



# MotoGP 2

OFFICIAL GAME OF MotoGP



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## **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.



# MotoGP2

# Manual

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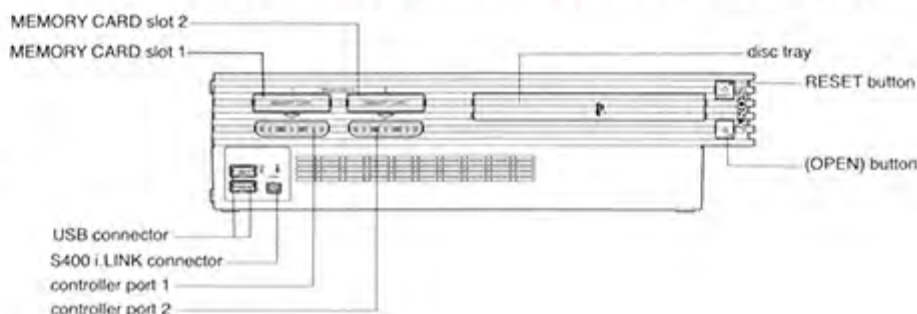
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# GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in the instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET Button. When the power indicator lights up, press the OPEN Button and the disc tray will open. Place the MotoGP2 disc on the disc tray with the

label facing up. Press the OPEN Button again and the disc tray will close.



## MEMORY CARDS

Insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 to load a saved game or create a new MotoGP2 game file.

## MEMORY CARD CHECK AND RIDER REGISTRATION

Before starting MotoGP2, a memory card check is necessary, as is rider registration. On the Title Screen, press the START Button and the memory card check will proceed automatically.

If there is no saved MotoGP2 data on the memory card, the Name Entry Screen will appear.

See "New Rider Entry/Rider Registration" on page 4.

If MotoGP2 game data already exists on the memory card, the Load Screen will appear.

## LOAD SCREEN

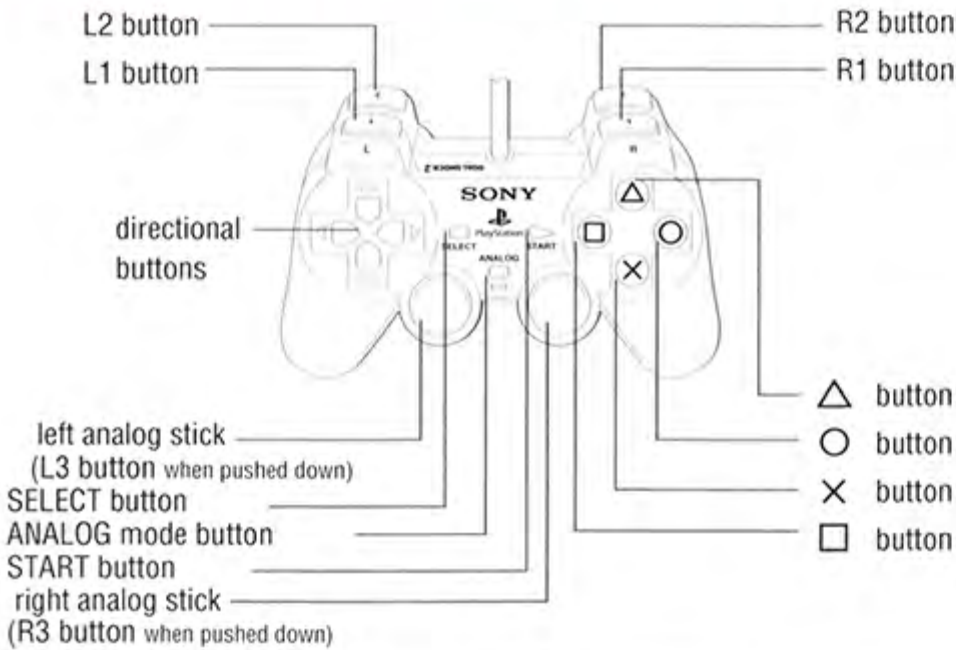
Select either a saved game file or NEW RIDER ENTRY. Select GAME FILE to load a previously saved game and go to the Main Menu Screen. Select NEW RIDER ENTRY to register as a new rider.





