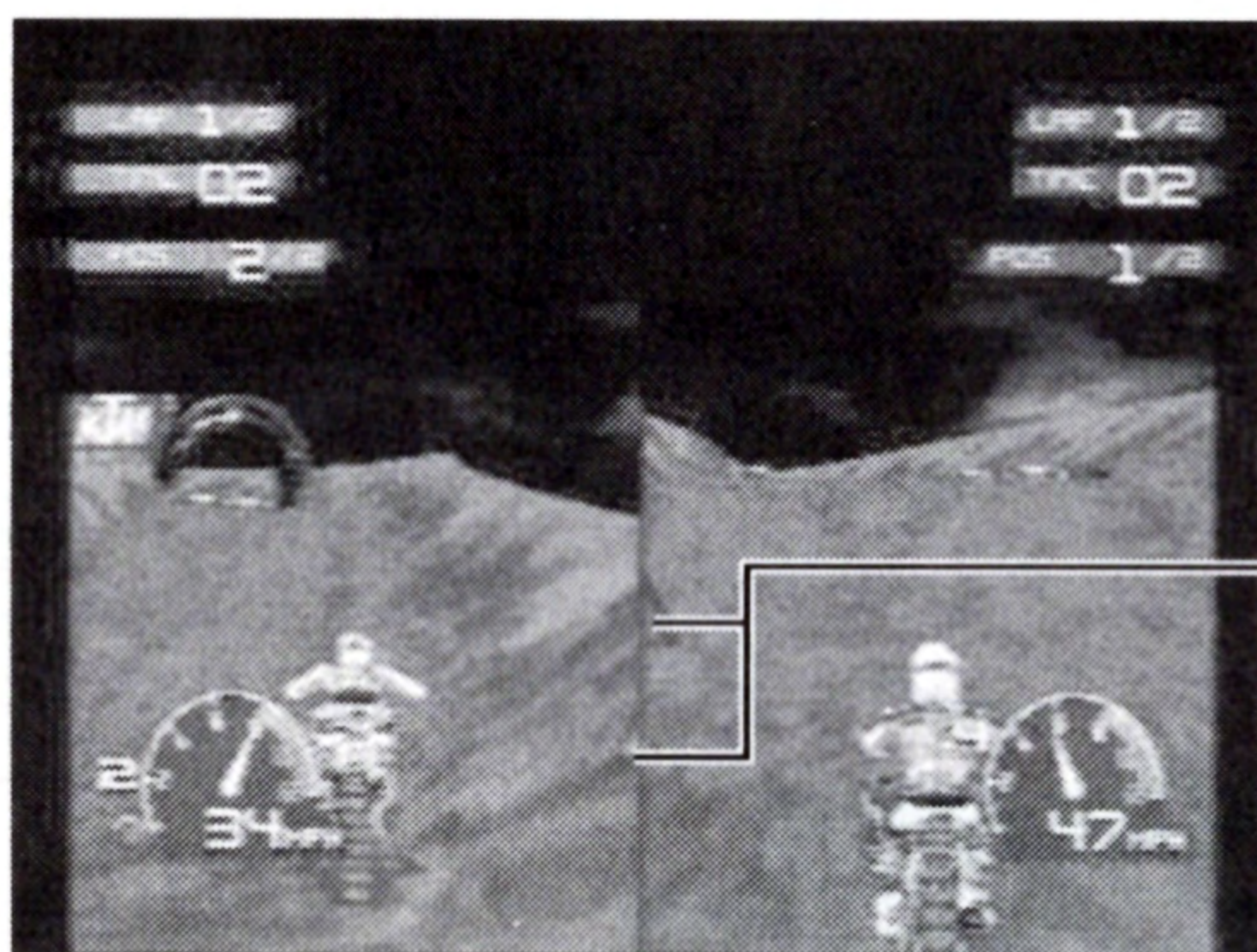
1. From the Main menu select OPTIONS, then LOAD. (Or from the Track Selection screen press ●.) The LOAD screen appears.
2. D-Button ↔ to highlight the slot from which you want to load, then press ✕. The saved game loads.

