

JET X 20



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

JetX2™ Tips and Hints

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the U.S. 1-900-933-SONY (1-900-933-7669)
\$0.95/min. auto hints (All prices subject to change).
\$5.00-\$20.00 for card recharge

Within Canada: 1-900-451-5757
\$1.50/min. auto hints (All prices subject to change).

For U.S. callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week.

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, 7AM-6PM PST.

PlayStation 2 Online www.playstation.com

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

TABLE OF CONTENTS

Setting Up Your	The Race Venues.....18
PlayStation 2 System.....4	SlicStream.....18
Memory Card.....4	DeltaFactor.....18
Controller Diagram.....4	Hyperion Gorge.....18
Controls.....5	PermaFrost.....18
Menu controls.....5	MesoTec.....19
Watercraft controls.....5	Aquatica.....19
Trick Controls.....5	NeoTropic.....19
Shred the Hard Water.....6	Metro Nox.....19
Game Screen.....7	The Pause Menu.....20
Starting the Game.....9	Resume.....20
Main Menu.....9	Restart.....20
Single Event.....9	Options.....20
World Tour.....9	Controller Config.....20
Setting Game Options.....9	Exit.....20
Playing Competition X2O.....11	The Riders.....21
Competition Types.....11	The Watercraft.....25
Difficulty Levels.....12	Saving Data.....25
2 Player Competitions.....12	Loading Saved Data.....25
Controlling Your PWC.....12	Credits.....26
Steering and Power.....12	
Shifting Your Weight	
Forward or Back.....13	
Jumping.....13	
Subdive and Subdive Jumps.....13	
Barrel Rolls and Back Flips.....13	
Sticking the Tricks.....14	
Scoring the Points.....14	
Race Results Screen.....15	
New Record Entries.....15	
After the Race.....15	
The World Tour.....16	
World Tour Difficulty Levels.....16	
Starting the World Tour.....16	
Unlocking Race Features.....16	
Big Wave Mode.....17	
2 Player Games.....17	

SETTING UP YOUR PLAYSTATION 2 SYSTEM

Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the **MAIN POWER** switch (located in the back of the console) is turned **ON**. Press the **STANDBY/RESET** button. When the power indicator turns green, press the **OPEN** button and the disc tray will open. Place the **JETX20™** disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach a game controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



MEMORY CARD

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into **MEMORY CARD slot 1** of your PlayStation 2 computer entertainment system. You can load saved game data from the same card or any memory card (8MB) (for PlayStation®2) containing previously saved **JETX20** games.

CONTROLLER DIAGRAM



CONTROLS

These are the default controls. You can select a different preset controller configuration. See "Setting Game Options" on page 9.

Note: The controls are shown using the left analog stick. The directional button can be used in place of the left analog stick for watercraft or menu controls.

MENU CONTROLS

Start/Pause game	START button
Highlight menu item	left analog stick
Select menu item	X button
Previous screen	△ button
Open Options Menu from Anywhere in front end	⊙ button

WATERCRAFT CONTROLS

Accelerate	X button
Turbo	Ⓜ button
Sliding Turn	left analog stick ↓ + ←/→
Tight Turn	left analog stick ↑ + ←/→
Lean forward/back hydroplane	left analog stick ↑/↓
Lean left/right	left analog stick ←/→
Camera	△ button

Note: See Controlling Your PWC for steering information on page 12.

Subdive	Snap the left analog stick quickly ↓, then ↑
Subdive jump	Snap the left analog stick quickly ↓, then ↑, then ↓
Barrel roll	Snap left analog stick → then ←, or ← then → quickly while airborne
Flip	left analog stick ↑ then ↓, or ↓ then ↑ quickly while airborne

TRICK CONTROLS

Trick	L1, R1, L2, or R2 buttons
Trick Modifier	Ⓜ button
Character specific tricks	Ⓜ button + other trick controls when Turbo Power Gauge reaches Mega (red zone)

Note: See "Sticking the Tricks" on page 14.

