Contents

Introduction

The best just got better! Welcome to *MotoGP 2* - the most thrilling, critically acclaimed and technologically advanced motorcycle racing game of all time. Feel the power of new 4 stroke engines as you race your bike over all 16 official circuits from the MotoGP 2002 season. Compete in a full season against the best riders on Earth, complete with over 50 new bike based challenges, or race against friends and rivals online. Now it's not enough to think that you are the best - you have to prove it to the world. *MotoGP 2* brings you the excitement, danger, glamour and thrills of the most exciting motorsport on Earth!

System Requirements

Minimum System Requirements
MotoGP 2 will run on the following PC or better:

Windows 98/ME/2000/XP	DX9 compatible graphics card	580MB HD Space
Pentium 3 450MHz	DX9 compatible soundcard	4x CD-ROM
128 MB RAM		

Installing MotoGP 2

Insert the *MotoGP 2* disc into your CD-ROM drive.

1. If you have the **Auto Insert Notification** feature on for your CD-ROM, left-click on the install button and skip the next two steps.
2. If you don't have auto insert enabled, select **Start** and then **Run** from the Windows Taskbar.
3. Type **d:\install\setup** (*d:* refers to your CD-ROM drive. If your CD-ROM drive letter is not *d:* use the appropriate drive letter instead).
4. Follow the instructions that appear on your screen.

After installation is complete, you will have the option to place an icon for *MotoGP 2* on your desktop. You will also find an icon in the *MotoGP 2* menu item within **Programs** under the **Start Menu** in the Windows Taskbar.

Running MotoGP 2

Any time you want to run *MotoGP 2*, you must place the *MotoGP 2* disc into your CD-ROM drive before you start. Then, do the following:

1. If you have the **Auto Insert Notification** feature on, just left-click on the Play button.
2. If you do not have the **Auto Insert Notification**, double-click on the *MotoGP 2* desktop icon and then select Play.
3. *OR* select **Start** from the Windows Taskbar and search through Programs for the *MotoGP 2* menu.

Uninstalling MotoGP 2

1. If you have the Auto Insert Notification feature on, left-click on the Uninstall button.
2. You may also do an uninstall by using the Add/Remove Programs on the Control Panel.
3. OR from the Start Menu – search through the listed Programs for *MotoGP 2* Uninstall.

Controller Configuration

You can configure your PC controller by clicking on Configure Controllers in the *MotoGP 2* launcher. The Microsoft DirectX configuration window will then appear. You can assign each controller to one player. A single player can have more than one controller assigned to him/her.

When you first assign a device to a player, *MotoGP 2* attempts to assign the controls to the default settings. For example, steering will be assigned to the X-axis of a joystick or steering wheel. However, you also have the option to customize the controls as you like.

To assign a controller to a player, follow these steps:

1. Click on the corresponding tab at the top of the screen for the controller you want to assign.
2. Select the correct player from the drop down list.

To assign a particular key or joystick button to an action, follow these steps:

1. Move the axis, or press the key that you want to use.
2. The key, button or axis will become highlighted on the screen. Double click on the highlighted text or line.
3. Select an action from the list on the bottom left of the screen.

Controls and the front end:

The following controls in the game menus cannot be reassigned:

Keyboard:

ESC key: Pause the Game / Go Back	*TAB:* Special Functions (see bottom of screen)
SPACEBAR: Select	*DELETE:* Delete
ENTER: Select (the same as space)	*Arrow Keys:* Up / Down / Left / Right

Joystick:

Use the X & Y axes to navigate the menus.

Button 1: Select   Button 3: Special Functions (see bottom of screen)
Button 2: Back

You can always use the keyboard in the game menus, even if it has not specifically been assigned to a player.

MotoGP 2 *Default Keyboard Controls*

This section outlines the default keyboard controls. You will be able to alter the controller configuration by selecting Configure Controllers in the *MotoGP 2* launcher.

BUTTON	ACTION
Arrow keys LEFT / RIGHT	Steer and lean bike round corners
D key	Lean rider forward
C key	Lean the rider back on the bike
Arrow key UP	Accelerate
Arrow key DOWN	Apply front and rear brakes evenly; Walk bike backwards when stationary
X and Z keys	Apply manual brakes to rear and front wheels allowing more control over your bike
Q key	Allows you to check out who's behind you in your rear view mirror
W key	Toggle through preset in-game viewpoints
Esc key	Pause game; Access the in-game Options Menu screen; Return to Previous Menu Screen
Enter/Space key	Confirm selection

Tips

Steering and Rider Controls: Lean forward for greater speed and stability on straights; lean back to slow down and perform wheelies!