TWO-PLAYER SPLIT-SCREEN

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

In two-player mode, two additional options become available from the In-Game Options menu:

- **Split Mode:** Select a vertical or horizontal split-screen.
 - **Catch Up:** When ON, this mode helps the rider who is behind catch the leader.
- To play two-player mode, select the two-player option from the Set Number of Players/Difficulty Menu, then proceed as described in *Getting Started* on p. 4.



POSITION INDICATORS

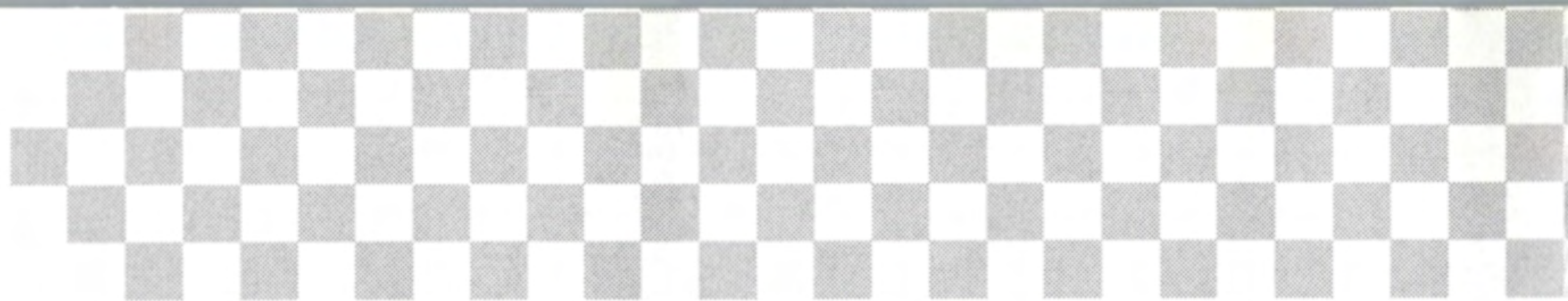
RIDING

Moto Racer kicks butt with mind-blowing turbo bursts and awesome wheelies.