SHRED THE HARD WATER

Bored with flat-water lap races? JetX₂O puts the fear back into personal watercraft racing with eight of the most exotic and tricky locales ever discovered. Each race is a fierce one-way ticket down torturous river routes fighting turbulent rapids, rocks and a rowdy crew of tough competitors. Burn through lava tubes on a hell-raising Hawaiian vacation, or hustle around ancient ruins trying not to tattoo your face on a half-submerged relic. Shoot crazy boulder-infested rapids at a turbo-charged 90 miles per hour or dash through urban waterways trying to sniff out that race winning secret route. You won't doze on these courses. Take a bad hop in choppy water or hit another rider's wake and you're flossing with the handlebars.

JetX₂O keeps you stoked on competitions including Trick Only, Race Only or a combination of both World Tour careers or 2 Player duels. Cruise to victory or oblivion on ten high-tech machines ranging from solid production racers to insane concept rigs. Each machine is powered by our highly experimental (but clean-burning!) next-gen hydrogen fuel, named JetX₂O.

You've shown you're crazy enough for these races by just showing up. Now prove you're outrageous enough to win.



GAME SCREEN



RACE POSITION/TOTAL NUMBER OF RACERS

Your place in the race is updated in real time and displayed here with the total number of racers.

CURRENT TRICK AND CURRENT TRICK POINTS

Each time you perform a trick or trick combination, its name appears at the bottom of the screen. The score for a trick or combo adds up as you perform the trick. The Current Trick Points display when you hit the water.

- /// If the Current Trick Points is **GREEN**, you nailed the tricks with a good landing and the score is added to your Trick Points Total.
- /// If the Current Trick Points is **RED**, you bailed on the landing and these points are lost.

TRICK POINT MODIFIER

Trick point modifiers multiply the score every time you stick a combo.

- /// 2 trick combo = score x 1.5
- /// 3 trick combo = score x 2
- /// 4 trick combo = score x 3
- /// 5 trick combo = score x 4

TRICK POINTS TOTAL

Total trick points earned during the current event.

RACE TIME

This is your total elapsed time.

SPEEDOMETER

Your speed in miles per hour or kilometers per hour. You can change this setting on the Options Menu.

COURSE PROGRESS BAR

The progress bar shows your current position in relation to the other racers on the course. The top of the line is the race finish line. Your position is marked by an arrow. Other riders are marked by red lines.

BOOST GATES

Find gates throughout each course. Pass between the posts of the gates to get a Turbo Power Boost. Shortcuts and secret routes may also have gates. Each time you pass through a gate, your Turbo Power Gauge is partially charged. Many gates are located in harder to reach places or in locations that are off of the main racing course. Some gates give more of a boost than others.

BOOST GAUGE

When the Boost Gauge is charged, you can hit the Boost button (B), for a heavy boost of JetX2O fuel. Boost is charged when you pass between the red, orange, or yellow posts of each gate along the course AND when you pull tricks during a trick competition. The more tricks you nail in a jump, the more fuel is added to the Boost Gauge. When the Boost Gauge hits Mega (the red zone), the boost is extreme. Mega Boost power drains gradually whether you hit the (B) button or not, so use it or lose it.

Note: When the Boost Gauge reaches the Mega zone, awesome character specific tricks become possible. Press the (B) button during tricks to discover these moves.

COURSE GUIDES

Course guides always point to the finish line.



STARTING THE GAME

- Press the **START** button to display the Title screen. Press the **START** button again to display the Main Menu.
- Use the left analog stick **↑/↓** and press the **X** button to select menu options.
- Use the left analog stick **←/→** to change a setting.



MAIN MENU

SINGLE EVENT

One or two players compete in a single race, trick competition or combination of both on any unlocked venue. 2 Player games are played on a split-screen.

WORLD TOUR

Race the most exotic watercraft locales on the planet. Select Race Season, Trick Season or a combination of both. Compete in **AMATEUR**, **PRO** or **EXPERT** difficulty levels.



SETTING GAME OPTIONS

Press the **○** button on the Main Menu or the Select Venue Screen to view the Options Menu. Press the left analog stick **←/→** to change a setting.



SOUND

Make sound adjustments and music choices on this menu. Press the left analog stick **↑/↓** to highlight a setting and **←/→** to change it.

PRESET

Select preset sound F/X and music volume combinations. You can view the changes for each combination as you highlight it by viewing the other volume options. **NORMAL** sets the default volume for all races. If you change individual volumes, the setting changes to **CUSTOM**.



