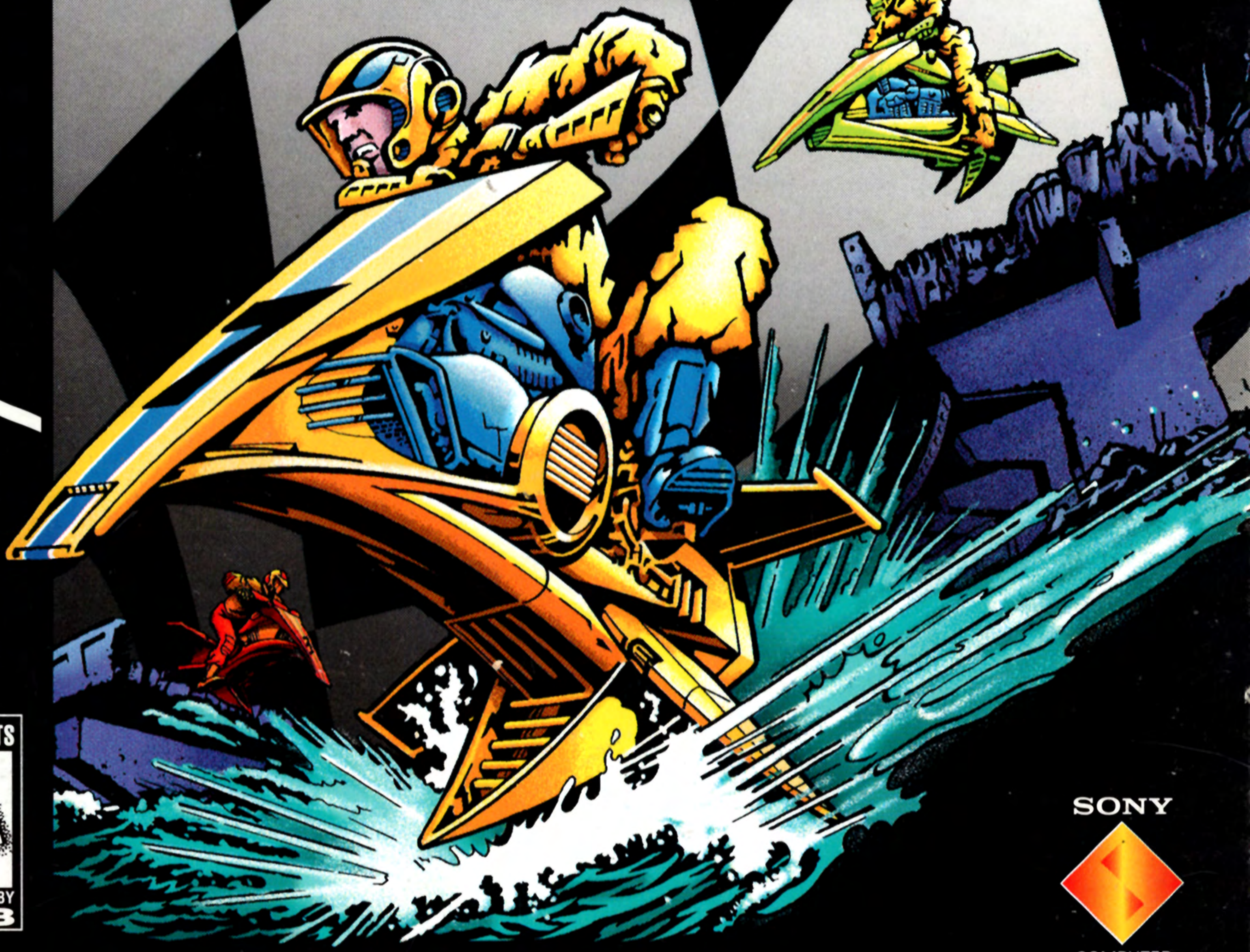
PlayStation™

NTSC U/C

PlayStation™

JetMoto™



KIDS TO ADULTS

CONTENT RATED BY ESRB

SCUS-94309
94309

SONY COMPUTER ENTERTAINMENT™

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 inducepreviously 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

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

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 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
$4.95 for mailed out tips

Within Canada: **1-900-451-5757**
$1.25 per minute (US Dollars)

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 and Psygnosis Limited. 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 required a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE

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.

SONY ONLINE

http://www.sony.com

Our news in always hot! Visit our website and find out what's happening at Sony — new titles, new products and fresh tidbits about the PlayStation™game console.