Acceleration and Braking: Power slide around corners by fully releasing the accelerator (Arrow key UP) before immediately reapplying. This will cause the rear wheel to spin and allow you drift the rear end of the bike.

Manual Brakes: Applying the rear brake (X key) allows the rider to skid the rear end of his/her bike. Applying the front brake (Z key) allows the rider to perform tricks such as endos and burnouts (see pages 20-21).

The Race Screens

MotoGP 2 has a number of different and exciting game modes; from the Quick Race blast around the track, a complete 16 track *MotoGP* season in the Career Mode or the PC online enabled Multiplayer mode. These are the in-game screens for all available *MotoGP 2* modes. Study them carefully, because at the speeds you'll be traveling, you'll need to absorb the information at a glance!

Quick Race

Jump right into the action and take part in a three-lap race on your choice of track. Only the first three tracks in the championship, or tracks unlocked in the Stunt or the Career game modes, are available for selection.

Career Mode

This is a complete simulation of the 2002 MotoGP Grand Prix Series. You can create your own rider who can be used in all of the *MotoGP 2* modes, who can improve using the interactive experience credit award system (see page 7).

Stunt Mode

Race through all the tracks in the 2002 MotoGP season! It's a challenge against the clock and all the other top bike riders as you try to hit those checkpoints in time. Good scores will unlock extra *MotoGP 2* game features (see page 12).

Time Trial

Race against the clock to get the fastest lap times ever! Featuring the 'ghost bike' option that lets you race against your best track times. Note that only tracks unlocked in the Stunt or Career Mode are available in Time Trial.

The Game Menu Screen

This is where you can choose between Single and Multiplayer modes, change the Settings or check out the Extras.

- Select the available game modes using the Arrow keys UP/DOWN.
- Press the ENTER/SPACE key to select a mode (if you make a mistake you can press the ESC key to go back one screen).

Quick Race

This is a three-lap single race adrenaline rush! Quick Race lets you race using tracks, bikes and riders 'unlocked' in other game modes.

- Select Quick Race
- Choose a Track
- Choose a Bike & Rider
- Choose a Difficulty Level

You'll start a Quick Race in a random position on the starting grid.

Player Assist Arrow

At times in the race you will see assist arrows on screen. When approaching a corner, the arrow changes to red if you are traveling too fast. A double arrow sign indicates that you're riding in an opponent's slipstream, giving you a subtle boost in speed and acceleration.

Map and Rider Position

An on-screen map of the track shows your rider's position indicated by a flashing red marker. Other riders in the race are marked by grey dots. In Multiplayer Mode, each human player will have a different colored flashing marker.

Rider Time Difference

This shows the time difference between your rider, the rider directly in front and the rider directly behind you. A plus sign preceding the time difference number shows how far behind the next competitor you are. A minus sign preceding the number indicates how far behind the nearest rider is to you.

Riders

There are 22 riders available in *MotoGP 2* — all taken from the real 2002 season. Also available are any riders you have created and saved to the hard drive.

Tracks

Initially only the first three tracks are available, but as you progress through Stunt or Career modes, you can unlock the other circuits.

Bike and Rider Selection

The Bike and Rider Selection screen is the same in all the game modes, but the Career mode also features a Create Rider screen.

On the left side of the screen is a list of the riders, their team and bike that you can use in the game. Custom riders created by you are shown at the start of the list, followed by the names of real MotoGP riders. Locked (or unavailable) riders are indicated by a padlock symbol and the word "Locked" over the bike and rider. A large window on the right side of the screen shows the rider, bike, crash helmet and team logo.

Yellow bars on the lower panel show the rider's experience credits and level of experience in:

- Cornering   - Top Speed
- Braking   - Acceleration

- Select from the available list of riders using the Arrow key LEFT/RIGHT.
- Use the 2, 4, 6 and 8 Keys on the number pad to zoom in and out on the bike and rider.
- Press the ENTER/SPACE key to select the bike and rider.

Track Selection

The track selection screen is used in Quick Race, Career, Stunt and Time Trial game modes.

On the right side of the screen is the track graphic indicating its name, location, length, number of bends and the host nation's flag. Cycle through the tracks that have been unlocked in the Stunt and Career modes. Tracks that have not been unlocked are grayed out.