MUSIC, VOICES, ANNOUNCER, SOUND FX AND ENGINE NOISE

Change the volumes. Any adjustments causes the Settings to change to **CUSTOM**.

MODE

Set to **MONO**, **STEREO** or **SURROUND** depending on your sound system.

GAME

UNITS

Set measurements to **Miles Per Hour** or **Kilometers Per Hour**.

WIDESCREEN

Set Widescreen **ON** or **OFF**. If set to **ON**, the Split Screen setting below will lock the Vertical setting.

SPLIT SCREEN

Set the 2 Player Split Screen display to **VERTICAL** or **HORIZONTAL**.

CONTROLLER

 View controller layout

 Turn the Vibration function on analog controllers (**DUALSHOCK®2**) **ON** or **OFF**.

MEMORY CARD

SAVE DATA

Save data to a player file that contains **World Tour Season**. You must have created a player file in order to save data.

LOAD PLAYER FILE

Load a saved **World Tour Season**.

DELETE PLAYER FILES

Delete a saved **World Tour Season**.

LOAD RECORDS

Loads a records file which includes top five times and points for each venue.

RESET RECORDS

Resets the records file. Any stored record files are lost.

Note: See "Saving Data" on page 25 for more saving options.

VIEW RECORDS

View the top five times and trick points for each venue.



TOP 5 TIMES			
RANK	PLAYER	WITH	TIME
1	HOLBE	WATTORIO	4:26.56
2	GOON	WATTORIO	4:28.66
3	RA	TAYLOR	4:30.00
4	EDDY	KARIN	4:39.20
5	HRL	LUC	4:47.79

TOP 5 SCORES			
RANK	PLAYER	WITH	SCORE
1	HOLBE	WATTORIO	155158
2	GOON	WATTORIO	149272
3	JODY	KARIN	87154
4	EDDY	KARIN	89382
5	HRL	LUC	75216

LEVEL: CANYON

SELECT BACK

PLAYING COMPETITION X₂O

Compete in JetX₂O racing or trick events. In the World Tour, compete in racing events only.

COMPETITION TYPES

JetX₂O features three types of competition.

COMBO MODE

Complete the course in the shortest elapsed time while tricking as much as possible.

/// Stomp tricks or pass through gates to boost your Turbo Power Gauge.

TRICK MODE

Go for trick points while the clock counts down.

- /// You must jump through the floating "X" positioned near jumps AND be sticking a trick when you do it.
- /// Start the trick session with the allotted amount of time.
- /// Trick points add seconds to the clock.
- /// Trick points boost your Turbo Power Gauge.
- /// When the clock runs out, you're done.

RACE MODE

Compete for the fastest time and don't sweat the tricks.

- /// Pass through gates to boost your Turbo Power Gauge and steal boost from your buddy to be first at the finish line.
- /// Ramps are removed except when they are needed to jump to a shortcut.

DIFFICULTY LEVELS

Select **AMATEUR**, **PRO**, or **EXPERT**. As you increase in difficulty:

- Computer riders become tougher to beat.
- Obstacles become more numerous and tougher to maneuver around.
- The current becomes stronger and harder to navigate.

2 PLAYER COMPETITIONS

- Go head-to-head with another player in single event split screen games.
- Compete on any tracks unlocked during 1 Player World Tour competition.



YOUR ANNOUNCER

Former extreme sports legend Malcolm is your JetX20 announcer. He loves hassling riders, but knows a great performance when he sees one. Scramble hard or nail some quality tricks and he'll show his appreciation until you screw up the next time.

CONTROLLING YOUR PWC

STEERING AND POWER

To steer your personal watercraft it must be powered up. Press the **X** button to accelerate and steer using the left analog stick or directional buttons **←/→**. The stern (rear) of your PWC turns first. Steering is influenced by surface swells, choppy water, currents, the wakes of other PWCs and most of all, the balance of your PWC.



SHIFTING YOUR WEIGHT FORWARD OR BACK

Shifting your rider's weight forward or back changes PWC handling characteristics. Shift the rider's weight forward or back by pressing the left analog stick $\uparrow/\downarrow$ while steering. Learn to balance the craft for the type of turns you want to make.