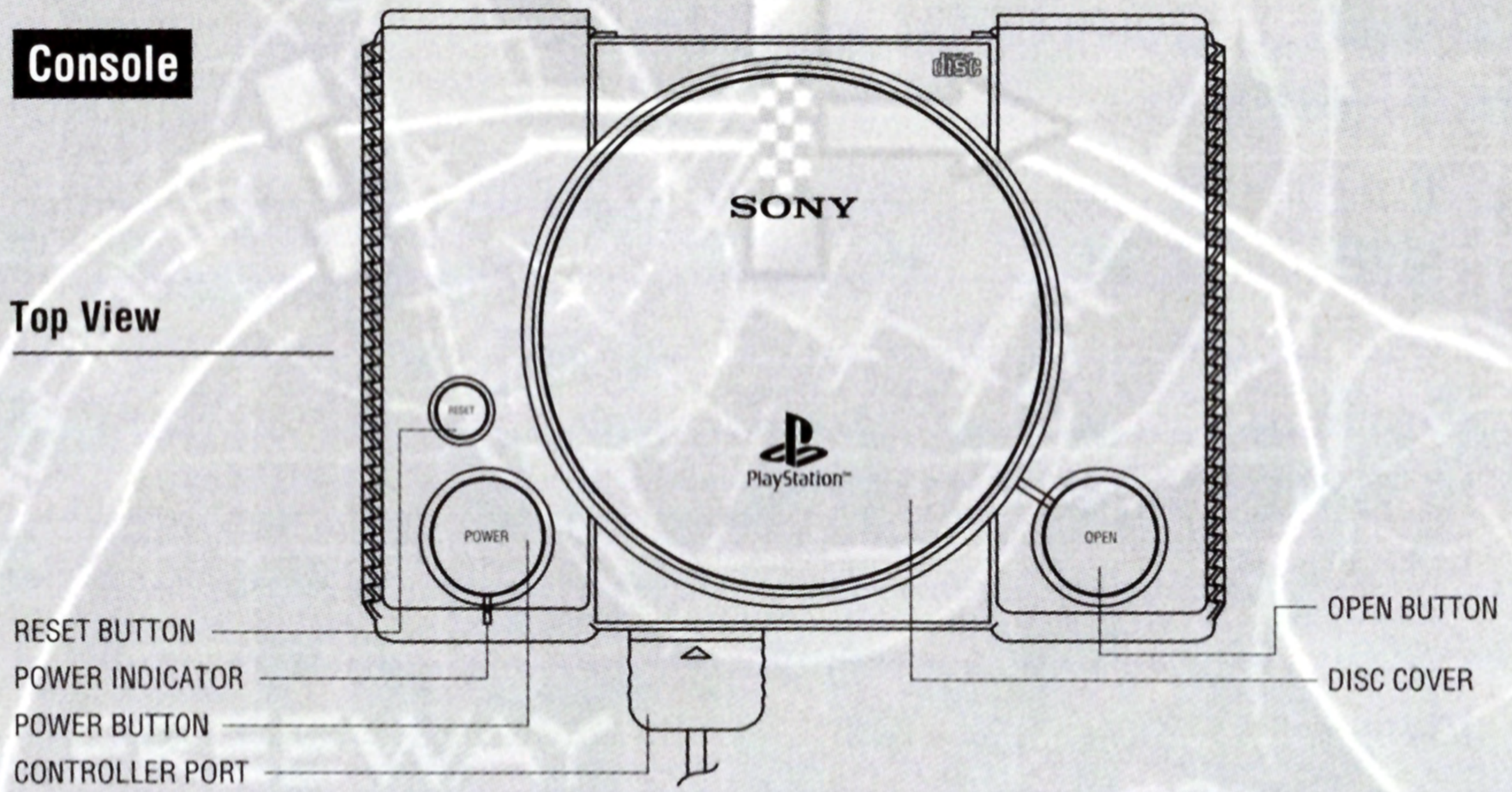
Table of Contents

START UP INFORMATION.....2
DEFAULT CONTROL SUMMARY.....3
MAIN MENU.....4
One Player.....5
Head-To-Head.....5
Load Game.....6
Options.....6
THE BIKES AND RIDERS.....10
Handling.....10
Acceleration.....11
Mass.....11
Lift.....11
THE RACES.....12
Single Race.....12
Custom Circuit.....12
Full Season (Unlocking the Tracks).....13
Practice.....13
Saving A Game.....13
THE TRACKS.....14
TRACK OVERVIEW.....15
RACING DISPLAY INFORMATION.....16
ON THE BIKE.....17
STRATEGY.....20
CREDITS.....23