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

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

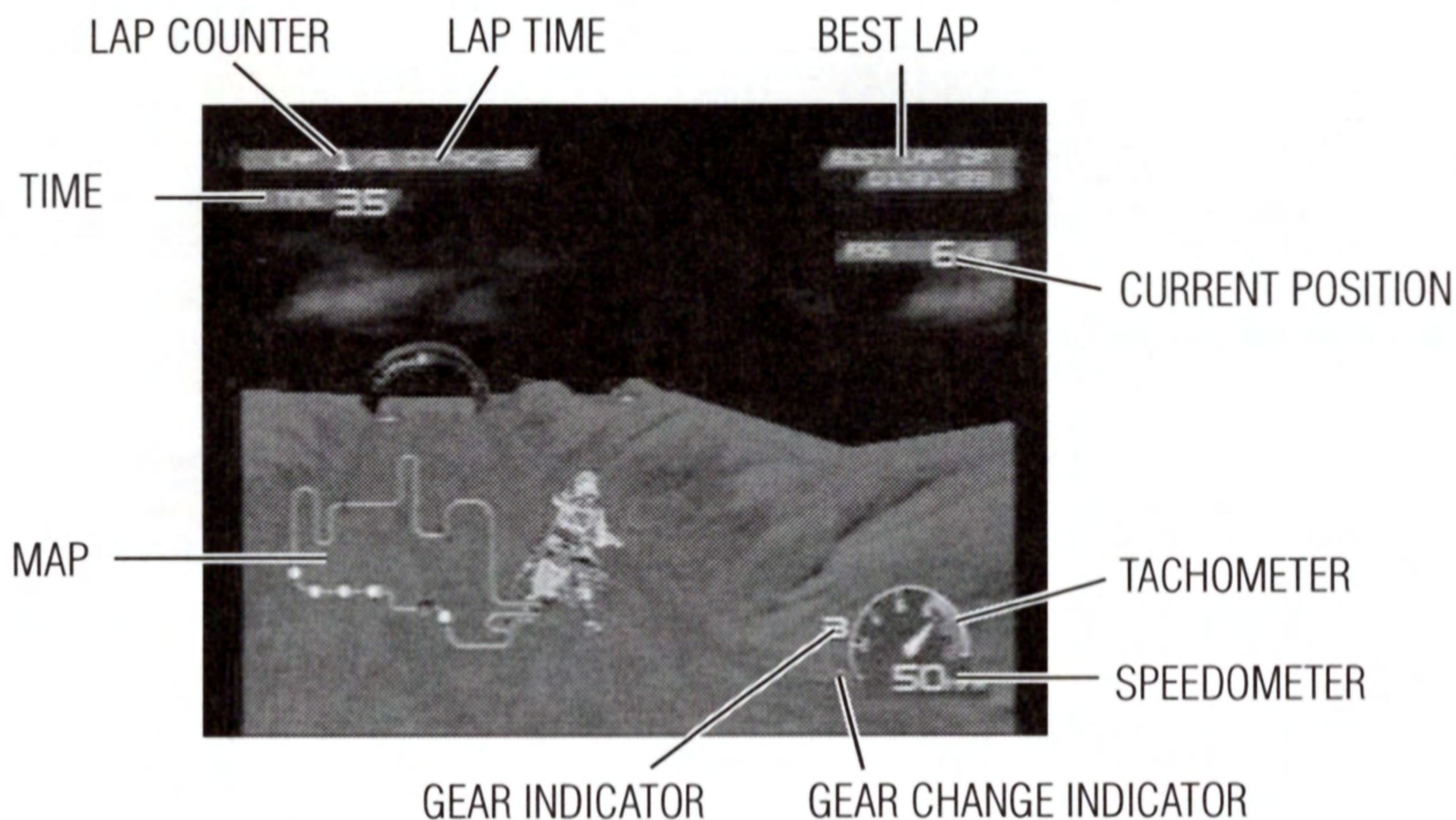
Each *Moto Racer* track has several checkpoints throughout the race. At the start of the race, *Moto Racer* allocates you a certain amount of time depending on the level of difficulty. You must reach the next checkpoint before the time has elapsed, or you will be disqualified. Reaching a checkpoint gives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



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

DISPLAY

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



LAP

Current lap, total number of laps and your time, along with your previous lap times (only after the race has been completed).

BEST LAP

Best lap on this track, and the name of the record holder.



TIME

Time remaining to the next checkpoint. If the counter reaches 10 seconds the time remaining begins to blink. On reaching the checkpoint, time is added. The amount of time added depends on the checkpoint.

POSITION

Your position in the field of competitors.

MAP

Overhead view of the track. The red circle shows your position; the yellow circles show those of your opponents.

INSTRUMENTS

Tachometer, Speedometer, Lap Counter, Gear Indicator and Gear Change Indicator.