- ///** Pressing $\uparrow$ pushes the bow of the craft down, enabling it to make extremely tight turns. However, if you bury the bow in the water, your turns may be so sharp that the craft is hard to control at higher speeds. Top speed is also reduced when the rider's weight is pitched forward.
- ///** Pressing $\downarrow$ shifts the rider's weight to the stern and pulls the bow out of the water. When the rider's weight is shifted back, the craft tends to slide into turns. Maximum speed increases due to hydroplaning which occurs when there is less contact (friction) between the hull of the craft and the water.

JUMPING

Use ramps to jump by hitting them at high-speed. Using Turbo Power (Ⓢ button) when you hit a ramp is sometimes the only way to jump to elevated routes in the game.

RECOVERING FROM JUMPS

After a huge jump over a waterfall, for example, the PWC and rider plunge deep into the water. Putting around underwater like a submarine costs valuable time. Hit the water with the bow up (left analog stick $\downarrow$) to help the craft power out when you hit the water.

SUBDIVE AND SUBDIVE JUMPS

A subdive rams your PWC and rider underwater. Snap the left analog stick quickly $\downarrow$, then $\uparrow$ to sink below the surface. Your machine will quickly resurface. A subdive jump shoots the PWC out of the water after a dive.



BARREL ROLLS AND BACK/FRONT FLIPS

- ///** Pull barrel rolls through the air by using the left analog stick $\leftarrow$ and $\rightarrow$. Snap one way and quickly back the other way. Hold in the final position to continue rolling.
- ///** To back and front flip in the air, snap the left analog stick $\uparrow$ or $\downarrow$ quickly. Snap one way and quickly back the other way. Hold in the final position for multiple flips.



WHEELIE

If your Turbo power is juiced, you can pull a Wheelie. Use the left analog stick $\downarrow$ and press the Ⓢ button.

STICKING THE TRICKS

Once you have some hang time, start cranking out tricks using the L1, L2, R1 and R2 buttons. Press the  button as a modifier to stomp even more tricks. Grab as much air time for tricks as possible by hitting ramps with good speed. Ramps are positioned throughout each course to supply air for tricks or a jump shot at alternate routes. Look for naturally occurring ramps too. Boulders sticking out of the water supply great jumps if they are angled correctly, as can old pieces of sheet metal.



Note: In race mode, most ramps are removed.

- /// Trick combos multiply points earned.
- /// For even more insane tricks, press the  button while you have Mega Boost (red zone of the Turbo Power Gauge) for character-specific tricks.
- /// Experiment with chaining together tricks by using a subdive after your first trick.
- /// The more trick points you earn, the more turbo power you have to burn during Time and Trick or Trick Only races.

SCORING THE POINTS

To score the points you have to stick the landing. A **GREEN** score appears when you hit the water with a successful landing after pulling tricks. Those points are added to your Trick Point Total. If you blow the landing the score appears in **RED**. Those points are lost.

TRICK MODE

To score during a trick only event you must pull the trick as you pass through the "X"s that hover above the ramps. This usually requires good jump speed. Jack up your score 2X, 3X, or 4X depending on the color of the "X" you pass through.



- DARK BLUE** = 2X
- MEDIUM BLUE** = 3X
- LIGHT BLUE** = 4X

RACE RESULTS SCREEN

After you hit the finish line the Race Results Screen displays stats. Your results are listed in yellow type. In World Tour competition this states whether you have qualified for the next race.

RACE RESULTS				
RANK	NAME	WITH	TIME	
1	PEREGRIN	VITTORIO	04:00:20	
2	EVA	LUC	04:05:57	
3	KARIN	LUC	04:57:59	
4	DMITRI	LUC	04:59:53	
5	LUC	LUC	06:51:40	

TRACK RESULTS				
RANK	NAME	WITH	SCORE	POINTS
1	LUC	LUC	82425	
2	DMITRI	LUC	82167	
3	PEREGRIN	VITTORIO	82442	
4	EVA	LUC	82315	
5	KARIN	LUC	77312	

- /// Rank – Your place in the race.
- /// Name – In Single Race Mode your name will be either Player 1 or Player 2. In Season Mode, your entered racer name will appear.
- /// With – This is the racer you selected before the event.
- /// Time – Your elapsed time to finish the race.