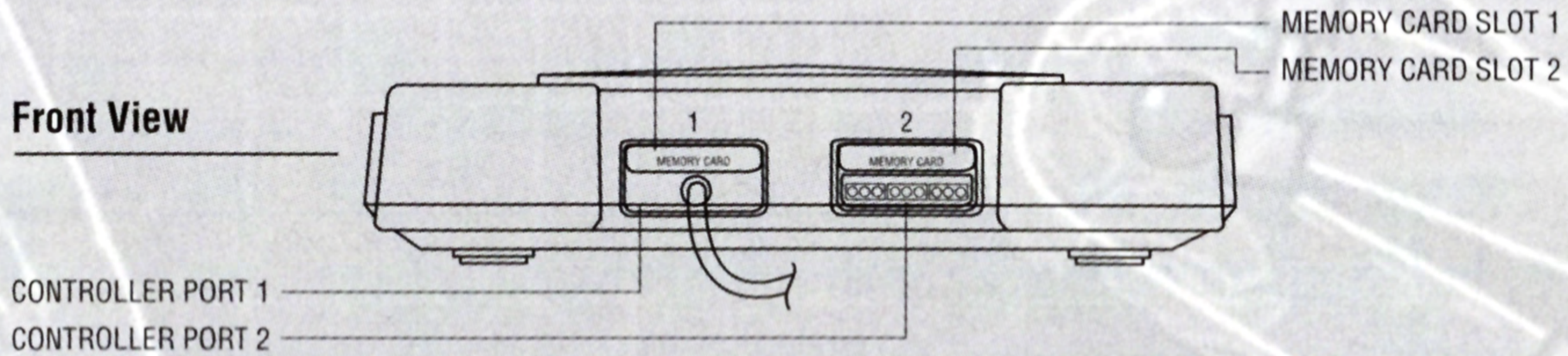
START UP INFORMATION

Console

Top View



Front View

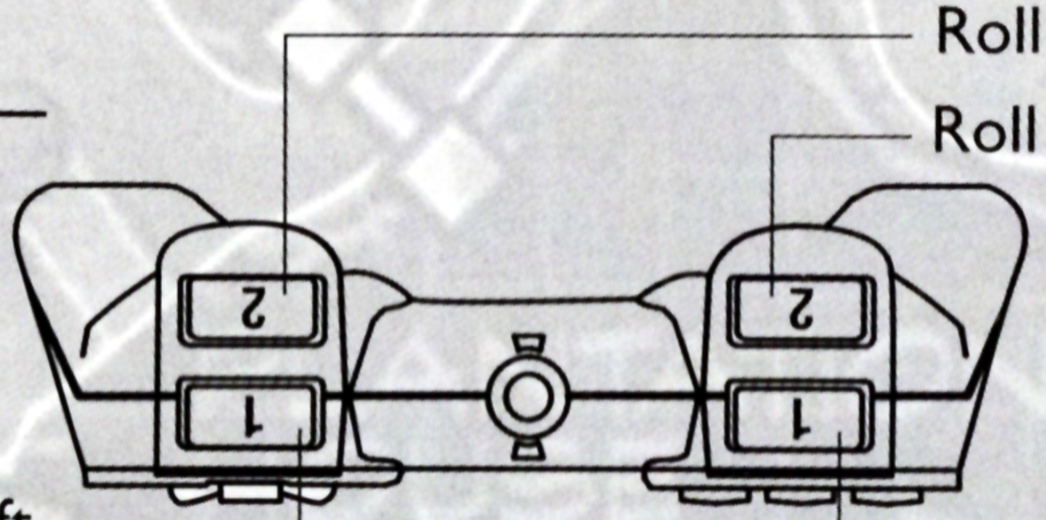


Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the JET MOTO disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions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

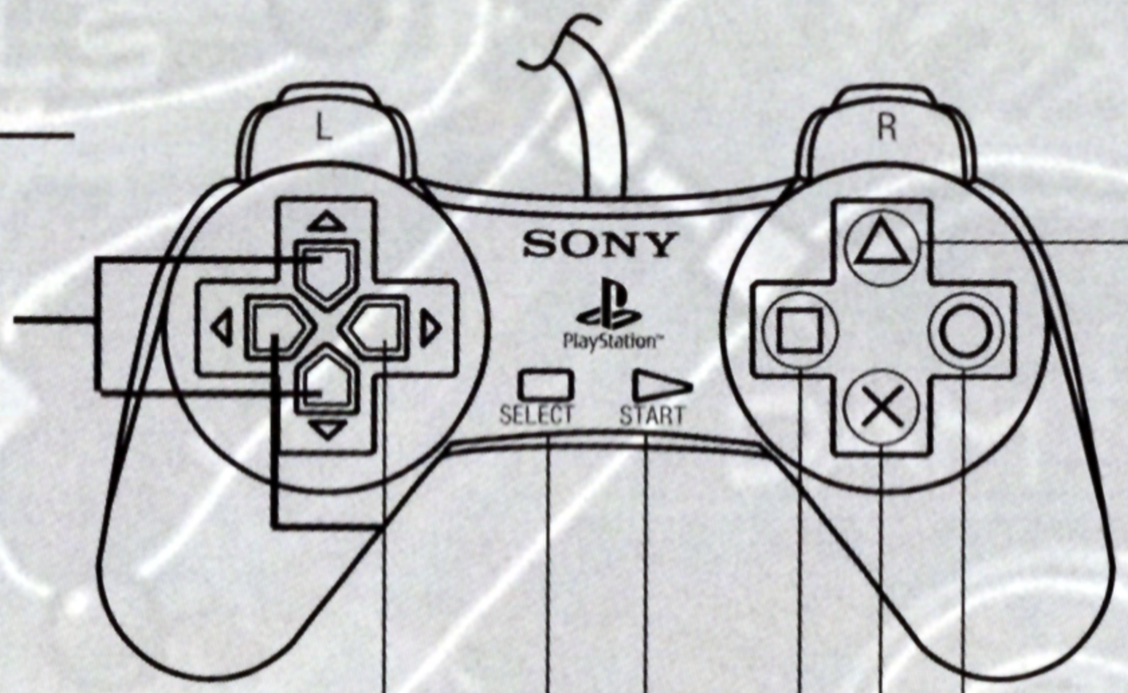
DEFAULT CONTROL SUMMARY

You can modify the controls on the Keypad Configuration screen, accessed from the Options menu. For more information about the individual controls, see pages 17-19.