# CONTROLS

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



*Note:* MotoGP2 is only compatible with the DUALSHOCK®2 analog controller, DUALSHOCK® analog controller or the standard controller. No other controller is compatible with MotoGP2. Do not use the NegCon or JogCon to play MotoGP2.

DUALSHOCK®2 analog controller and DUALSHOCK® analog controller only: Press the Analog Mode Button (LED on) to steer a bike with the Left Analog Stick.

## MENU CONTROLS

- Start game .....START Button
- Select menu items .....Directional Button
- Confirm menu selection .....X Button
- Cancel menu selection.....triangle Button
- Display menu selection in the Results Screen .....START Button
- Change settings .....Directional Button  
Left/Right
- Scroll through Results Screen entries .....Directional Button



## RACING CONTROLS

Accelerate . . . . .	ⓧ Button
Brake . . . . .	Ⓚ Button
Steer bike . . . . .	Directional Button or Left Analog Stick Left/Right
Shift up (MT only) . . . . .	R1 Button
Shift down (MT only) . . . . .	L1 Button
Switch views (default is 3rd and 1st person views) . . . . .	Ⓛ Button
Pause Game/Pause Menu . . . . .	START Button
Change BGM . . . . .	Ⓞ Button
Wheelie . . . . .	R2 Button + ⓧ Button
Stopy . . . . .	R2 Button + Ⓚ Button
Burn out from standstill . . . . .	R2 Button + ⓧ Button + Ⓚ Button
Victory pose right after finish line . . . . .	R2 Button

## NEW RIDER ENTRY/RIDER REGISTRATION

On the New Rider Entry Screen, enter a name and nationality, and select a helmet for your rider.





## REGISTERING RIDER'S NAME

Create a name for your rider. Use the Directional Buttons to select a letter or character and press the **X** Button to enter it. If you need to delete a letter, press the **△** Button. Select END and press the **X** Button when done.



## REGISTERING NATIONALITY

Enter the rider's nationality using three capital letters (e.g., JPN = Japan, USA = United States of America). Press the Directional Button to select a letter and press the **X** Button to enter it.



## SELECTING A HELMET

Toggle the Directional Button Left/Right to select one of six helmet designs. Press the **X** Button to confirm your decision.



## SAVE GAME SCREEN

After you choose a helmet, the Save Game Screen will appear. Select a Save File by pressing the Directional Button Left/Right and press the **X** Button to confirm your choice. Select YES when prompted to create a new Save Game File.





# MAIN MENU

Press the Directional Button Up/Down to select a mode and press the **X** Button.



## ARCADE

In this race against CPU opponents, you start at the very last starting grid and fight your way to the checkered flag. Play this mode to get a feel for the game.

## SEASON

Join a racing team and compete on worldwide circuits for combined points. Your goal is to defeat the best racers and win the championship.

## TIME TRIAL

Select a combination of circuit and bike in a race against the clock. Since there are no opponents in this mode, use it to get a feel for the track without worrying about other riders.

## CHALLENGE

Test your skills by taking on various challenges. In addition, some challenge requirements are hidden so you won't know whether you made the grade until you score.

## VS

Go head-to-head in Two Player action for one-race showdowns. If one rider is more experienced than the other, set a handicap to even up the match.

## LEGENDS

Take on four of motorcycle racing's legendary riders in a single-race battle.





## OPTIONS



### CONFIGURATION CONTROLLER SETTINGS

To configure the controller setup:

- 1 Press the Directional Button Up/Down to specify which control you want to change and press the **X** Button.
- 2 Press the Directional Button Left/Right to change the setting and press the **X** Button.
- 3 Select CONFIRM and press the **X** Button.

### VIEW

Select an in-game view. When you press the **△** Button during a race to toggle between View 1 and View 2, the default setting toggles between 3rd person and 1st person. You can change these view settings.



- 1 Press the Directional Button Left/Right to select VIEW 1 or VIEW 2 and press the **X** Button.
- 2 Press the Directional Button to select a new view and press the **X** Button.
- 3 Select CONFIRM and press the **X** Button.



