



**CAPCOM**<sup>®</sup>

**⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

**READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.**

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**Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
  - Avoid large screen televisions. Use the smallest television screen available.
  - Avoid prolonged use of the PlayStation 2 system.  
Take a 15-minute break during each hour of play.
  - Avoid playing when you are tired or need sleep.
- 

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

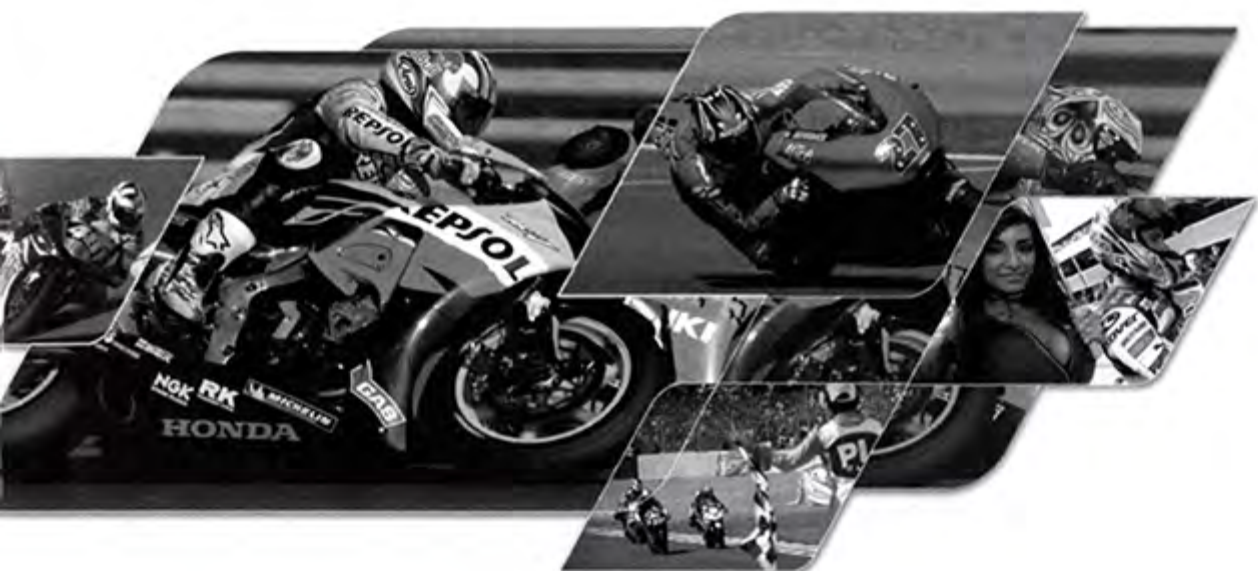
Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION 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.



# CONTENTS

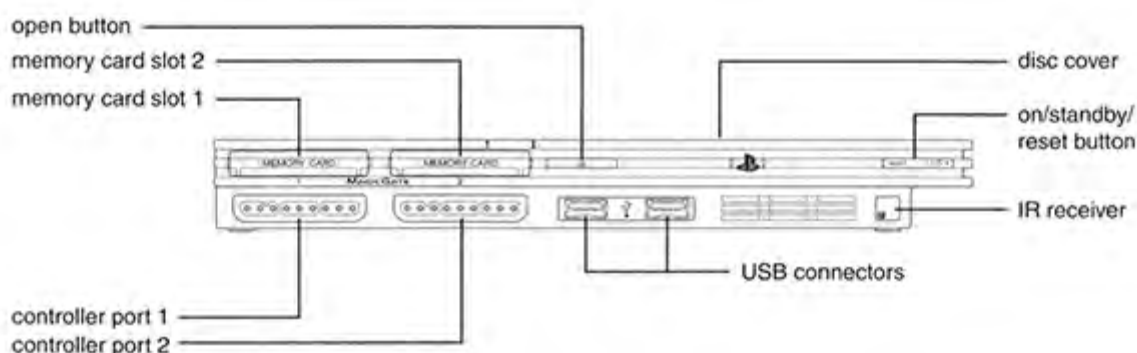


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#### A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting MOTOGP 07 for your PlayStation®2 computer entertainment system. CAPCOM® is proud to bring you this new addition to your video game library.