Front View



Top View



Lean Forward/Back

Turn Left/Right

Switch Race View

Pause Race

△ Turbo Boost

○ Magnetic Grapple

✕ Accelerate

□ Brake

Main Menu

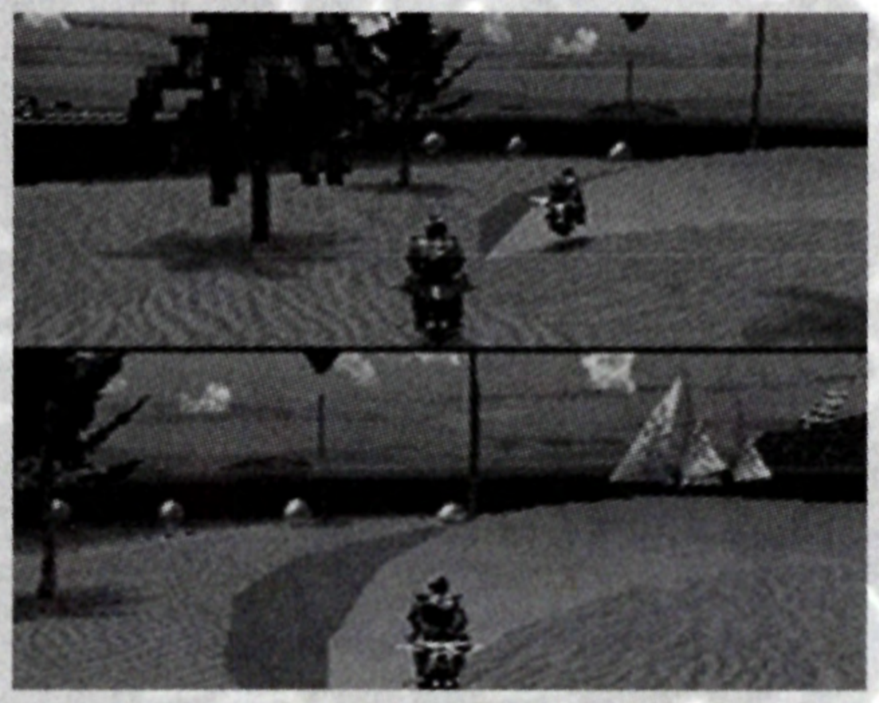


The Main Menu offers the following four options. To select an option, D-Pad **left/right** to highlight the option, and then press ⊗.

ONE PLAYER

Pick up Controller 1 and get ready to hold your own in grueling 20-rider races.

HEAD-TO-HEAD





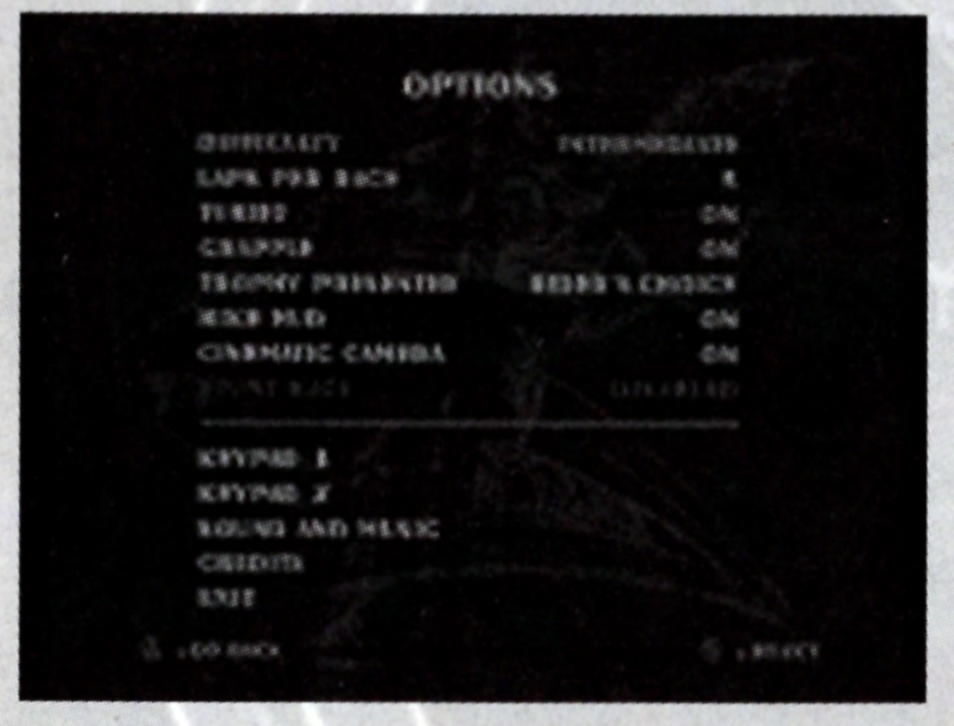
Both Controllers are activated so you and a friend can go up against each other on a split screen. Note that once you enter the area **you can choose between a horizontal split screen and a vertical split screen** by pausing the race and toggling the switch. Some tracks favor the vertical split view, 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 between races, not mid-race. For instructions on saving Seasons and Tournaments, see page 13.

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

OPTIONS



The Options screen allows you to customize the game to meet 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 three difficulty levels tell you how good the other riders are.

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.

TROPHY PRESENTER

It's your blood, your sweat, your win...so you decide who's bringing you your trophy.

BIKE HUD

HUD stands for "Heads Up Display," which is the panel on the bike that houses the meters and indicators. If you want to remove the HUD from the screen, turn this option OFF. See page 16 for further reference to the HUD.

CINEMATIC CAMERA

With this option on, you'll roll with the bike, leaning hard into the turns as the world tilts around you. For a more stable view, turn it off.

STUNT RACE

The Stunt Race remains **inactive** until you accomplish the greatest feat in Jet Moto racing —**winning a Full Season at the Professional level on all ten courses**. Once you've achieved that feat, the Stunt Race option becomes active.

Important: Make sure to save the winning season, as the Stunt Race option will be available when that season is loaded.

With Stunt Race ON, your bike gains certain performance enhancements when you complete a daring stunt. No good stunt goes unrewarded. Some get speed, others get extra turbos, and still others get acceleration.