## SOUND

To change sound settings:

- 1 Press the Directional Button Up/Down to select a sound feature and press the **X** Button.
- 2 Press the Directional Button Left/Right to change the setting.
  - BGM – Adjust music volume
  - SE – Adjust sound effects, such as engine noise
  - Output – Select STEREO or MONO
- 3 Select CONFIRM and press the **X** Button.



## SCREEN

To adjust the screen:

- **Screen Type** – Select either 4:3 or 16:9 aspect ratio. The recommended setting for wide-screen televisions is 16:9.
- **Screen Adjust** – Press the Directional Buttons to adjust the screen display position.
- **Brightness** – Use the controls on your television to set screen brightness. The number 7 should be dim and the number 8 barely visible.

Press the START Button to return all settings to default.

## RIDER REGISTRATION

Reset a previously registered rider's name, nationality, or helmet. All other saved data for this file will remain the same. See "New Rider Entry/Rider Registration" on page 4.

## SAVE/LOAD

Save and load games. See "Saving and Loading Game Data" on page 21.



## PLAYING THE GAME

This section covers general gameplay that is common to all modes.

### HOW TO TURN

You must lean to the side in order to turn your bike. Your turning radius will depend on the angle of lean.

*Note:* If you use the Directional Buttons to turn, the maximum amount of lean will be applied. This makes it difficult to finesse the amount of turn. Steering with the Left Analog Stick allows you to make finer turn adjustments.

### DRIVING ON RAINY DAYS

Depending on the mode you are in, you may race in rainy weather. Rain-soaked tracks are slippery, so if you lean your bike as you would in dry track conditions, you may lay the bike down and crash. This is particularly true if Simulation is set to ON. Cornering must be performed at a reduced speed and with care.

### SPECIAL TRICKS

Do special tricks on your bike by using the R2 Button alone or in conjunction with other buttons.

- To pull off a wheelie, press the R2 Button as you accelerate (X Button). The bike must be upright to perform a wheelie.
- A stoppy stands the bike up on its front wheel. To perform a stoppy, press the R2 Button + (Square Button).
- Burn out from a standstill by pressing the R2 Button + (X Button) + (Square Button).
- Do a victory pose right after crossing the finish line by pressing the R2 Button.



## RACE SCREEN

The Race Screen shown here is from the Arcade Mode. The Race Screen in each mode varies slightly in the information that it displays. The Race Screen includes the track and HUD (heads up display) information.

### Position

Displays the player's position in the race

### Circuit Map

A map of the entire circuit. You can see where you are (blue) in relation to the lead rider (yellow). Keep an eye on this to alert you to tight turns and straightaways

### Lap Time

Displays the lap time. After a lap is completed, another lap timer appears and starts clocking the new lap. The lap times for the last four laps are displayed

### Lap Count

Displays the current lap number

### Current Gear

Displays the gear you are currently in

### Circuit Record

The fastest Lap Time on this circuit

### Time Limit

If you fail to reach the goal by the time this counter reaches zero, it is Game Over

### Total Time

Total running time up to the present

### Speedometer

Your current speed

### Tachometer

Displays your engine's RPM

### Time Difference

The difference in time between you and the top rider



*Note:* Press the SELECT Button to turn HUD features On/Off.

## BRAKING ZONE EASY MODE ONLY

This alert pops up to warn you of tough turns up ahead.

## SHORTCUT PENALTIES

During a race you might end up taking a shortcut. Taking shortcuts may result in a penalty. Penalties can occur if you are playing:

- Hard level in Arcade, Season, or Legends Mode
- Time Trial Mode





## THE PENALTIES

- ▣ Your time will be increased in Arcade, Season and Legends Modes.
- ▣ In Time Trial Mode, the time for that lap will be forfeit.
- ▣ Any penalized lap will not be recorded as a Fastest Lap or Circuit Record, and saving to a memory card will not change this.

You can only receive one penalty per lap. If you receive a penalty, your position (the one seen on-screen during the race) may not be the same as your actual position (the position displayed on the Results Screen).