NEW RECORD ENTRIES

If you set a new record, enter your name at the bottom of the screen.

TOP 5 RECORD SCORES				
RANK	NAME	WITH	SCORE	
1	PEREGRIN	VITTORIO	82442	
2	DMITRI	LUC	82167	
3	PEREGRIN	LUC	82442	
4	EVA	KARIN	82315	
5	KARIN	EVA	77312	

NEW RECORD
ENTER YOUR NAME

1 2 3 4 5 6 7 8 9 0
a b c d e f g h i j k l m
n o p q r s t u v w x y z
SPACE DONE

1. Use the left analog stick to highlight a character and press the button to enter it. Press the button to delete an entered character.
2. When you are finished, select DONE and press the button to register your name.

AFTER THE RACE

After closing the Results screen or Record Entry screen select one of the options:

- CONTINUE** – Continue World Tour play or return to the Main Menu in Single Event play.
- RESTART** – Repeat the race at the same venue.
- SAVE** – Save any new data from the race.



THE WORLD TOUR

WORLD TOUR DIFFICULTY LEVELS

JetX20 features three difficulty levels for World Tour play:

AMATEUR — Four races at four different venues

PRO — Six races at six different venues

REXPERT — Eight races at all eight venues

STARTING THE WORLD TOUR

To compete in a new World Tour racing season.

1. On the Main Menu select **WORLD TOUR**.
2. Select **START NEW SEASON**.
3. Enter your season name. Use the left analog stick to highlight a character and press the **X** button to enter it. Press the **□** button to delete an entered character. When you are finished, select **DONE** and press the **X** button to register your name.
4. Select a rider. Press the left analog stick **←/→** to view the riders. More riders can be unlocked during World Tour competition.
5. Select a craft. Press the left analog stick **←/→** to view the craft. Additional PWC's can be unlocked during World Tour Competition.
6. Select a difficulty.
7. Press the **X** button to set up at the starting line and press again to start the countdown clock.

UNLOCKING RACE FEATURES

The World Tour is where you unlock hidden game features for other play modes. Win races to unlock new features including:

- /// Craft decals
- /// New PWC's
- /// New riders
- /// New wetsuits
- /// Craft attributes



BIG WAVE MODE

Check your pride at the door. This is where you just cruise around without fear of being judged. Jet around anywhere throughout this wide open area and practice your turning, subdive, and tricking. Malcolm will be in your ear to help you out if you get in a jam.

2 PLAYER GAMES

Two player compete with any unlocked Riders and PWC's on any available track. To begin a 2 Player game:

1. On the Main Menu select **SINGLE EVENT**.
2. Select **TRICK AND TIME**, **TRICK ONLY** or **TIME ONLY**
3. Select **TWO PLAYER**.
4. Select a rider and craft. Player 1 selects first.
5. On the Venue Select Screen select the **TRACK**, **DIFFICULTY** and **EVENT**.
6. Press the **X** button to set up at the starting line.
7. When both players have pressed the **X** button, the race countdown begins.



THE RACE VENUES

Each race is a one-way trek down-river. All routes lead to the same finish line on each race so find the quickest path to a win. In Single Player Mode, only four venues are open until you unlock additional venues in World Tour Mode.



SlicStream

The serene scene, the quiet stillness, the misty morning dew - enjoy its beauty while you can. Once you get ripping down this fast flowing river, blast into chains of lakes, and fly over the dam, you won't have a chance to grab another glimpse. So soak it all up while you can!



DeltaFactor

Muddy shallows and plenty of places to run aground will make you wish you had a dirt bike strapped to your back. This dark and stump infested course features some confusing backwater routes so keep an eye out for course guides.



Hyperion Gorge

Get the hole shot on the first turn to avoid clashing with other riders or gurgling through their wake. Dash through the narrow wild-water gorges that are the highlight of this race. Tight quarters bring out the brutality of your competitors making every turn a brawl. Check your jumps because huge air sometimes finishes on top of a boulder. Stay alert for some great dry-rock rides that chip away at your elapsed time.



PermaFrost

Go gigantic but not Titanic on this frosty arctic run through huge glacial caverns. Scream by the occasional shipwreck grabbing great jumps or nasty wipeouts off huge icebergs. You'll want to trade in your wetsuit for sled dogs the first time you jam your machine on a frozen chunk. Go for speed whenever you can but be ready for the house-sized snow cone waiting around the next turn.