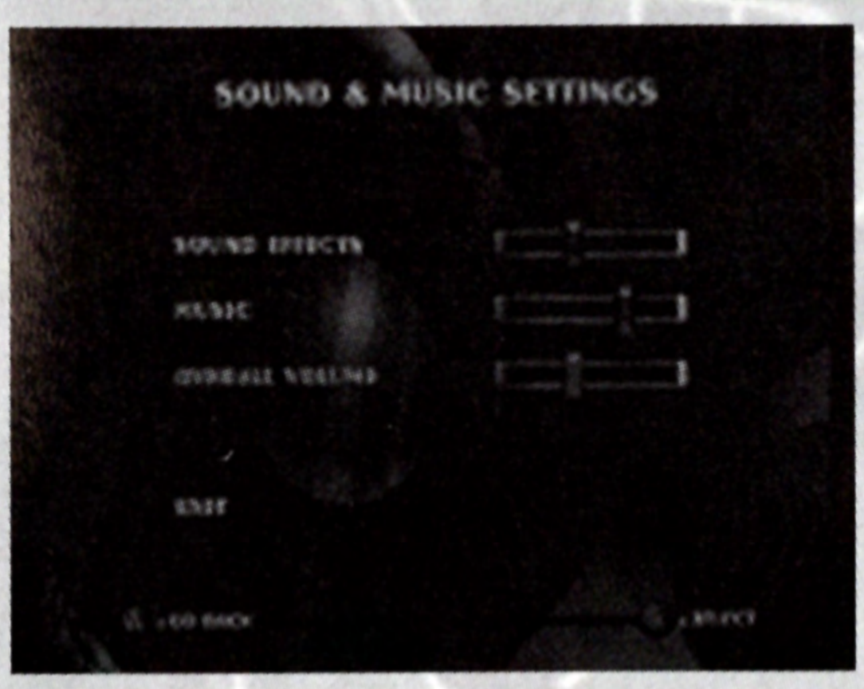
The remainder of the options may be selected using the ⊗ button, which will take you to their additional sub-screens.

KEYPAD CONFIGURATION



Follow the on-screen instructions to select one of the additional keypad configurations.

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 20 different riders from four 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 on the screen. These descriptions give you a good idea of what to expect when you select that rider and bike.

- To change teams, D-Pad **up/down**.
- To change riders, D-Pad **left/right**.

The four attribute curves offer a graphic analysis of the four performance categories.

HANDLING

Exactly what it sounds like. The better the handling, the more responsive a bike is. The lighter bikes are generally a little more agile and jumpy while heavier bikes are more stable and require a power-slide mentality.

ACCELERATION

Acceleration is rated from standing start to top speed. However, a bike's mass, lift, and handling 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.

MASS

The mass, or weight, of a bike influences its overall stability and handling. The heavier bikes are less likely to throw you when you get rammed by another rider or run into an obstacle. By the same token, the heavier bikes can more easily unseat or otherwise knock other riders off course when you collide with them.

LIFT

Lift rates the strength of the suspension field that supports the bike. Lift is felt most when you go off jumps and hit bumps. The stronger the lift, the more air you'll get off of the elements, especially if you pull back (D-pad down) as you take off the ramps. Usually you want to stay close to the ground, but if you know how to use them, bouncier bikes can give you some serious speed.

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.

SINGLE RACE

A Single Race is just that...a one-time competition for all the marbles.

CUSTOM CIRCUIT

The Custom Circuit offers three different racing formats: Rally, Championship, and Elimination. 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.

Elimination

The following elimination schedule tells you how many racers are left after each round: 15, 12, 10, 8, 7, 6, 5, 4, 3, 3.

FULL SEASON (UNLOCKING THE TRACKS)

The Full Season option sets up a pre-determined Championship Circuit using all the available tracks. Winning the Full Season at a certain difficulty level will unlock more tracks.

To unlock the blue level tracks, which are marked by a blue square on the track wheel, you must win a full season at the Intermediate level. To unlock the black level tracks, which are marked by a black diamond, you must win a full season at the Professional level after you have unlocked the blue tracks.

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.

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**.

The Tracks



Jet Moto offers nine tracks and a special bonus track. Each track presents its own unique difficulties and challenges, and some are easier than others. The more you practice, the better you'll be able to handle all the obstacles at the high speeds it takes to win.

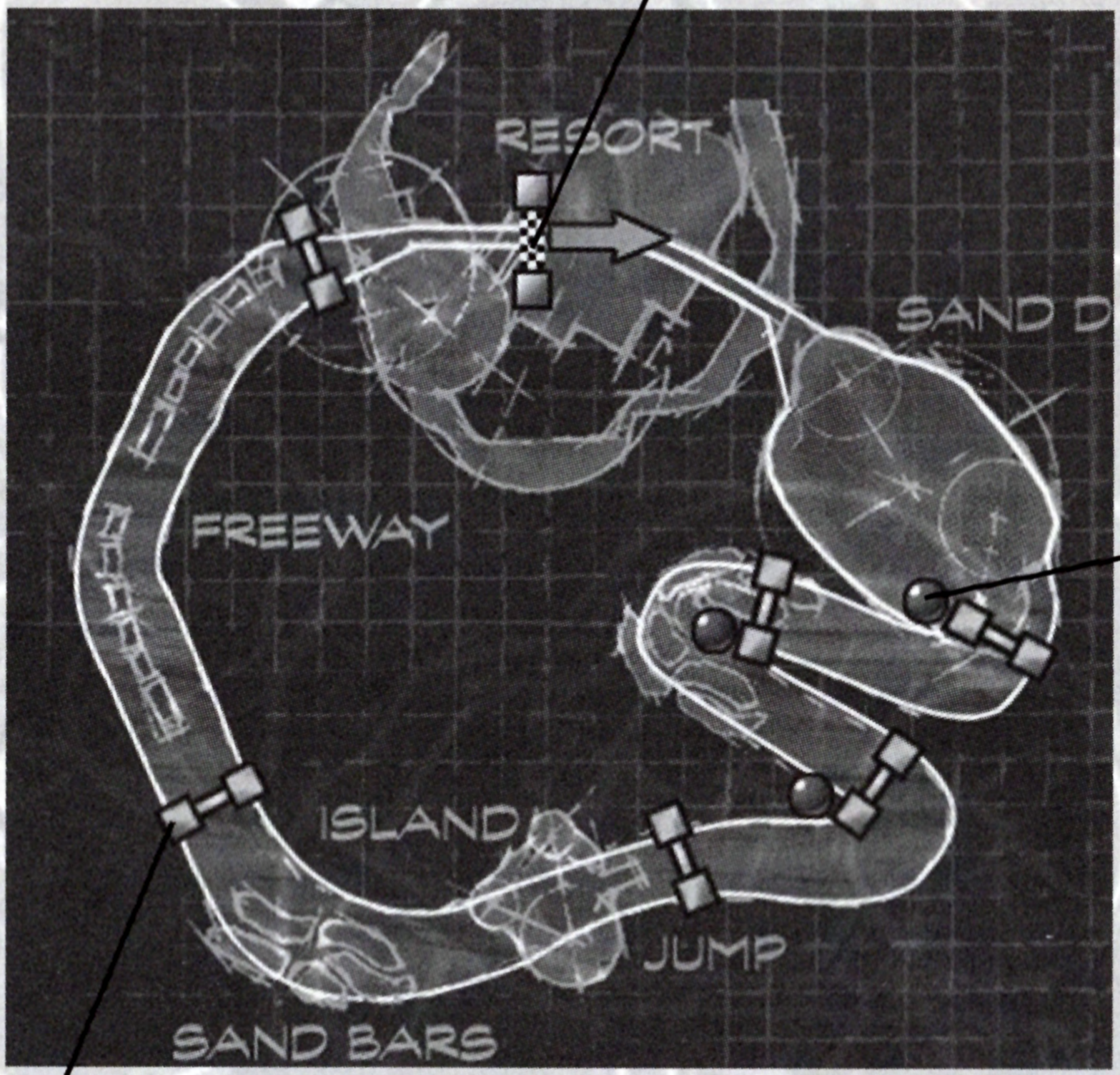
Green Circle — easiest
Blue Square — intermediate
Black Diamond — hardest