# GETTING STARTED



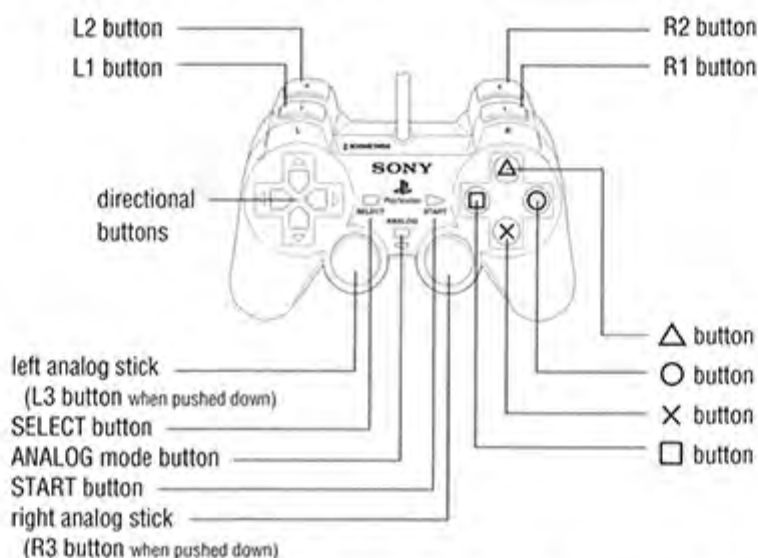
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **MotoGP 07** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## **MEMORY CARD (8MB) (For PlayStation®2)**

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

# DEFAULT CONTROLS

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. You can turn the vibration function on/off in Option Mode (see page 8).

## DEFAULT GAME CONTROLS

directional buttons / left analog stick	Menu selection
× button	Confirm
△ button	Back
□ button	Options (if applicable)

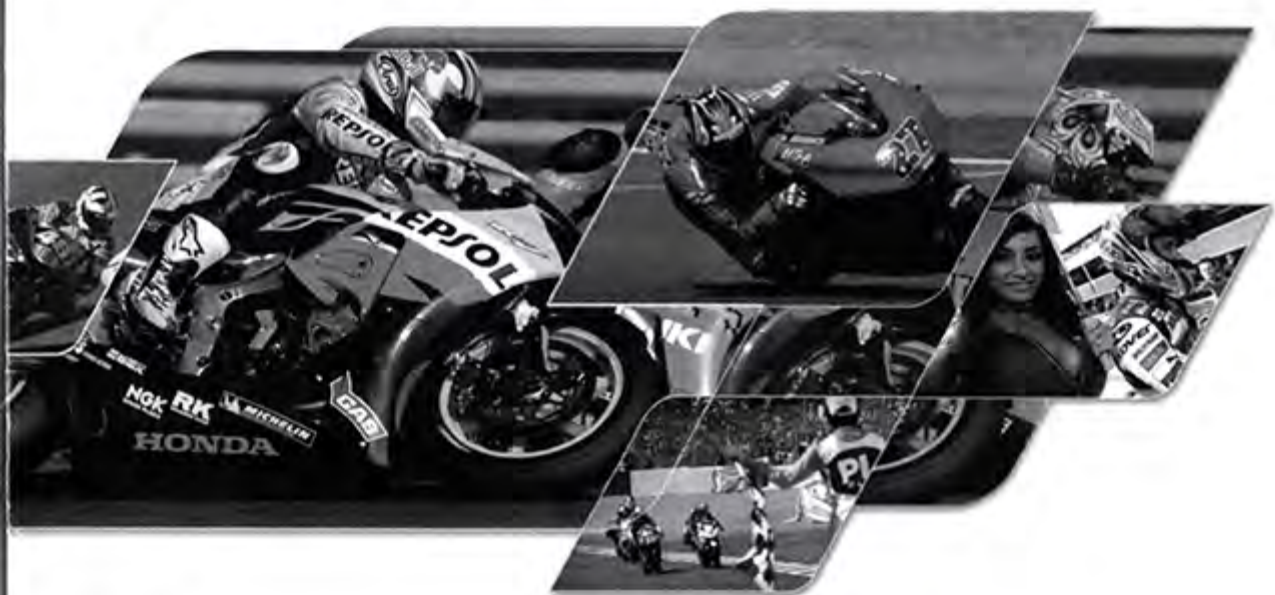
### WHILE RACING

× button	Accelerate
□ button	Front Brake
△ button	Reverse
○ button	Gesture
left analog stick	Steer / Up & Down Rider
right analog stick	Accelerate / Brake
<b>L1</b> button	Shift up
<b>R1</b> button	Downshift
<b>L2</b> button	Rear view
<b>R2</b> button	Rear break
<b>L3</b> button	Analog Rider
<b>R3</b> button	Analog Accelerator
<b>SELECT</b> button	Change Camera
<b>START</b> button	Pause