To the right of the track graphic are the following selectable race weather conditions:

- **Sunny:** sunny weather with dazzling sunshine.
- **Clear:** standard conditions, cloud cover with intermittent sunshine.
- **Raining:** cloud cover, light fog and rain with a partially wet track.
  - Arrow keys LEFT / RIGHT cycle through the weather conditions.
  - Press the ENTER/SPACE key to confirm.

Alternately:
  - Press the TAB key to select a random track from those that are currently unlocked and random weather conditions.

Ready to Quick Race

Once you have made your selections, your bike and rider will appear on the starting grid. Check your bike controls, wait for the lights to change and then GO! Be careful not to over rev on the starting grid as you may end up wheel spinning. Try instead to balance power and control. At the end of the race a results screen displays all the riders' finishing positions.

Career Mode

- Select Career mode in the Game Menu screen and you will be taken to the Load/Create Rider screen, allowing you to continue on the Career mode with a previously saved rider (from a maximum of 10 save slots) or with a new rider.
- In the Create/Load Rider screen, customized riders can be deleted by highlighting the desired rider and pressing the DEL key.

Continuing with a previously saved rider will take you to either the GP Status screen (if the saved game is about to start a new Grand Prix round) or the Race Schedule screen (if the saved game is in the middle of a Grand Prix round).

Selecting a new rider will take you to the Create Rider screen; allowing you to create your own rider with which to race, specifying appearance, name, number, nationality and team.

Create Rider Screen

This option is only available in Career mode.

Here you can customize your rider and then save the information (physical appearance, experience credits and progress in the Grand Prix Championship) for future use in all game modes.

Customizing a Rider

Customizations are not purely aesthetic as riders are matched with bikes, but riders created here will develop in skill and ability depending on your performance.

Name –	Enter your rider's name.
Country –	Choose your rider's nationality.
Leathers –	Choose a design for his uniform. The colors used within the design are customizable; a color picker is provided for each of the three colors incorporated in the design.

Number –	Choose a racing number for your rider.
Bike –	Choose the bike model and the style from a selection of different designs. As with the uniform, the colors used within the design are customizable.
Logo –	Choose up to 8 layers of text or shapes from a box, circle, semi-circle or triangle, then resize, rotate, skew, move and color each one to make your own designs on the side of the bike.
Team Name –	Enter a name for your team.

Rider Credit Distribution Screen

This screen appears after the Create Rider screen, and after a race in the Career mode, if your rider has placed in the top 15. Here you are given 18 rider experience credits to distribute among the four areas of rider ability: Cornering, Braking, Top Speed and Acceleration.

Cornering

Anyone can ride fast in a straight line, but skill in cornering separates the winners from losers. Good cornering technique means entering the corner wide, dropping the bike on its side at a horrifyingly acute angle, then accelerating out of the turn and allowing the rear end to slide out until you are straight again. The further the bike leans over, the greater the possible turning circle and cornering force it can attain.

Rider dexterity also plays a huge part in cornering. The bike and rider are subject to enormous g-forces while cornering, so only the most dextrous riders can hope to achieve the bike's maximum potential in this key area.

Braking

Unlike cars, bikes allow the rider to control both front and back brakes, so good braking technique can shave precious seconds off your lap time. An increase in braking ability means you can approach bends faster and brake later and harder to get ahead of the pack before accelerating out of the bend.

Top Speed

A Grand Prix motorcycle engine has incredible power. Bikes can weigh over 130 kg yet produce up to 180bhp. Throttle control is a very precise technique - a fraction too much, and the bike will throw you; a fraction too little, and the competition will leave you behind. Increasing the rider's Top Speed will give your rider the ability to manage this powerful machine, allowing you to achieve the maximum performance out of the engine.

Acceleration

Effective acceleration on a Grand Prix motorcycle means shifting through the gears as quickly as possible. The biggest concern for a rider is the loss of time in shifting, so to achieve top speeds you must change through the gears efficiently. In *MotoGP 2*, a rider with improved Acceleration ability performs fewer 'accidental' wheelies and has more power when it's needed (i.e. when exiting corners). The degree of stability as the rider shifts up and down gears is also increased, meaning a smoother ride at more consistent speeds.

GP Status Screen

Once you have chosen your rider and distributed experience credits to him, you will be taken to the GP Status screen showing: all Grand Prix events on a World Grand Prix Map with individual rounds shown as Locked, Failed, Completed, or Current (next); the amount

of rider experience credits gained alongside each completed Grand Prix, as part of the total number possible; and information on your Grand Prix status, with the next (or current) round highlighted plus your rider's overall rankings. This screen also allows you to race on tracks previously raced in the Career mode to help you gain more rider experience credits.