## PAUSE SCREEN

Press the START Button to Pause during a race and display the Pause Menu. Press the Directional Button Left/Right to select an item and press the **X** Button. Press the START Button once again, or select CONTINUE.

### CONTINUE

Resume the race.

### EXIT TIME TRIAL AND SEASON ONLY

Quit the race. Press the **X** Button at the prompt to exit.

### RESTART

Restart the race from the beginning.

### MAIN MENU

Return to the Main Menu Screen. Press the **X** Button at the prompt to return to the Main Menu.

# ARCADE MODE

## ARCADE SELECT SCREEN

Select ARCADE on the Main Menu Screen to display the Arcade Select Screen. Before you start a race, decide on the race conditions. Press the Directional Button to select an item and press the **X** Button. Press the START Button during the Select Screen to start the race.



## WEATHER

Select either WET or DRY track conditions.

- If you select DRY, the weather will be good and there is no need to think about road conditions.
- If you select WET, the race takes place under rainy conditions, increasing the possibility of skids and crashes.

## CIRCUIT

Select a circuit to race on. There are ten circuits to select from, and each boasts different characteristics and difficulty levels.

## LAPS

Select 2, 5 or FULL. If you select FULL, you will race the same number of laps as in the final round of an actual Grand Prix Championship.

## MOTORCYCLE

Select a bike. In the beginning, there are 12 different bikes to choose from. The number of available bikes increases as you meet certain conditions.

## TRANSMISSION

Select a transmission type:

- **MT (Manual)** – To shift gears, press the R1 Button to shift up and the L1 Button to downshift. Use the RPM gauge on the Tachometer to help judge when to shift.
- **AT (Automatic)** – Gears shift automatically as you accelerate and decelerate.





## LEVEL

Choose the level of difficulty: HARD, NORMAL or EASY. If you select EASY, a braking zone will be posted at certain locations in each circuit.

## SIMULATION

Select ON to get the most realistic ride from your bike. This requires precise driving.

## SETTINGS

Fine-tune your bike. See "Bike Performance Adjustments" on page 14.

## START RACE

Close the Select Screen or press the START Button to start the race.

## REPLAY/RESULTS SCREEN

### REPLAY

At the end of each race, a Replay will begin automatically.

- If you did not finish the race, there will be no Replay.
- Press the **X** Button to end the Replay.

### RESULTS

The Results Screen appears after the Replay. Review your finishing position and race times. Press the Directional Button Up/Down to scroll through the results.

- Press the **X** Button to return to the Arcade Select Screen.
- Press the START Button to open the Results Menu Screen.

FINAL RESULTS			
MUSEKA - JAPAN			
# Laps			
1	NIAMI CO	HONDA NBR500	4:21.028
2	Valentine Rossi	HONDA NBR500	10.205
3	Max Biaggi	HONDA NBR500	10.615
4	Garry McCoy	YAMAHA YZF500	10.656
5	Shinya Nakano	YAMAHA YZF500	12.160
6	Norick Abe	YAMAHA YZF500	12.790
7	Loris Caposani	HONDA NBR500	13.848
8	Alex Barros	HONDA NBR500	13.930

You can select:

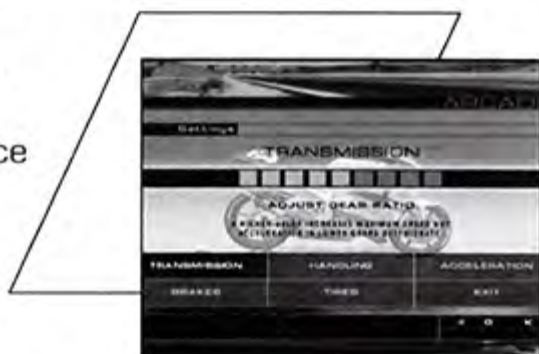
- **Restart** – Restart the race with the same settings.
- **Main Menu** – Return to the Main Menu Screen.
- **Save Replay** – Save the Replay.



# BIKE PERFORMANCE ADJUSTMENTS

On the Arcade Select Screen, select **SETTINGS** and press the **X** Button. On the Settings Screen you can make fine adjustments to five different performance characteristics.