# WELCOME...

*...to the power, to the passion and to the world of premier motorcycle racing. Welcome to MotoGP 07.*

*Race against the best, on the best, using the latest in bike technology, on world renowned tracks, against the world's best riders from the **MotoGP 07** series, as you break away from the pack and win race after race for the ultimate crown of MotoGP Champion 2007. You have everything to race for!*



## TUTORIAL

The first time you play **MotoGP 07**, try Tutorial Mode. This will help you decide what motorcycle and racing style suits you best.

To enter Tutorial Mode, select **START TUTORIAL** from the Main Menu and press the **X** button. The tutorial immediately plunges you into an arcade race, and offers racing hints and tips from the start.

To access the tips, press the **START** button to enter the Pause Menu. From here, you can alter the racing model (**ARCADE**, **ADVANCED** or **SIMULATION**), change your transmission, or exit Tutorial Mode.

In Tutorial Mode, you also have the option to receive live tips. With this option activated, the game judges your riding style and offers advice wherever needed.

# RACING SCREEN



<b>1. Lap indicator</b>	Number of laps you completed.
<b>2. Position</b>	Your race position.
<b>3. Record</b>	Current record lap time.
<b>4. Lap Time</b>	Your last lap time.
<b>5. Direction</b>	Direction arrow alerts you to upcoming bends.
<b>6. Exclamation Mark</b>	Warns when you are traveling too fast for the corner.
<b>7. Gap</b>	Indicates the interval between you and the riders just in front of and behind you.
<b>8. Rev Counter</b>	Curved line indicates revs you're pulling.
<b>9. Speed</b>	Your current speed (defaults to kilometers per hour).
<b>10. Gear</b>	Your bike's current gear.
<b>Race Updates</b>	(not shown) Race updates appear live, letting you know who is leading.

*The game screen is fully configurable via the set-up menus. The display shown above is the default configuration.*

# MAIN MENU



## QUICK RACE

Choose your favorite track, rider (press the **R1** button to switch between game and real rider statistics), difficulty level, riding model (**ARCADE**, **ADVANCED** and **SIMULATION**), transmission type, number of laps and weather conditions. Then hit the tarmac and don't look back!

## TIME ATTACK

This option lets you set the best time for every circuit, competing against yourself to shave vital seconds off your record. Select your circuit and rider, then start racing. You can choose to have a ghost rider appear after the first valid lap you complete. This ghost reruns your previous best lap, enabling you to judge where you can best make improvements to improve your lap time.

Just when you think you've shaved off every last possible second, you can challenge the unlockable **LEGEND GHOSTS** featuring a near-perfect lap!

## CHAMPIONSHIP

Championship Mode recreates the entire **MotoGP 07** series. Configure your championship from 6 to 18 circuits, and choose whether to include qualifying laps and real lap numbers for each race. You can also choose your rider, configure the weather, riding model and transmission, and set the difficulty level.

Before each race, you'll have the option to alter the mechanical set-up of your bike. This includes changing tires, suspension stiffness, turning speed and gear ratios. You'll also be able to check rider standings and see where your rider ranks in the championship, as well as viewing individual performance statistics.

You also have the option to practice the circuit solo in Free Practice Mode.



## **CHALLENGE MODE**

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One hundred unique challenges await the ambitious rider. If you have the nerve to take them on and the skill to see them through, you'll be rewarded with hidden content from ghost riders to MotoGP video footage.

Challenges are divided into the following categories:

### **TRAINING**

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- **Speed** Stay above the indicated speed to finish inside the allotted time.
  - **Brakes** Use the limited amount of braking sparingly to finish a circuit of the track.
  - **Racing Line** Don't stray too far from the racing line.
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### **CHECKPOINT**

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Reach each checkpoint before time runs out to earn additional time to complete the lap.