TRACK SELECTION

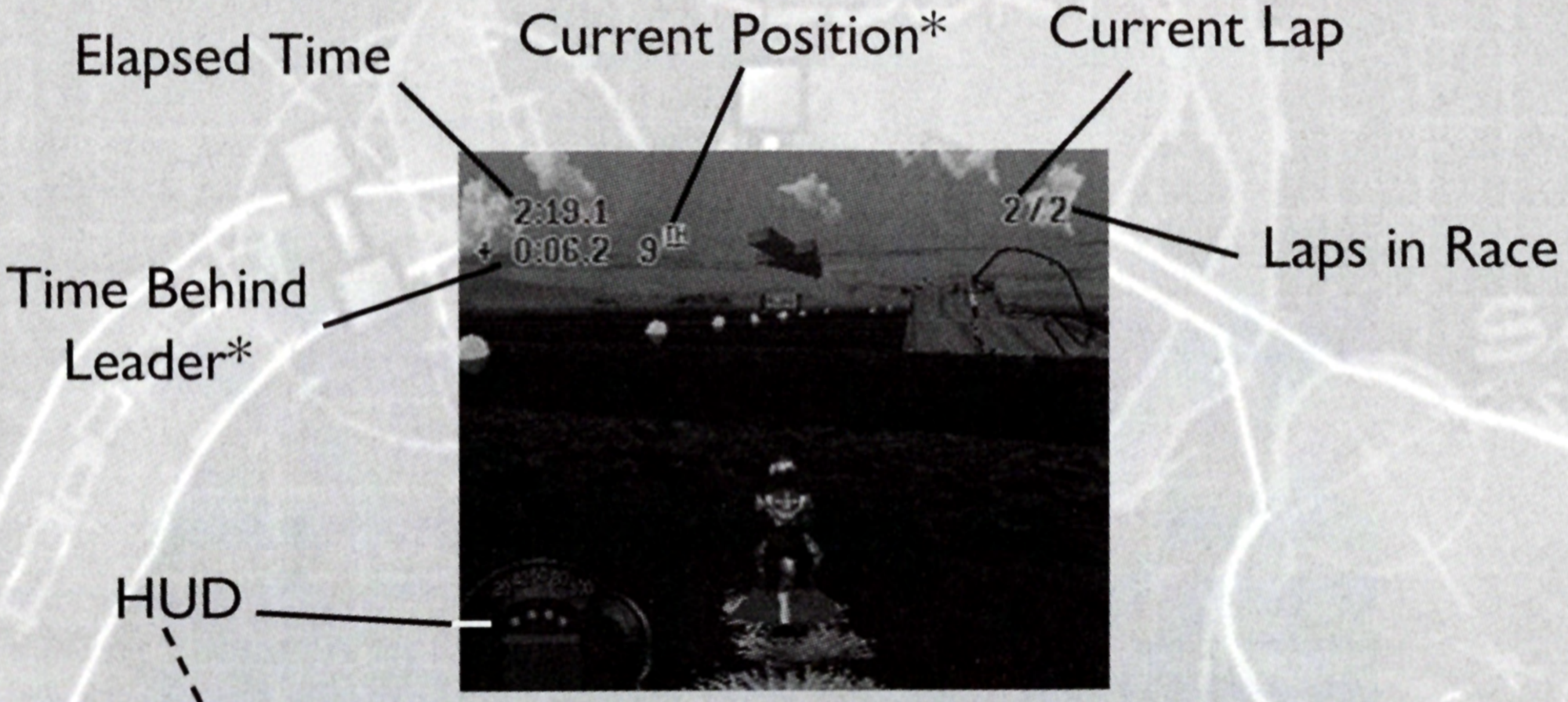
- To choose a track, D-Pad **left/right** to spin the wheel so that the desired track appears at the top of the wheel.

- To select the track, press ⊗.

Track Overview



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 off the track.