- Use the Directional Buttons to select a characteristic and press the **X** Button.
- Press the Directional Button Left/Right to change the value of each setting.
- Press the Directional Button Left to reduce a value. Press the Directional Button Right to increase it.



## TRANSMISSION

Balance your acceleration with maximum speed.

- Reduce the value to lower the gear ratio. The lower gear ratio increases acceleration as you shift through the gears but reduces the maximum speed of the bike.
- Increase the value to raise the gear ratio. The resulting increased top speed of the bike is offset by reduced acceleration.

## HANDLING

- Reduce the value to make the bike less responsive but more stable.
- Increase the value to make the bike more responsive but less stable.

## ACCELERATION

Determine how the engine power responds to your driving.

- The smaller the value, the slower the response, but torque is more stable.
- The larger the value, the better the response, but torque will be squirrely, increasing the demand for precise driving.





## BRAKES

Determine the balance between your maximum braking power and steering control.

- The smaller the value, the lower your maximum braking power, but steering control while braking will improve.
- The larger the value, the better your maximum braking power, but you will tend to under-steer during braking.

## TIRES

Choose either 17 inch or 16.5 inch tires.

- 17 inch tires provide less cornering stability, but the bike handles more easily.
- 16.5 inch tires corner better, but the bike handling is heavier.

## EXIT

Select EXIT to close the Settings Screen and return to the Arcade Select Screen.

# SEASON MODE

Race on various circuits located throughout the world. Aim for the highest final score and the championship.

## NEW/CONTINUE SELECT SCREEN

Select SEASON on the Main Menu Screen to open the New/Continue Select Screen.

- To start anew, select NEW GAME.
- If a game file containing previously saved Season Mode data exists, select CONTINUE.

*Note:* If you select NEW GAME when you have data that is not saved, you will be asked: "Start a new season? You will be unable to continue the previous season." If you select OK, the unsaved Season data will be deleted.



## DIFFICULTY LEVEL

Choose a difficulty level of **HARD**, **NORMAL** or **EASY**. The number of races depends on the difficulty level:

- Easy is 5 total races.
- Normal is 10 total races.
- Hard is 10 races over 5 years.

*Note:* If you choose **HARD**, you will be penalized for taking shortcuts. See "Shortcut Penalties" on page 10.

## SIMULATION

When this option is set to **ON**, you may not participate in a race until you clear the qualifying time requirement.

## WEATHER

Select **DRY**, **WET** or **RANDOM** weather conditions for your races.

## LAPS

Select the number of laps to run during the season. Select **2**, **5** or **FULL**.

## TEAMS

Join one of the 12 available teams. The selection of bikes, among other things, differs depending on the team chosen. If you are playing at **HARD** difficulty level, you will only have three teams to choose from.



## SELECT TRANSMISSION

Select **Manual (MT)** or **Automatic (AT)** transmission.

When your selections are complete, the **Season Progress Screen** appears.



## SEASON PROGRESS SCREEN

After the initial season selections are completed, the season will begin. The Season Progress Screen is the main screen for Season Mode.

### FREE PRACTICE NORMAL AND HARD ONLY

Conduct a solo practice run on any of the season circuits. Only one practice run is allowed for each circuit, so once the practice run is over, this option is no longer available.



### QUALIFYING PRACTICE NORMAL AND HARD ONLY

The results of this qualifying round determine your starting grid position. When Simulation is ON, you need to qualify for each race. If the qualifying time is not met, you will automatically go on to the next round. If Simulation is OFF, you are not required to run the qualifying round. You will start at the very last grid position during the finals.

### TRANSMISSION

Select MT or AT.

### STANDINGS

View the current point rankings.

### MAIN MENU

Return to the Main Menu Screen.

### RACE RESULTS SCREEN

When the race is over, the Results Screen appears. Points are awarded according to your finishing position. Press the Directional Button Left/Right to view the following information: finishing place, total time, rider name, team, bike, nationality, bike number, laps, circuit, difficulty, Simulation ON/OFF, and weather.

### SETTINGS

Make adjustments to your bike. If you chose the EASY difficulty level, bike adjustments are not required. See "Bike Performance Adjustments" on page 14.