MesoTec

Race through villages and the ancient aqueducts that branch off this raging waterway. Rough water, turbulent narrows and boulders are the primary hazards. The fierce drop in altitude climaxes with a plunge over a huge fall.



Aquatica

Ancient half-submerged columns jut out of crystal-clear water where massive statues stand guard over the lost city's fantastic architecture. Begin by blasting through the narrow run at the top of the course to the ocean below. Once you find the aqueducts, race through the partially sunken palace toward the center of town. The perfect water clarity will trick your eyes and passages barely wider than your craft demand precise driving.



NeoTropic

JetX20 competition goes volcanic as you shoot fiery lava tubes on this race through paradise. Come out of the hole and continue at top speed until the river narrows and a severe test of your driving skills happen at every turn. Other riders get nasty when the going gets tight. Look out when running the narrow lava chutes. You can lose control, jump out of the chute and land going upstream (the wrong way). Make up for any lost time with lots of turbo applied in the several open water areas.

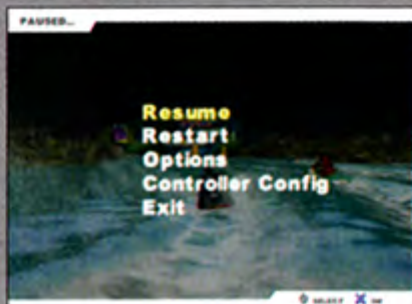


Metro Nox

Brace yourself! This city isn't meant for those of you with weak stomachs. It's filled with insane drops, impossible transitions, and dark, tight passages that will test even the toughest of racers. Keep a keen eye out for the crumbled freeway passages. They can save you some valuable time, as well as boost your trick score.



THE PAUSE MENU



RESUME

Continue racing from where you left off.

RESTART

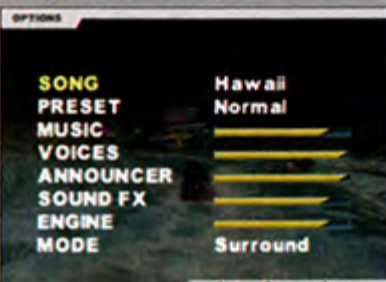
Start the event over from the beginning.

OPTIONS

Make music and sound decisions. See "Setting Game Options" on page 9.

CONTROLLER CONFIG

Select preset controller options or return to default controls.



EXIT

Quit playing and return to the Title screen. When prompted, select YES to end play.



THE RIDERS

Meet the crew of riders ready to take on the JetX2D challenge. Not all racers are unlocked yet but you can view them all. See what it takes to unlock players by reading the requirements on the locked rider's screen. Press the left analog stick $\leftarrow/\rightarrow$ on the Rider Select screens.

TAYLOR JORDAN

USA

Age: 27

Balance (5/10)

Strength (7/10)

Weight (6/10)

Tricks (7/10)



After dominating for years as a BMX champion, Taylor Jordan shocked the BMX world by switching to watercraft racing. Jordan said he was "bored" and "needed a tan". Nobody took him seriously until he started defeating seasoned veterans in competition. Now, sporting a nice tan, he is known as a well-rounded player to be reckoned with.



LUC LA MOUCHE

Bouin, France

Age: 19

Balance (6/10)

Strength (7/10)

Weight (5/10)

Tricks (7/10)



Luc La Mouche's brand of bold and aggressive maneuvers has given him a reputation of being reckless. His amazing speed is checked only by his ability to control it. Other riders, such as Vittorio Calabria, dislike his dangerous riding style and erratic after hours behavior.





KARIN NIELSEN

Trollhattan, Sweden

Age: 27

Balance (8/10)

Strength (6/10)

Weight (4/10)

Tricks (7/10)



Karin Nielsen is a former wakeboarding champion. When a knee injury forced her out of the sport last year, she decided to take up racing in the JetX₂O challenge. Using her athleticism and trick mastery from wakeboarding, she took PWC racing to a whole new level.