### **TOKEN**

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Collect tokens for valuable additional seconds to keep your time from running out.

### **SLALOM**

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Negotiate the gates and complete a lap before the timer ticks down.

### **QUICK RACE**

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Win a designated race with a designated rider.

### **MEDAL**

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A combination of challenges need to be completed to win the medals.

### **SCENARIO**

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- **Single Race** Compete in an actual race scenario from MotoGP.
  - **Championship** Compete in an actual championship scenario taken from MotoGP.
  - **Time Trial** Set the record on a specific circuit.
-

# MAIN MENU

## MULTIPLAYER

Race against a friend and 6 computer-controlled opponents via split-screen in any of the following modes:

- **Quick Race** Single race against a friend and 6 computer-controlled opponents.
- **Time Attack** Single race against a friend and no computer-controlled opponents.
- **Championship** Championship Mode tournament against a friend and 6 computer-controlled opponents. This mode can be customized in the same way as the main Championship Mode.

## OPTIONS



- **Controller Setup** Configure your controller for maximum response!
- **Audio Setup** Set sound effects and music volume, and choose the audio output to suit your setup.
- **Video Setup** Customize all elements of the in-game Head Up Display to suit your style of play, preferred distance measurements, and so on.
- **Language Selection** Select a language to play the game in.
- **Autosave Settings** Configure the automatic save settings.
- **Credits** See the names of the people behind the game.

# THE RIDERS

## NICKY HAYDEN

**USA / Repsol Honda / Bike:** Honda RC212V

Well-liked among other riders, Nicky Hayden finished the 2006 season on a career high as MotoGP World Champion. Hayden is capable of on-track genius such as that seen in his first MotoGP victory at Laguna Seca where he led from the start. Nicknamed "The Kentucky Kid," he is one of MotoGP's best and is one of the most consistent riders in the Championship.



## DANI PEDROSA

**Spain / Repsol Honda / Bike:** Honda RC212V

At just 21 years of age, Pedrosa has the fire to be a real contender in MotoGP. Having been plucked from the Movistar Activa Cup series in 1999, he made his World Championship debut in 2001, scoring two podium finishes and a 1st place the following year. For his fourth MotoGP appearance, Pedrosa won the Chinese Grand Prix in Shanghai.



## VALENTINO ROSSI

**Italy / Fiat Yamaha Team / Bike:** Yamaha YZR-M1

Widely considered one of the greatest motorcycle riders ever, Rossi has become something of a phenomenon. 2006, however, saw the Italian legend dethroned by American Nicky Hayden, so "The Doctor" will be determined to regain the Championship crown this year.



## COLIN EDWARDS

**USA / Fiat Yamaha Team / Bike:** Yamaha YZR-M1

Rossi's team mate has been racing in MotoGP since 2003 after several successes in the World Superbike Championships. Edwards' MotoGP career has been a troubled one, often seeing him avoiding injury in spectacular crashes, and littered with a general lack of the spectacle that made him so great in WSC. However, 2007 could be his year.



# THE RIDERS

## LORIS CAPIROSSI

**Italy / Ducati Team / Bike:** Ducati D16 GP7

Capirossi made the move from 125cc to 250cc in 1992 and picked up seven victories before moving to the 500's with Honda in 1995. Mixed fortunes shone on Capirossi's teams, but his skill and experience have always won through. 2006 saw him in top form before suffering from a crash at Catalunya. Even then he still managed a remarkable 3rd place in the championship with wins at Jerez, Brno and Motegi.



## CASEY STONER

**Australia / Ducati Team / Bike:** Ducati D16 GP7

From his first race win at the age of 9 to the age of 14, Stoner won 41 dirt track titles and 70 state titles. In 2005, Stoner finished runner-up in the 250cc World Championship with four victories under his belt. His MotoGP career started last year with Yamaha finishing in a respectable 8th place.



## MARCO MELANDRI

**Italy / Honda Gresini / Bike:** Honda RC212V

Melandri was racing 125cc Grand Prix at the age of 15 and his career has been on full throttle ever since. He took his first 250cc title at Germany's Sachsenring in 2001 and finished 3rd in the championship. 2003 saw him move to MotoGP, but it wasn't until 2005 that he really showed his true potential. There is no doubt that 2007 will see Melandri wanting more of the limelight.