To choose a difficulty level, go to Options (press the TAB key) within the GP Status screen, select difficulty and choose between Rookie, Pro, Championship and Legend.

Race Schedule Screen
Once you have selected a Grand Prix from the GP Status screen, you will be taken to the Race Schedule screen that shows an overview of the four weekend Grand Prix events:

Challenges

A variety of challenges are held on each track, helping you to improve your bike's performance. Challenges are the best way to work on skills you'll require in MotoGP 2. These challenges focus on specific aspects of bike handling and are available on circuits you have already raced in the GP series. They can be done in any order and at any time once that track is unlocked.
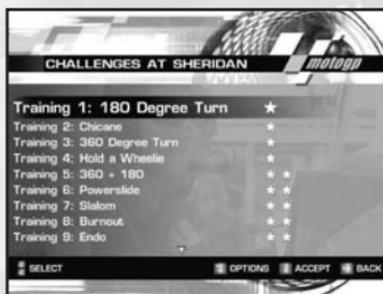

There are 61 challenges to complete three difficulty levels. Every completed Challenge results in one experience credit, which can be allocated to any of the four areas of rider ability in the Rider Credit Distribution Screen.

Of the 61 Challenges there are seven types:

- Racing Line   - Training Maneuvers
- Follow the Leader   - Wheelie
- Slalom   - Powerslide
- Speedtrap

Challenge Time Remaining
This shows the time remaining on a Challenge and will flash red when a time penalty is incurred.

Challenge Success/
Fail Messages

Practice

This is an opportunity to familiarize yourself with the track and weather conditions, but is not compulsory.

Rider and Helmet Indicators

The name and position of the rider is shown along with color-coded helmet icons:

Grey helmet – below personal best time
Blue helmet – personal best time
Red helmet – pole position

The helmet icons are linked to checkpoints around the track and show your cumulative time up to that point.

Qualify

You have a maximum of 10 minutes to achieve the best lap time possible, with competitors' times determining the final starting positions in the race. Competitors start the qualifying laps in the pitlane.

Race

This is the main event of the Grand Prix, where you will have to complete 3 laps of the circuit in an all-out race for the finish line.

If you choose to enter the main race without first completing the qualifying round, you will begin in 20th place on the starting grid.

Restart Round

Choose this option if you want to race again to gain higher credits. This option will be grayed out until you have raced the track.

Results

Championship Points System

Your progress to the Championship is defined in terms of points gained at each race event. This is based on the scoring system of the real MotoGP sport:

To win the MotoGP championship, you must gain more points than the other competitors after all races have been completed.

Gaining Rider Experience

Rider experience credits are awarded to riders finishing in the top fifteen in a Grand Prix event:

	Rookie	*Pro*	*Championship*	*Legend*
1st Place:	**3** Credits	**4** Credits	**5** Credits	**6** Credits
2nd Place:	**2** Credits	**3** Credits	**4** Credits	**5** Credits
3rd Place:	**1** Credit	**2** Credits	**3** Credits	**4** Credits
4th Place:	**1** Credit	**1** Credit	**2** Credits	**3** Credits
5th Place:	**1** Credit	**1** Credit	**1** Credit	**2** Credits
6th to 15th Place:	**1** Credit	**1** Credit	**1** Credit	**1** Credit

Once they have been awarded, you can distribute these credits amongst the four rider abilities (see page 14). With 18 points initially awarded, 96 available from racing and 61 available in Challenge mode, there are a total of 175 points available.

According to how many races you complete, the total number of points assignable to one skill is 50.

Completing the GP Series

If you complete the first GP Championship, you will be allowed to continue into the next season to race the entire GP Championship again using the same rider, further improving your rider's skills.

It is possible to alter the difficulty level during a GP series, but in order to unlock Legend mode, you must complete the entire GP Series in Championship mode from beginning to end. Switching to Championship partway through a Series started in Pro or Rookie will not unlock Legend.

Stunt Mode

The Stunt mode gives you a quick and simple 'arcade style' charge through the MotoGP Championship, allowing you to race on all of the unlocked tracks to obtain as many points as possible in a single lap.

Time Remaining

Stunt Total

Bonus Points

Stunt Total

This is a running tally of points scored in Stunt mode.

Checkpoints

To succeed in Stunt mode you will have to finish each lap of the track inside an allotted time. If you fail to complete the lap in the allotted time, the race will end and you will lose all your points.

Points

Any time left on your checkpoint clock at the end of the race is converted into points, which are used to unlock extra features in the game, such as extra riders and bikes. Your finishing position in the race also determines your starting position in the next race.