EVA DEL TORO

Spain

Age: 22

Balance (9/10)

Strength (5/10)

Weight (5/10)

Tricks (6/10)



Eva del Toro is calm and cool in a circuit full of show-offs and hotheads. Her less flashy tricks enable her to stomp her landings consistently and continue on her way. She likes night races and solitude. Cunning and often underestimated, del Toro uses her speed to steal the lead.



VLADI ZAKHAROV

Russia

Age: 35

Balance (4/10)

Strength (9/10)

Weight (8/10)

Tricks (4/10)



Vladi Zakharov is a powerhouse who plows over other players without seeming to even notice. His aggressive style and ability to stay in control make him a winner. He also likes to intimidate challengers with clever insults.



VITTORIO CALABRIA

Italy

Age: 24

Balance (7/10)

Strength (6/10)

Weight (5/10)

Tricks (7/10)



Vittorio Calabria is here to do more than win. He wants to beat Luc La Mouche. Last year, La Mouche's reckless riding cost Calabria the victory. Using his consistent jump landings and speed, Calabria has promised spectators a showdown they won't forget!





LIA CARDOSO

Brazil
Age 15
Balance (8/10)
Strength (4/10)
Weight (4/10)
Tricks (9/10)



Lia Cardoso is the youngest competitor and the undisputed JetX₂O trick princess. Her giddy personality shines through with her crazy acrobatics in the air. Don't let her attitude fool you. She is serious about winning.



KENJI TANAKA

Yokohama, Japan
Age: 17
Balance (8/10)
Strength (4/10)
Weight (5/10)
Tricks (8/10)



Kenji Tanaka is the son of racecar legend, Amano Tanaka. He is a racing prodigy, able to pilot any vehicle on land and sea with incredible speed and flawless trick execution. His small frame, however, is sometimes a disadvantage against rough waters or physically stronger riders. Will he be able to continue the Tanaka dynasty's dominance in racing?

THE WATERCRAFT

Contest wins in World Tour competition will unlock added features to your PWC and unlock additional PWCs for single races. Start competing with the Crusher. To unlock a better PWC, the Jammer X, complete an amateur world tour. Stomp a pro world tour and you'll be rewarded with a custom machine. Each machine gets meaner, faster and more agile. As you unlock each watercraft you can check out their specs:

- /// Handling – The steering response
- /// Speed – The top speed of the craft
- /// Accel – How fast the PWC gets to top end
- /// Stability – How steadily the craft rides in the water



SAVING DATA

After you close the Results Screen, select **SAVE** and press the **X** button to save race stats or game progress. You may be prompted to overwrite previously saved data. Select **YES** and press the **X** button. You can save:

- /// New record times or points for any event
- /// World Tour progress



LOADING SAVED DATA

JetX2O automatically checks for saved data when you start the game. To Load World Tour Data:

1. On the Main Menu select World Tour.
2. Select **LOAD SEASON**.
3. Select the Season you want to play.

Note: You can manage the memory card (8MB) (for a PlayStation®2) on the Options Menu. See "Setting Game Options" on page 9.

CREDITS

KILLER GAME

Kyle Avise - 3D Artist
Steve Braski - 3D Artist
Tom Braski
Mick Buckmiller - Lead 3D Artist
Jim Busike - Character Modeler
Jacinda Chew - 3D Artist
Jocelyn Chew
Matt DeVico
John William East
Josh Hassin - Producer
Ron Horn
Cyrus Kamada
Nan Young Kim - Character Artist
Caroline Kingery - Artist
Tawn Kramer - Technical Art Director
Jude Liberty - 3D Artist
Andre Couturier Maitret - Animator
Christopher Moran - Level Designer
Leo Mortero
Sanjit Patel
Darren Quach - Level Designer
Alan Scales
Casey Steffen - 3D Artist
Mark Sweat
Linden Vann
Philip Van Valkenberg
Mike Young - 3D Artist

Concept Art

Richard Bennett
Brian Krezel
Hogie McMurtie
Mauricio Couturier



PRODUCED AND PUBLISHED BY SONY COMPUTER ENTERTAINMENT AMERICA

Producer

Kolbe Launchbaugh

Senior Producer

Chris Cutliff

Director of Sports Product Development

Kelly Ryan

Audio Director

Buzz Burrowes

Music Director

Chuck Doud

Sound Design Manager

David Murrant

In-Game Music Mastering

Chuck Carr

Lead Sound Designer

Brad Aldredge

Cinematic Audio Post Production

Tristan des Pres

Additional SFX Foley

Chuck Carr

Additional Audio Post Production

Malcolm Ryker

Voice Talent

Malcolm Ryker, Emily Joyce, Matt Hoyt, Kai Vilhelmsen, Sue Norberg, Christopher Wright, Marc Biagi