## TONI ELIAS

**Spain / Honda Gresini / Bike:** Honda RC212V

Elias' family bike shop near Barcelona fostered his obsession with two wheels, and a career on them was inevitable. What couldn't have been foreseen, though, was his natural talent and passion on the track. Elias often displays amazing flair with an aggression and risk that few others can match.



## *JOHN HOPKINS*

**USA / Suzuki / Bike:** Suzuki GSV-R 800

Having started in motor sport at the age of four, Hopkins has racing in his blood. After a string of successes, he moved to MotoGP in 2002. In 2005 Hopkins finished in 14th place and last year he made it to 10th. Could 2007 be the year for this young rider?



## *CHRIS VERMEULEN*

**Australia / Suzuki / Bike:** Suzuki GSV-R 800

Surprising many to gain 8th place overall in the Australian Superbike Championship of 1999, Vermeulen's career has gone from strength to strength, resulting in his first win in the 2005 Superbike Championship at Assen, Holland. 2006 saw him transfer to the elite MotoGP class with inspirational flashes of brilliance that can only flourish in 2007.



## *OLIVIER JACQUE*

**France / Kawasaki Racing / Bike:** Kawasaki Ninja ZX-RR

Jacque has an impressive CV with awards such as Rookie of the Year at the 250cc Championships in 1995, 17 Pole Positions and one World Championship (250cc 2000). He will be looking to make his mark on the circuits of 2007.



## *RANDY DE PUNIET*

**France / Kawasaki Racing / Bike:** Kawasaki Ninja ZX-RR

Randy de Puniet enters his second season for Kawasaki full of potential. Starting with scooter competitions, de Puniet quickly became a star of the French Championships before moving to the World Championships with a series of three victories for the Aprilia team 2003.



# THE RIDERS

## ALEX BARROS

**Brazil / Pramac d'Antin / Bike:** Ducati D16 GP7

Having started at the age of eight, Barros is one of the most experienced MotoGP riders, with over 15 years of track racing under his belt. With his notoriety for braking late, recent seasons have seen him return to more consistent form and a determination to lead the pack.



## ALEX HOFMANN

**Germany / Pramac d'Antin / Bike:** Ducati D16 GP7

Starting out in Motocross, Hofmann's skills were soon spotted and he made European 250cc champion in 1998. Dogged by injuries, Hofmann's career has never quite fulfilled its true potential — but 2007 could be his time to shine.



## JEREMY MCWILLIAMS

**UK / Ilmor GT / Bike:** Ilmor SRT

Being a late starter, hitting the grid at 24, has not stopped McWilliams from becoming an outstanding rider. In 1990 and 1991 he took the Irish Championship titles and in 1998 took 9th place in the 250cc World Championship. 2002 saw McWilliams' first MotoGP outing.



## ANDREW PITT

**Australia / Ilmor GT / Bike:** Ilmor SRT

Pitt emerged from the Australian Superbike and Supersport Championships in the late 90s by claiming the Supersport Championship and coming in runner-up in the Superbike Championship of 1999. This young Australian has proved himself across all classes and comes to MotoGP 07 with a determination to be a real contender.



## **SHINYA NAKANO**

**Japan / Konica Minolta / Bike:** Honda RC212V

Nakano took the All-Japan 250cc Championship in 1998 after a long apprenticeship in 125cc and 250cc racing. Moving to 250cc international racing in 1999, Nakano gained considerable success, shifting, in 2001, up to the 500cc series. The 2007 season could be a showcase for Nakano's considerable talent.



## **CARLOS CHECA**

**Spain / Honda LCR / Bike:** Honda RC212V

2007 marks another change of team for the consistently fast Spaniard. In 1998, Checa achieved his best-ever MotoGP result, finishing 4th overall. In the past three years, Checa has changed teams each year and finished overall 15th last year for Yamaha Tech 3.



## **MAKOTO TAMADA**

**Japan / Dunlop Yamaha / Bike:** Yamaha YZR-M1

Having tasted victory in the World Superbike Championships and MotoGP, Tamada is a rare beast. A hero in his home nation, Tamada started riding mini-bikes at the age of nine before moving up through International A Class and Superbikes. Tamada definitely has the capacity to lead, and 2007 could be his year.