Bonus Points

In Stunt mode you can also pick up bonus points if you perform tricks, stunts or display excellent riding skills. Tricks include wheelies, endos, clean sections (staying on the track), burnout, overtake, power slide and jump. These bonuses are added to a running total Stunt score which is updated throughout the race.

Race Results

At the end of the race you are shown the finishing positions and times of all riders who raced. This is followed by a score screen, where your race score is added to your total score.

Saving the Game

At the end of the race the game will auto-save your progress to that point, and you will have the option to Continue or Quit. You can then continue to the next round, or return to the Game Menu screen.

Time Trial

Time Trial mode allows you to practice your skills on any previously raced tracks and improve your best lap times. You will race alone in this mode.

Lap Time

Best Lap Difference

Select a Bike, Rider and a Track (from the list of unlocked tracks). You can race an unlimited number of laps and, if you achieve a new lap record, you will be able to place your name alongside the record time.

Time Trial also allows you to race against a 'ghost' bike and rider that recreates your best performance.

Select the Multiplayer option in the Main Menu screen. You can play *MotoGP 2* in Split-Screen mode, via LAN or network/internet play with up to 4 players per PC (to a maximum of 16 players per race).

Multiplayer Lobby

Once a game is selected or created and each player has chosen a bike from the bike select screen, the player(s) are taken to the lobby where everyone waits until all players are ready to begin the race. Once confirmation is complete, all players are lined up on the starting grid and the race will start.

Split Screen and network/internet play will allow the player to play against other people using either preset or customized game types. Some preset game types will be available to the player with default settings, but these can be customized, renamed and saved out onto the PC hard drive by the player.

Network/Internet Play

After selecting the Multiplayer option in the Main Menu screen, the player is then taken to the Multiplayer game screen where he is given one of three options:

1. Connect to IP – Select using the ENTER/SPACE key.
   • Manually type in the correct IP address.
   • Proceed to the Network Lobby Screen.
2. Search LAN – *MotoGP 2* will search for a game already underway for you to join on your LAN. All current games are listed above the Create game option.
   • Select a game using ENTER/SPACE key and proceed to the Network Screen Lobby for that game.
3. Create Session – To create a game select 'Create' using the ENTER/SPACE key.
   • Select game mode, a bike and in some types of game mode, a track.
   • Move to the Network Lobby Screen once the game is named.
5. Create GameSpy Session – GameSpy hosts *MotoGP 2* sessions for anyone to join.
4. Split Screen – Select using the ENTER/SPACE key.

Split Screen

Select Split Screen from the Multiplayer menu. If you only have one player signed in you will be asked to sign in more players. Once you have selected a game mode, a bike and in some types of game mode, a track, you will go through to the lobby, which is outlined in detail below.

- The two-player game has an adjustable horizontal/vertical split screen which can be changed in the Start Menu.
- The three/four-player game has a cross split screen. You will need to have a control device for each player.

How to Play MotoGP 2 *in GameSpy Arcade*

You can play *MotoGP 2* online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your *MotoGP 2* disc and install Arcade now. Then, to play *MotoGP 2* online, just follow these simple instructions:

Launch GameSpy Arcade and Go to the *MotoGP 2* Room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side of the screen. Click on the *MotoGP 2* button on the left to enter the *MotoGP 2* room.

Find or Start a *MotoGP 2* Server: Once you're in the *MotoGP 2* room you can meet or greet other players, find servers or create your own server. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured by something called "ping." The lower your ping, the better.) Don't like any servers? Click on the "Create Room" button to start your own server and wait for people to sign up. Otherwise, double-click on a server of your choice to join in.

Joining and Starting a game: Once you double-click on a server or start your own, you'll be in a staging room, in which you can talk trash with your fellow players and prepare for combat. When you're ready to play, click the "Ready" button at the top of the screen. When everyone in the room has indicated that they're ready, the host can then launch the game. Arcade will fire up *MotoGP 2* and the racing will begin!

Problems?: If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with *MotoGP 2*, consult our help pages, located at http://www.gamespyarcade.com/help/ or e-mail us by using the form located at http://www.gamespyarcade.com/support/contact.shtml.

Multiplayer Race Settings

Any player can alter the race settings once they have selected a rider and are in the Split Screen Lobby. In LAN or online play, only the session host can choose the track and alter the Game Mode settings. However, any player can alter their rider, its customization and bike setup.