BRAKE

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

The bikes hold a maximum of four turbo boosts. You begin each race with all four, and they are replenished each time you complete a lap. The green lights on the HUD show you how many you have left. Each turbo boost gives you a short but violent burst of speed, and they're best used in straight-aways or cornered sections that you know very well. Use them wisely, but always use them. It's hard to win without strategic employment of your Turbo boosts.

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 20 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 off of bumps and jumps, but it reduces your overall stability.

SHARP TURN

The sharp turn buttons 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.

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), Mid-Air stunts give you temporary bike enhancements.

Strategy

☞ Remember, Jet Moto is a **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 massive 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 on 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 so hard, you won't know what hit you. 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 through the trouble of learning a heavy bike, use it and 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, TruePhysics 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 expected 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™ Entertainment Technologies, Inc.

SONY INTERACTIVE STUDIOS AMERICA

Executive Producer
Allan Becker

Producer
Mike Giam

Assistant Producer
Felice Standifer

Shell Layout and Design
Axiom Design

QA Manager
Mark Pentek

Lead Analyst
Mike Benton

Assistant Lead Analyst
Jo Aragones, Donovan Soto

SingleTrac™ ENTERTAINMENT TECHNOLOGIES, Inc.

Producer
Danny Lunt

Director
Mike Mason

Director Software Development
Randy Zorko

Game Software Development
Mike Badger, Jay Barnson, Travis Hilton, Danny Lunt, Mike Mason

3D Graphic Tools
Russ Almond

Lead 3D Graphic Designers
Will Dougherty, Pierre Dufresne, Jennifer Fortin,
Michael Makarczyk, Manny Rangel

Senior Sound Designer/Music Supervisor
Sandra Geary

Sound Integration
Scott Turner

Lead Tester
Nate Pendleton

Testers
Angie Bartholomew, Jon Marquette

SONY COMPUTER ENTERTAINMENT AMERICA

Marketing Manager
David Bamberger

Package Cover & Logo Design
The Three 8 Creative Group, Ed Cristman, John Borg and Dave Mazur

Manual and Manual Layout
T.S. Flanagan

Original Package Front Concept & Game Shell Illustrations
Sal Velluto

Promotions
Melanie Hitchcock

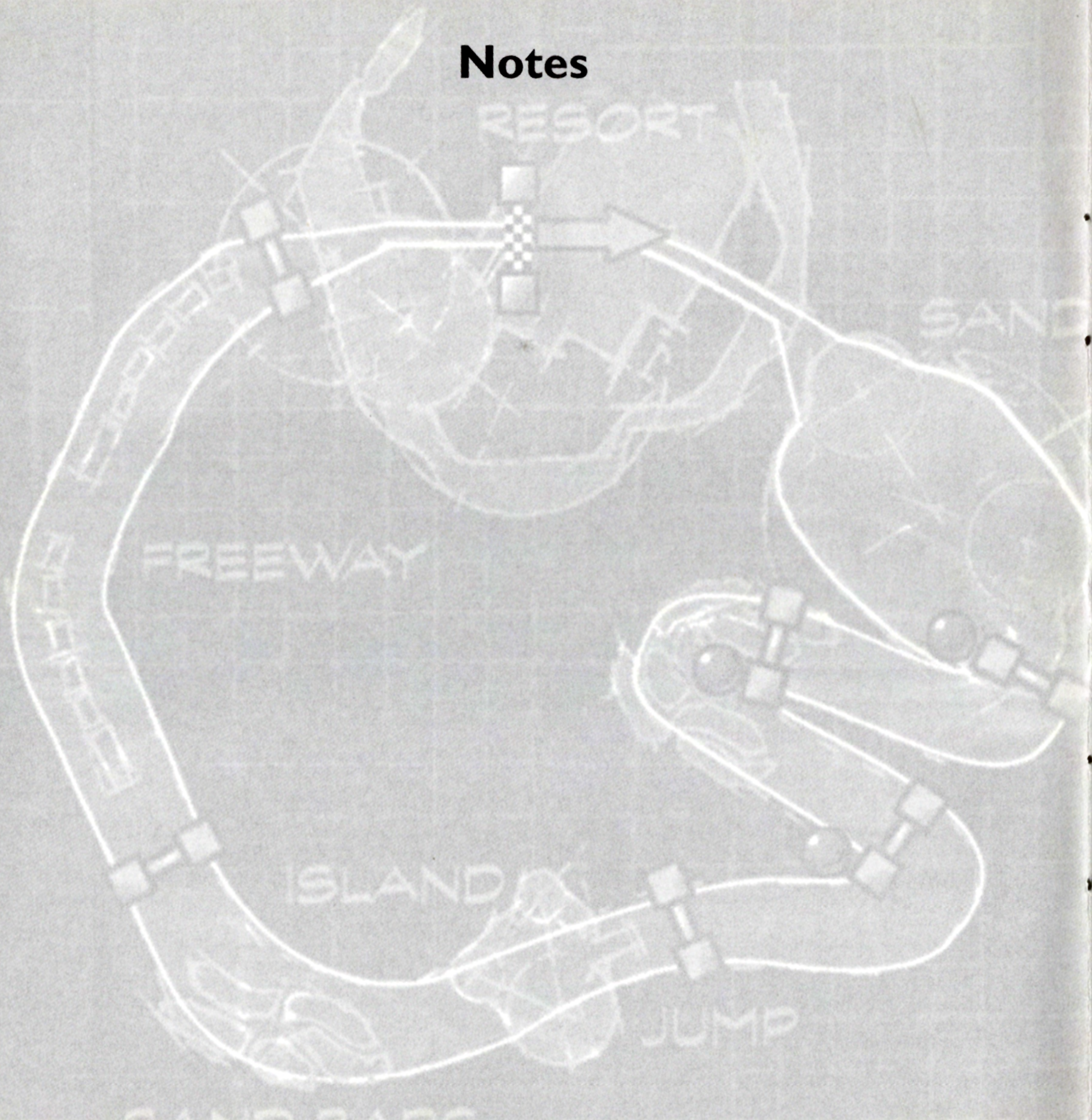
Public Relations
Kevin Horn

Special Thanks
Mike Giam, Andrew House, Peter Dille, Jack Tretton, Kelly Flock, Marilyn Weyant, Howard Liebeskind, Kim Shanklin, Jeff Fox, Charlotte Skeel, Susan Nourai, Nikki McGrath, Richard Watts, TBWA Chiat/Day, Trisha and Travis Giam, Dave Jaffe, Steve Ceragiolli