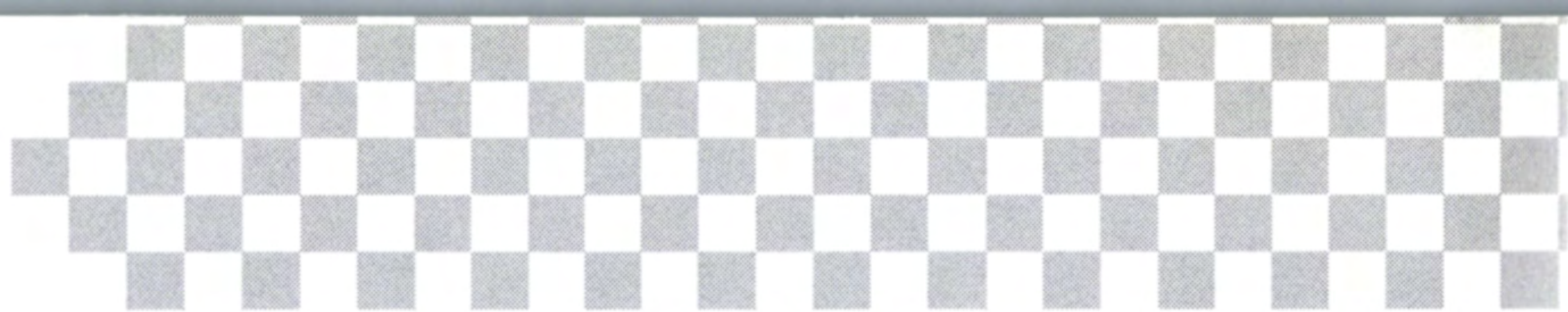
GAME OVER

If your time drops to zero, you are disqualified. The screen shows TIME OUT, and you have the option to continue the race. If you do not continue the race, the BEST TIME screen appears.

PAUSE GAME/QUIT RACE

If you press **START** during the race, the race pauses.

- To continue the game, highlight CONTINUE and press **✕**.
- To quit the race, select QUIT.
- To restart the race, select RESTART.




AFTER THE RACE

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

REPLAY

At the end of the race, *Moto Racer* offers to Replay your race (not available in two-player mode or when playing with an analog controller).

- To watch a replay, D-Button \updownarrow to highlight **YES**, then press **X**.
- To race again, select NO under the heading VIEW REPLAY? then select YES under the heading CONTINUE RACE.
- To exit the race, select NO. The Best Time screen appears.

 **NOTE:** Replay option is not available in 2-player mode.

TOP 5



If you have broken the lap record on this track or scored one of the five best races currently loaded, you can add your name to the Top 5 for this track.

- To add your name: D-Button ↔ to highlight the letter you want, then press **X**.

BONUS RACES


REVERSE AND POCKET BIKE MODES

If you complete a Championship in Medium or Hard, Reverse and Pocket Bike mode become available.

Reverse mode lets you race all the tracks in the opposite direction. A new button prompt appears in the Track Selection screen. Select this option to enable or disable Reverse mode.



Pocket Bike mode lets you race tiny, fast motorcycles. The Pocket mode icon appears in the Main menu. Click this icon to enable or disable Pocket mode. With Pocket mode enabled, you can race all the available tracks in the normal way or in the opposite direction, but riding Pocket Bikes.

 **NOTE:** In Medium, Reverse mode becomes available first. When you win a Championship in Reverse mode, Pocket Bike mode becomes available. In Hard, Pocket Bike mode becomes available first. When you win a Championship in Pocket Bike mode, Reverse mode becomes available.

(For more information about Bonus Races, see *Championship Tracks* on p. 12.)



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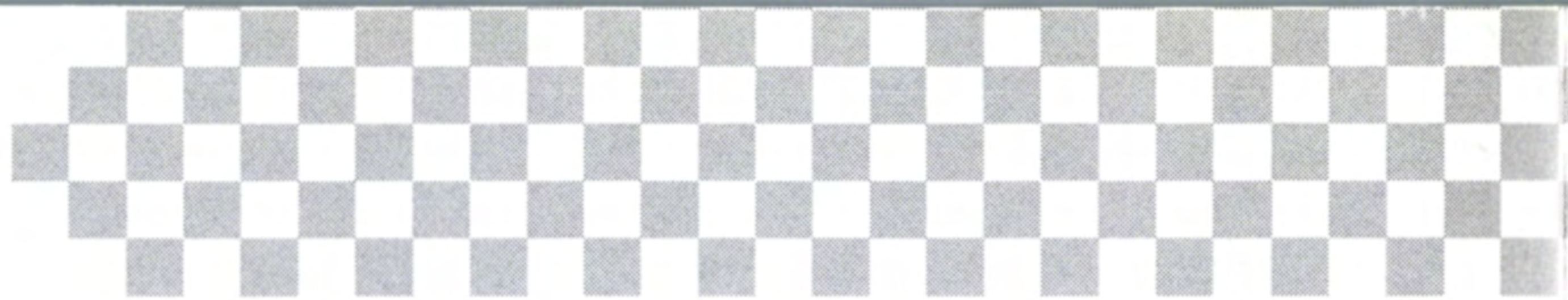
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