Network Lobby Options (press the TAB key)

- Players: LAN and Network/Internet play only
- Select track
- Select rider
- Bike setup
- Edit game mode –
  - Track progression: Single Track; Grand Prix; Random
  - Scoring: Championship; Tag Mode; Stunt Mode; Qualify
  - Grid position: Last race; Qualify; Random; Session ranking; Inverse last race; Inverse ranking
  - Laps: One; Two; Three; Four; Five; Ten; Fifteen; Twenty; Real
  - AI bikes: Off; Rookie; Pro; Champion; Legend
  - Collisions: On; Off; Forward only
  - Off-road sim: 0% - 100%
  - Handling sim: 0% - 100%
  - Collision sim: 0% - 100%
  - Unlockables: Filter type; Bring ding ding; Turbo
  - Save custom game mode
- Reset player rankings
- Settings

Press the ESC key to confirm a setting's change.

Game Modes

The following 7 game modes are available in Split Screen and Network/Internet:

- Quick Race
- Championship
- Grand Prix
- Tag Mode
- Stunt Mode
- Qualify
- Custom

Quick Race

Select your rider and track from those that are unlocked. Once selected, you'll be in the Lobby. Press the TAB key for options as in the Multiplayer Race settings.

Championship

Play over a series of races with the winner being the rider with highest total score from all races. If Championship mode is selected, the number of tracks and track order options will become available.

Championship will run similarly to GP Series with an optional qualifying round and then the Championship race. As with all other game types, Championship can be altered through an options list to suit the players needs.

The Championship race will run in the same way as GP Series with a set order of tracks played through one after the other until all are complete. The Championship can be played with or without qualifying sessions. If played without the qualifying sessions, rider order on the starting grid can be determined via a set of options available before the race.

Select your rider and move forward to the Lobby where the Multiplayer Race Settings are available.

Championship Scoring

Players will earn Championship points for each race completed, with the winner being the player with most Championship points. The points for each race are as follows:

1st place	25pts	**6th** place	10pts	**11th** place	5pts
2nd place	20pts	**7th** place	9pts	**12th** place	4pts
3rd place	16pts	**8th** place	8pts	**13th** place	3pts
4th place	13pts	**9th** place	7pts	**14th** place	2pts
5th place	11pts	**10th** place	6pts	**15th** place	1pt

During this course of the Championship, the player will be able to view the amount of points accumulated by each of the riders within the championship, gauging their progress against other competitors. In order to win the Championship, the player will need to attain more points than the other competitors after all races have been completed.

All scoring can be turned on or off with all three modes of scoring available if the player so desires for one race/championship. If all scoring is set to off, the winner of the race is the first to cross the finish line and will be shown in the results screen.

- Championship – Scoring is done exactly as in the sport where players are scored on their finish position (see Championship Scoring page 15).
- Tag – Players are scored on which sections of the track they own (see Tag Scoring page 16).
- Stunt – Players are scored on their ability to do stunts, tricks, etc. with a running tally. Points for each trick can be individually altered and turned on or off depending on how the host chooses to score the Stunt mode.
- Qualify – Scoring is based on the best lap time of each player within the qualifying period (see Qualifying Results page 17). The host player can set a session length, however the default for the qualifying period is 10 minutes.

Tag Mode

Tag mode is checkpoint racing. The race takes place over a user-defined number of laps. The track is divided up into sections and the rider who completes a section of the track in the quickest time will 'own' that section until another player beats that time.

Tag Scoring

Scoring Method 1: Winner Takes All
You are also awarded points after the race according to how many sections you own at the finish.

Scoring Method 2: Monopolization
You will gain points when others ride through sections you own, if they beat your time the section becomes theirs.

Scoring Method 3: King of the Corner
A continuous score whereby the longer you hold/own a section of track the more your score increases.

Stunt Mode

The Stunt mode will provide a quick and simple 'arcade style' of championship progression, focussing on accessibility and addictive gameplay. The player will be able to progress through all of the tracks available within the game, with a simple checkpoint system ensuring a competitive level of progression.

Checkpoints – In order to progress throughout this game mode, players will be required to successfully complete a three-lap race of each track within the game by reaching each successive checkpoint in time.

At the start of the race, the players will be allotted a certain amount of time within which to get to the next checkpoint (i.e. to complete the lap). Reaching the checkpoints in time will add further time to the next checkpoint limit, giving you more time to complete the race.

Any time left on the players' checkpoint clocks at the end of the race will be converted into points. Riders who fail to complete the checkpoints in the time allotted, but advanced onto subsequent rounds due to other players' performance, are awarded no points.