Notes

Notes

Notes



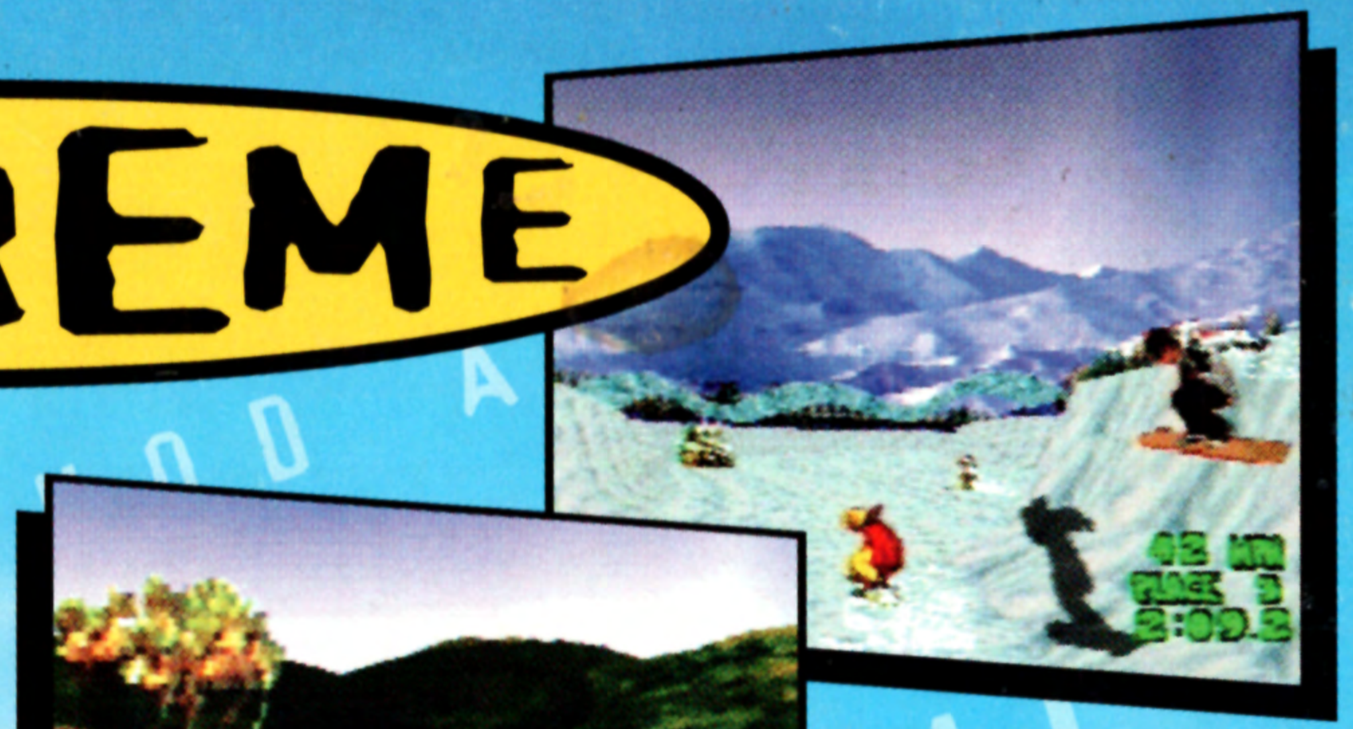
SOFTWARE WARRANTY

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, any you may also have other rights which vary from state to state.

2XTREME









- SNOWBOARD IN JAPAN, IN-LINE SKATE IN LAS VEGAS, MOUNTAIN BIKE IN AFRICA AND SKATEBOARD IN LOS ANGELES.
- ALL NEW POINTS SYSTEM ALLOWS YOU TO COMPETE IN A SEASON & EARN POINTS BASED ON YOUR FINISH, SPECIAL MOVES AND KNOCKDOWNS.
- 4 TYPES OF "POWER-UPS" AND 10 DIFFERENT CHARACTERS GIVE YOU THE CHANCE TO BECOME AN XTREME CHAMPION.
- PULL OFF AWESOME MANEUVERS LIKE BACKSIDE RAIL GRABS AND OLLIE-AIRS ON THE SKATEBOARD & CARVES, 360'S, AND JAPAN'S ON THE SNOWBOARD.
- KICK AND PUNCH YOUR WAY TO THE FINISH!
- COMPETE IN A SEASON ON 12 INTENSELY INSANE COURSES. TWO PLAYER SPLIT SCREEN RACING, 4 LEVELS OF DIFFICULTY, AND CREATE YOUR OWN PLAYER MAKE 2 XTREME A RUSH!

PlayStation™

Jet Moto and TruePhysics are trademarks of Sony Interactive Entertainment Inc. ©1996 Sony Interactive Entertainment Inc. Developed by Sony Interactive Studios America. © 1996 Sony Interactive Studios Entertainment Inc. Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation Logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. 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.

SONY COMPUTER ENTERTAINMENT™