### RACE

Compete in the finals. If you have set Simulation to ON, you will have to pass the qualifying round before you can select this choice.

	1	2	3	4	5	POINTS
1	Valentino Rossi	1:41.114	1:41.114	25		
2	Alex Barros	1:41.114	1:41.114	20		
3	Levi Kopreva	1:41.114	1:41.114	16		
4	Warwick Anderson	1:41.114	1:41.114	13		
5	BLAZIO	1:41.114	1:41.114	11		
6	Max Biaggi	1:41.114	1:41.114	10		
7	Takuya Uemoto	1:41.114	1:41.114	9		
8	Carlos Checa	1:41.114	1:41.114	8		



## TIME TRIAL MODE

Run the circuits by yourself, and try to break the record for the best lap time. You can select any circuit, so this is a good way to brush up on your skills before racing in other modes.

### HOW TO PLAY

Before starting the race, you can select a bike and circuit. The selection process is the same as in Arcade Mode. See "Arcade Select Screen" on page 12. Press the START Button to start racing.

After exiting from the race, you can view your top three times for each global circuit on the Records Screen.

### ABOUT TRAIL IMAGES

Trail Images are transparent images of a bike and rider that you can race against. There are three options you can choose from in Trail Images. They are Update, Fixed, and Off.



### TRAIL IMAGE MODES

- **Update** - If you beat the Trail Image's time, your record time will be used until a faster time is recorded.
- **Fixed** - The Trail Image that you chose before racing will appear every time.
- **Off** - No Trail Image appears.

### TYPES OF TRAIL IMAGES

- **Fastest Lap** - The fastest overall image (when Update is selected).
- **Player Saved Image** - Loads the image saved by the player.
- **R&D Image** - The game developers' fastest time.



# CHALLENGE MODE

In Challenge Mode, the goal is to clear all the tasks. The nature of each task varies. Work on clearing them one by one. Press the Directional Button to select a challenge and press the **X** Button.

## NO COURSE OUT RULE

You must not stray from the circuit. Straying outside track boundaries results in a failed challenge.

## CHALLENGE CLEAR CONDITIONS

Challenge #	Clear Conditions	Bronze	Silver	Gold
44	ARCADE: Finish 1st at Paul Ricard*	2 Laps	5 Laps	FULL
45	ARCADE: Finish 1st at Suzuka*	2 Laps	5 Laps	FULL
46	ARCADE: Finish 1st at Jerez*	2 Laps	5 Laps	FULL
47	ARCADE: Finish 1st at Donington*	2 Laps	5 Laps	FULL
48	ARCADE: Finish 1st at Motegi*	2 Laps	5 Laps	FULL
49	ARCADE/HARD: Overtake specified # of bikes at Suzuka in the first lap	13	15	17
50	ARCADE/HARD: Overtake specified # of bikes at Mugello in the first lap	13	15	17
51	ARCADE/HARD: Overtake specified # of bikes at Assen in the first lap	13	15	17
52	ARCADE/HARD: Overtake specified # of bikes at Motegi in the first lap	13	15	17
53	TIME TRIAL: Make the qualification time at Paul Ricard	1:23:500	1:21:500	1:20:000
54	TIME TRIAL: Make the qualification time at Donington	1:35:500	1:33:500	1:31:500
55	TIME TRIAL: Make the qualification time at Catalunya	1:48:000	1:46:000	1:44:000
56	TIME TRIAL: Make the qualification time at Le Mans	1:42:500	1:40:500	1:38:500
57	TIME TRIAL: Make the qualification time at Jerez (1:46:500) for more than the specified number of laps*	3 Laps	5 Laps	8 Laps
58	TIME TRIAL: Make the qualification time at Motegi (1:54:500) for more than the specified number of laps*	3 Laps	5 Laps	8 Laps
59	TIME TRIAL: Make the qualification time at Assen (2:06:500) for more than the specified number of laps*	3 Laps	5 Laps	8 Laps
60	TIME TRIAL: Make the qualification time at Sachsenring (1:30:000) for more than the specified number of laps*	3 Laps	5 Laps	8 Laps
61	SEASON/NORMAL: Win the championship	A Rank Team	B Rank Team	N/A
62	ARCADE: Finish 1st at Catalunya	Easy	Normal	Hard
63	ARCADE: Finish 1st at Assen	Easy	Normal	Hard
64	ARCADE: Finish 1st at Le Mans	Easy	Normal	Hard
65	ARCADE: Finish 1st at Mugello	Easy	Normal	Hard
66	ARCADE: Finish 1st at Sachsenring	Easy	Normal	Hard
72	Clear all Challenges	Beat Bronze	Beat Silver	Beat Gold