Tricks and stunts – Extra points are awarded for performing stunts or tricks such as wheelies, endos, power slides, burnouts, jumps, overtaking, etc. The points are awarded for each individual stunt but repeating stunts leads to lower scores. Try to vary the stunts and achieve higher scores.

Clean Section Bonus – The Clean Section Bonus is the highest scoring bonus in the game. To achieve it you have to ride smoothly, avoiding crashes, collisions and spins through certain sections of the track. This is the true test of the skilled rider.

Stunt Scoring

A running tally of the players score is kept throughout the race in the top right hand corner of the screen. As the player performs tricks or stunts, points rack up. When the stunt is completed, the points are added to the overall score. There is a slight delay between the stunt finishing and the points being added (a matter of a few seconds) where the player must not crash or leave the track or he will forfeit his points for that stunt. More than one stunt can be performed at any one time, for example: overtaking while performing a wheelie.

The player's actual finishing position within the race will determine their overall starting position upon the grid within the next race, although this can be altered using the Options Menu.

Qualifying

If the players choose to participate in Qualifying, their times will determine their starting grid position. A qualifying round will occur before each race within the championship. Qualifying will be ten minutes long with all bikes on the track starting from the pit lane. Displayed on the screen will be:

- Timer for the current lap
- Time remaining
- Best lap
- Helmet system
- Current position at the end of each lap

Qualify Results

If desired, the player will be able to exit Qualifying before the end of the session. If the player decides to do this, they will be taken to a results screen until all competitors have finished their final laps. The results screen will show the best lap times and their position on the grid. This screen can also be watched during Qualifying to provide a real time indication of the qualifying times, giving you the opportunity to post new lap times if required. The player will have the option to watch the race from cameras placed at intervals around the track to see how the other riders are progressing.

Once qualifying is complete, all players are taken to the results screen where they can see the final grid position. The bikes are then placed on the grid at the start of the Championship race. If the players are using Split Screen Multiplayer once the qualifying round has finished, only one set of full screen results will be displayed.

Player Options

Player options can be accessed through the Lobby or Pause Menu during a race. Here the players can alter the setup to their specifications. In 4-player Split Screen, each player will have the ability to alter these settings, but only one player can alter settings at a time. If a player pauses in-game, the other riders will continue racing and the paused player will resume at the point on the track that they paused.

The amount of options open to each player will vary depending on where the option screen is accessed. The full number of options is available from the Lobby screen, whereas a cut down version is available from the Pause Menu during a race.

Replay Cameras

Replay cameras let you check out those fantastic bike maneuvers in your current race and watch them again and again from a number of different views in either normal or slow speed. You will be given the option to watch a replay when you finish a race or directly from the Game Menu (if the replay has been saved).

- Use the Arrow keys LEFT/RIGHT & UP/DOWN to highlight an option.
- Press the ENTER/SPACEBAR key to select.

Playback

- *Standard Playback / Slow Motion Playback:* press once to play back the race at normal speed, press again to play back the race at half normal speed. Pressing this button again will then resume normal play mode.
- *Fast Forward:* Rapidly advance the race by jumping to the next keyframe when the button is clicked.
- *Rewind:* The replay will be rewound by jumping to the previous keyframe when the button is clicked.
- *Pause:* Pause the replay. Press Pause again to 'frame step' ahead.
- *Stop/Quit:* Stop the replay with an option to quit the Replay screen.
- *Hide:* Hides the replay controls for a full view of the relay action.
- *Camera:* Cycle through a variety of camera angles (full details below).
- *FX:* Watch the replay in any cheat mode that you have unlocked.

Rider Selection

Pressing the ENTER/SPACEBAR key when this button is highlighted cycles through all the riders in the race. Pressing the ESC key will cycle backwards through the selection. Your rider's name is highlighted and is always the default rider that is initially featured.

Camera Selection

Pressing the ENTER/SPACEBAR key when this button is highlighted cycles through a variety of different camera angles to view the replays. Pressing the ESC key will cycle backwards through the selection.

- *TV:* A number of television cameras that are placed around the edge of the track (as featured on TV).
- *ACTION:* More dynamic types of TV cameras, changing more frequently.
- *HELICOPTER:* An aerial camera view from a helicopter circling the track.
- *CHASE 1, 2 and 3:* Viewed from one of three different third person viewpoints of a selected rider.
- *COCKPIT 1 and 2:* Two views from the cockpit (behind the bike windshield) of the selected rider.
- *ON BOARD FRONT:* Camera mounted on the front wheels (looking forward).
- *ON BOARD REAR:* Camera mounted on the rear wheels (looking backwards).
- *BIKE 1 to 6:* Six slightly different types of camera that rotate around or focus close in on the player-selected rider.
- *SHAKE:* Views crashes as if from a moving, shaking bike.