## **SYLVAIN GUINTOLI**

**France / Dunlop Yamaha / Bike:** Yamaha YZR-M1

Having won the French National Open 250 and coming 3rd in the European series in 2000, Guintoli took to the World Championship circuits in 2001. Guintoli has only had one MotoGP start in his career before (as a test rider for Yamaha Tech 3) and this rookie will be looking to earn a reputation for success in 2007.



# THE RIDERS

## KENNY ROBERTS JR.

**USA / Team Roberts / Bike:** Honda KR212V

As part of the Roberts motorcycle dynasty, Kenny has speed in his blood. He took the world stage in 1997 in the 250cc World Championship at age 17. In 1999 and 2000, he was crowned Pro Honda Series Champion, and in 2004 he raced his first MotoGP event.





# THE TRACKS

MotoGP 07 faithfully recreates the world's most testing motorcycle circuits.

## *LOSAIL INT. CIRCUIT (COMMERCIAL BANK GRAND PRIX OF QATAR)*

**Length:** 5.38km

5.4 km of grueling curves in the heat of the Qatar desert make Losail one of the world's most trying circuits. The circuit's long 1km straight allows you to build up some speed — but watch out for the quick left-handers that can get the adrenaline pumping.



## *JEREZ (GRAN PREMIO DE ESPAÑA)*

**Length:** 4.423km

The sunny south of Spain is the setting for this circuit. Consistently blue skies, glorious scenery and gigantic grandstands make Jerez a real event. With its variety of straights and turns, the track is often used as a testing ground for MotoGP teams.



## *ISTANBUL PARK CIRCUIT (GRAND PRIX OF TURKEY)*

**Length:** 5.34km

One of the real favorites with riders, the Istanbul circuit features some of the fastest corners in the series. Dramatic changes of elevation add to the thrills. Precision is the key to winning in Istanbul.



## *SHANGHAI CIRCUIT (SINOPEC GREAT WALL LUBRICANTS GRAND PRIX OF CHINA)*

**Length:** 5.281km

This is a state-of-the-art circuit with huge grandstands and the most sophisticated pit and paddock areas on the planet. The circuit itself is easily one of the most thrilling in the series with roller coaster-like twists and turns, and very fast straights.



# THE TRACKS

## *LE MANS (ALICE GRAND PRIX DE FRANCE)*

**Length:** 4.18km

One of the most famous tracks in the series, the Le Mans track is actually built around the 24-hour track. This is one of the most controlling circuits in MotoGP, dominated by first gear corners, late braking and hard acceleration.



## *MUGELLO (GRAN PREMIO D'ITALIA ALICE)*

**Length:** 5.245km

The romantic setting (in a beautiful Tuscan valley) belies its reputation as one of the most challenging in the world. The 5.245km track includes slow and fast curves, long straights and off-camber corners. Not only does this put man and machine to the test, it is also one of the toughest tracks to set up your bike for.



## *CIRCUIT DE CATALUNYA (GRAN PREMI DE CATALUNYA)*

**Length:** 4.727km

Barcelona is a unique city and it boasts one of the world's greatest circuits. With a kilometer-long straight and a series of left and right turns that equal some of the best on the planet, this circuit is a challenge for even the most experienced riders.



## *DONINGTON PARK (NICKEL & DIME BRITISH GRAND PRIX)*

**Length:** 4.023km

Built in a natural amphitheater, the Donington Park circuit is one of the best in the UK. A demanding series of tight bends combines with a flowing first section to deliver the kind of variety that will keep you coming back for more.



### *TT ASSEN (A-STYLE TT ASSEN)*

**Length:** 4.555km

Designed for the Dutch TT and opened in 1954, the TT Assen circuit is a favorite with riders. Recently truncated to make for a more exciting racing experience, the track features some world-class experiences such as the banked Strubben Corner.



### *SACHSENRING (ALICE MOTORRAD GRAND PRIX)*

**Length:** 3.671km

Sachsenring first played host to MotoGP in 1998, and the track has seen many improvements since. Numerous tight bends may make this one of the slower tracks in the series, but they also result in nail-bitingly close pack action with only the most daring riders able to break away.