Music

Ramon Bostich: Kumbia Analogica, Rumba, Drummy

Chuck Carr: Organik, B and D, Boat Man

John Goff: Sleepwalker, Breaking the Coad, The Way Out Sound

Rafter Roberts: Aquarius, Dirty Feet, Cold Out Here, Intro

Director First Party Quality Assurance

Michael Blackledge

Senior Manager

Richard Markelz

Core Manager

Mike Veigel

Usability / Online Manager

Doug Damron

Technology Manager First Party Quality Assurance

Kevin Simmons

Lab Technician

Vince Loughney

Project Management Supervisor First Party Quality Assurance

Fred Dodson

Assistant Project Coordinator

Jason Villa

Release Coordinator

Eric Ippolito

Game Test Engineer

Aaron Luke

Analysts

Chris Richardson, David R. Curington, Dominic Zenquis, Kevin Hoiland, Nathan Edwards, Peter Santos, Raoul Bauson, Rich Wilson, Tyler Everett, Vincent Pang, Abel Ramos Jr., Bill Moss, Chris Marsden, Rodger Aladray, Heath Aeria, Greg Tyler, Jeremiah Herring, Matt Bolger, Dan Mallory

Director, Product Development Services Group

Dwayne Mason

Motion Capture Manager

Brian Rausch

Motion Capture Project Coordinators

Marc Kater, Scott Peterson, Jerry Ashworth

Motion Capture Technology Supervisor

Percy Sagun

Motion Capture Animation Lead

Chad Moore

Motion Capture Animator

Brian Phipps, Frank Strocchio, Michael Graessle, Eryn Roston

Motion Capture Specialist

Johnny Walker, Jake Wilson, Travis Parks

Motion Capture Studio Supervisor

James Scarafone

Motion Capture Studio Technician

Daniel Legg, Ryan Beeson

Motion Capture Tracking Supervisor

Michael Shinkle

Motion Capture Tracking Technician

David Ibarra, Marla Rausch

Motion Capture Actors

Josh Hassin, Matt Davis, Frank Teplin, Josh Liberty, Christopher Wright, Sioban Dixon, Angeline L. Fasano, Camille Berner

Cinematic Supervisor

Scott McMahon

Cinematic Project Lead Editor/Composer

Jahil Nelson

Cinematic Creative Project Lead

Jeff Vargas

Cinematic Project Manager

Gina Cafasso

Cinematic Composer

Devin Olden

Cinematic Senior CG Advisor

Bob Estus

Cinematic Art Director

Ron Padua

Cinematic CG Coordinator

Brian Johnson

Cinematic CG Artist

Jarett Riva

Bill Johnston

Cinematic Technical Engineer

David Randolph

Tools & Technology Manager

Brian Dawson

Senior Tools Engineer

David Hubbard

Tools Engineer

Joe Wilkerson

Development Tools & Accounts Administrator

Jason Young

Maya Technical Support Group

Chris Mayberry, Dave Marshall,

Rick Harding





SONY COMPUTER ENTERTAINMENT AMERICA, MARKETING

Product Marketing Manager

John Koller

Director, Product Marketing

Ami Blaire

Director, Promotions

Sharon Shapiro

Director, Public Relations

Molly Smith

Director, Direct and Online Marketing

Steve Williams

Director, Creative Services

Ed DeMasi

Creative Services Manager

Quinn Pham

Promotions

Mary Thomas

Johanna Legarda

Public Relations Specialists

Ryan Bowling

Alyssa Casella

Director, Legal & Business Affairs

Shelly Gayner

Packaging and Manual Design

Creative Dynamics, Inc.

Special Thanks

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of JetX2O with special recognition to the Executive Management team including: Kaz Hirai, Masayuki Chatani, Andrew House, Steve Ross, Riley Russell, Jack Tretton, Marilyn Weyant and Shuhei Yoshida.



LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship of a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days 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.