Settings Menus

The Settings Menu can be accessed from the Game Menu screen, allowing you to adjust various in-game options:

Game Settings

Sound Settings

Music Volume	(0-10) - Adjust the volume of the in-game music.
Sound FX Volume	(0-10) - Adjust the volume of all sound effects.
Select Soundtrack	This allows you to choose which music soundtrack is played in-game from:
	- *MotoGP 2* tunes.
	- *MotoGP 2* tunes (shuffled).
	- Any player created soundtrack.

Game Settings

Indicator Arrows	Switch on/off the graphical player assistance icons.
Powerslide Sensitivity	(0 – 10) – vary the sensitivity of your powerslides.
Vibration	(0 – 10) – vary the Controller force feedback function.
Gears	Select an Auto or Manual gearbox for your bike.
Display Rider Names	Show in-game riders with their names displayed above their heads (On, Humans Only, or Off).

Extras

The Extras menu is in the Game Menu screen, this option contains the following screens:

View Replay

View any replays recorded and saved to the hard drive (see above for details).

Unlockables

This option displays all the tracks, highlights, riders, cheat modes and Legend difficulty that you can unlock during the game.

Videos

This displays a list of all unlockable videos from the game, and allows you to view any that have been unlocked (press the ENTER/SPACEBAR key).

Game Credits

This option displays the game credits.

In-Game Options

Press the ESC key during a game to open the Pause Menu and you will see the following options:

- *Resume Race:* continue racing or 'un-pause' the game.
- *Restart Race:* restart the current race (not available in the Career mode).
- *Quit Race:* quit the current race and return to the Main Menu.
- *Settings:* change various settings (as in Settings Menu).
- *View Replay:* view a replay of the current race up to that point.

Stunts and Special Maneuvers

A number of exciting bike stunts and special maneuvers can be carried out in *MotoGP 2*; these are extremely important in the Challenge and Stunt modes where points can be picked up for performing the moves correctly.

Powerslide (Spinning the Rear Wheel)

Powerslide around corners by fully releasing the accelerator (Arrow key UP) before immediately re-applying. This is an effective way of correcting if you are too wide in a corner.

Wheelies

To perform a wheelie, shift the rider to the rear of the bike and pull back (using the C key). You have to keep the speed constant and be careful not to lean too far back.

Endos

To execute an endo, apply the front brake while leaning the rider forward. Again, balance is the key to avoid crashing the bike.

Doughnuts

To perform a doughnut, lock the front brake and then open up the throttle. Then lean in either direction and the bike will start to turn on the spot.

Rear Wheel Skids

You will be able to perform skids through independent use of the rear brake. Tapping the rear brake as you go around corners will make the back wheel of the bike slide out a little, allowing you to create a sharper turning circle when navigating bends. This particular maneuver can be compared to the 'power sliding' technique often carried out in the actual races. However, if the rear brake is applied for too long when the bike is turning, it could lock, resulting in a 'low-side'.

You can also use the rear brake to perform dramatic skids when braking in a straight line. If you turn the bike at the same time as skidding the rear wheel, you will be able to swing the wheel around to rotate the bike in a complete circle. Applying the front brake after you have started swinging the bike around in this manner will stop the bike rotating too far. However, if you attempt to execute this particular maneuver at too high a speed, the bike may 'high-side'.

Burnouts (Wheel Spins)

Static Burnout (wheel spin on the spot)

The bike must be stationary as the stunt is carried out. First, the front brakes need to be applied to lock the front wheel as the engine is revved to cause the rear wheel to spin.

Rolling Burnout (spinning the rear wheel of the bike as you creep forward)

To perform this stunt, you must apply the front brakes to lock the front wheel as you rev the engine and make the rear wheel spin. Then you must reduce the amount of pressure applied to the front brake allowing the bike to creep forward as the rear wheel spins frantically.

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Cookin' on Electric (Credits)

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Firebird (Suzuka)
5700 cc's (Le Mans)
Fastback Reptile Combo (Catalunya)
Gasoline Overlord (Assen)
Sabretooth (Donington)
Chrome Rider (Brno)
10-4 Rocker (Rio)
Metropolis (Motegi)
Power Up (Phillip Island)
Doug McClure (Valencia)

V8 Pack

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