### *LAGUNA SECA (RED BULL U.S. GRAND PRIX)*

**Length:** 3.61km

This track has been subject to numerous improvements over the last few years and in 2006 hosted a return for MotoGP as a U.S. Grand Prix. Its 11 curves and long straights provide the scope for some breathtaking action.



### *AUTOMOTODROM BRNO (CARDION AB GRAND PRIX CESKE REPUBLIKY)*

**Length:** 5.403km

Czechoslovakia offers an amazing track at Brno with a majestic sweeping circuit that constantly changes in elevation. Riders fly past beautiful forestry as they take on fast corners that push both man and machine to the limit.



# THE TRACKS

## *MISANO (GP DI SAN MARINO E DELLA RIVIERA DI RIMINI)*

**Length:** 4.18km

Close to Rimini, the Misano circuit has played host to many thrilling motorcycle events since it was built in 1972. MotoGP returned to the circuit in 2007 to enjoy its upgraded facilities and spectacular atmosphere.



## *ESTORIL (GRAN PREMIO DE PORTUGAL)*

**Length:** 4.182km

One of the most difficult circuits in series to traverse, Estoril combines a tough chicane with long, wide curves to create a set of unique challenges for the riders. Exciting to watch and heart-stopping to race, Estoril makes for one of the highlights of the MotoGP calendar.



## *TWIN RING MOTEGI (A-STYLE GRAND PRIX OF JAPAN)*

**Length:** 4.801km

The Motegi complex is the center of the Japanese motor sports enthusiast's world, hosting both road and oval courses, museums, hotels, shops and many other attractions. Built in 1997 by Honda, the circuit provides plenty of two-wheeled challenges.



## *PHILLIP ISLAND (GMC AUSTRALIAN GRAND PRIX)*

**Length:** 4.448km

The Phillip Island circuit plays host to some of the most elegant motorcycle action as riders stream through its curves at awe-inspiring speeds. Dating back to the 1920 s, Phillips Island is the spiritual home to motor sport in Australia.



## *SEPANG CIRCUIT (POLINI MALAYSIAN MOTORCYCLE GRAND PRIX)*

**Length:** 5.548km

One of the most exciting, though grueling, circuits on the calendar is Sepang, which set new standards for circuits worldwide when it opened in 1999. The track lends itself to overtaking with slow corners and long straights, providing plenty of opportunity for opening up the throttle on the MotoGP motorcycles.



## *COMUNITAT VALENCIANA (GRAN PREMIO DE LA COMUNITAT VALENCIANA)*

**Length:** 4.005km

One of the smallest circuits in the series, Valencia's tightly bound curves and respectable straights make for some intense motorcycle action for the season's final race.



# MUSIC CREDITS

All tracks provided by Platinum Sound Publishing  
Music Supervisor / Project Manager – Adi Winman  
Business affairs – Helen Gammons

With special thanks to Pig Factory, Boosey  
& Hawkes, Chrysalis Music Publishing, Spin Out  
Records and The Academy of Contemporary Music.

## **Chromic**

Written and Performed by Peer Taraldsen (TONO)  
Published by Pigfactory USA (ASCAP)  
Courtesy of Pigfactory USA

## **This Town (Lost In London Mix)**

Performed by Subsource  
Written, Produced & Arranged by: Stuart Henshall,  
Dennis Ng, Neil Shervell,  
and Paul Frazer,  
Additional production and mix by: Adi Winman  
2007 Spin Out Records

## **Dance Dance Dance (pigmix)**

Performed by LeGrand  
Written by Fabian Lundgren/Martin Lundgren/Sinisa  
Krnjatic/Anders  
Tillaeus/Fredrik Tillaeus (STIM)  
Published by Pigfactory USA (ASCAP)  
& RoastingHouse Music / Scandinavian  
Songs Music Group (STIM)  
Courtesy of RoastingHouse Records

## **Come As One (Vandal Remix)**

Performed by Swain & Paris feat Neive Armstrong  
Written, Produced & Arranged by Kevin Swain  
& Luis Paris  
Additional Remix & Production by Sam Evans  
2007 Spin Out Records

## **Fade Out**

Written and Performed by Darren Wilsey (ASCAP)  
Published by Pigfactory USA (ASCAP)  
Courtesy of Pigfactory USA

## **Obey (DJ Quest Remix)**

Performed by Vandal  
Written, Produced & Arranged by Sam Evans  
Additional Remix & Production by Marcus Britnell  
2006 Lot 49 Ltd.

## **Fistful of Blood**

Written and Performed by Josh Crocker (PRS)  
Published by Pigfactory USA (ASCAP)  
Courtesy of Pigfactory USA

## **Let Me Out (Hyper Remix)**

Performed by Born Tricky & Mr. Frisk  
Written, Produced & Arranged by Jeremy Duffy  
& Ryan Stanford  
Additional Remix & Production by Guy Hatfield  
2006 Spin Out Records

## **Get Away (pigmix)**

Performed by Mon Roe  
Written by Andersson/Svensson/Berlin/Sundmark/  
Vainionpää (STIM)  
Published by Pigfactory USA (ASCAP)  
& RoastingHouse Music / Scandinavian  
Songs Music Group (STIM)  
Courtesy of RoastingHouse Records

## **The Gap**

Performed by Ben Preston  
Writer, performer, producer and composer:  
Ben Preston  
(Copyright Control)

## **Psycho (pigmix) (Instrumental)**

Performed by Cosmic Ballroom  
Written by Sörewall/Nilsson (STIM)  
Published by Pigfactory USA (ASCAP)  
& RoastingHouse Music / Scandinavian  
Songs Music Group (STIM)  
Courtesy of RoastingHouse Records

## **Hotspot**

Performed by Adam Form  
Written and Produced by Adam Form  
(Copyright control)

## **Sleeper (Instrumental)**

Written and Performed by Jane Fontana (ASCAP)  
Published by Pigfactory USA (ASCAP)  
Courtesy of Pigfactory USA

## **Dark Delay**

Performed by Stuart Churchill  
Written and produced by Stuart Churchill feat  
Jessica Grande of Sound Corruption  
(Copyright control)

## **Son of Cain**

Written and Performed by Josh Crocker (PRS)  
Published by Pigfactory USA (ASCAP)  
Courtesy of Pigfactory USA

## **Speakers (pigmix)**

Performed by Sink To See  
Written by Dony James West (ASCAP)  
and Jason L. Napier (ASCAP)  
Published by Pigfactory USA (ASCAP)  
Courtesy of Pigfactory USA

## **Liquid Persuasion**

Performed by Titus Gein  
Written by: Douglas Laing / Christopher Reilly /  
Ross Rankin  
(Copyright control)

## **Black Euro**

Written and performed by Disco Ensemble  
Published by: Air Chrysalis Scandinavia AB  
(P) Fullsteam Records under exclusive license  
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of Universal Music GmbH  
(C) Fullsteam Records under exclusive license  
to Universal Music domestic division, a division  
of Universal Music GmbH

## **CREDITS**

**Marketing:** Nique Fajors, Jack Symon, Laili Bosma, Frank Filice, Philip Ser, Alben Pedroso, Rey Jimenez, Robert Hamiter, Ryuhei Tanabe, Tony Leung

**Creative Services:** Francis Mao, Jacqueline Truong, Philip Navidad, Christine Watson

**Public Relations:** Chris Kramer, Alicia Kim

**Community:** Seth Killian, Christopher Tou

**Customer Service:** Darin Johnston, Long Nguyen

**Manual Layout/Editing:** Hanshaw Ink & Image

## **90-DAY LIMITED WARRANTY**

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Card from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Card free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Card to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Card certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM ENTERTAINMENT, INC.  
Consumer Service Department  
800 Concar Drive, Suite 300  
San Mateo, CA 94402-2649

This warranty shall not apply if the Game Card has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

## **REPAIRS AFTER EXPIRATION OF WARRANTY**

If the Game Card develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Card to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Card certified mail. CAPCOM will replace the Game Card, subject to the conditions above. If replacement Game Cards are not available, the defective product will be returned to you and the \$20.00 payment refunded.

## **WARRANTY LIMITATIONS**

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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### **In-game factual corrections:**

- Alex Barros actually made his debut in 1986 in the now defunct 80cc championship not in the 250cc championship.
- Nakano made his debut in the 250 class in 1998, with Yamaha, not in the premier MotoGP class.
- Stoner made his debut in MotoGP in 2006 with Honda, not with Yamaha. His best 2006 result was a second place at Istanbul, where he was overtaken by Melandri on the last bend of the race.