\*No course outs or colliding with other riders



## VS MODE

In VS Mode, go head-to-head in Two Player races. The selection of circuits, bikes, transmission types, and number of laps is the same as in Arcade Mode (with the exception of Handicaps in VS Mode). See "Arcade Mode" on page 12.



### HOW TO PLAY VS MODE

*Note:* In order to play VS Mode, you must first connect two controllers to the PlayStation®2 computer entertainment system. Otherwise, VS Mode is not selectable on the Main Menu Screen.

Both players select their own setup and adjustments. To start the race, both players select START RACE and press the **X** Button.

### SETTING A HANDICAP

Handicaps balance out the playing field between two players of different skill levels or experience. On the Select Screen, select HANDICAP and press the Directional Button Left/Right to adjust the handicap. Choose either OFF (no handicap) or a handicap rating from 1 to 3. The larger the number, the easier it is to catch up to your opponent.



## LEGENDS MODE

Compete against five legendary riders of motorcycle racing. All five legends are now retired, but they are more than willing to come back and show you why their names are immortalized in the world of racing. You'll race against four other riders selected at random from the group of five Legend Riders.

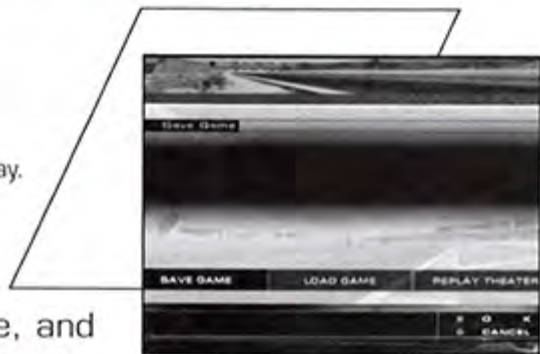
Unlock this mode by clearing certain challenges, and select LEGENDS on the Main Menu Screen. The setting adjustments here are the same as in Arcade Mode. See "Arcade Select Screen" on page 12. When you are done, select START RACE and press the **X** Button to begin.



# SAVING AND LOADING GAME DATA

Save and load game files.

*Note:* Data is not automatically saved during gameplay.



## SAVE

You can save game data from any mode, and have up to three Save Files. You can also save up to a combined maximum of 15 Replays and Trail Images in each Game File.

*Note:* If you overwrite a game file with a new file, the original file will be erased along with any Replays and Trail Images.

## ERASING DATA

In order to erase data, select the Replay and Trail Image Files you would like to delete while pressing the L1 and R1 Buttons. Press the **X** Button to confirm your decision.

## LOAD GAME

Load saved data. Select the Game File you would like to load and press the **X** Button.

## REPLAY THEATER

View saved post-race Replays. Select a Replay to view and press the **X** Button.

*Note:*

- MotoGP2 is compatible only with a Memory Card (PS2).
- Game Files from MotoGP cannot be used to play MotoGP2.
- Do not insert or remove a memory card containing saved games during gameplay.
- Be certain to create a Game File before playing the game.

# RIDER PROFILES

## Kenny Roberts

Machine	Suzuki RGV-Γ
Team	Telefonica Movistar Suzuki
Birth	July 25, 1973 in Mountain View, USA

The son of Kenny Roberts Sr., who has won three championships, Roberts is fondly known as "Junior." After transferring to Suzuki, he took top spot in the GP 2000 championship with four wins.



## Max Biaggi

Machine	Yamaha YZR500
Team	Yamaha Team
Birth	June 26, 1971 in Roma, ITA

After winning four successive championships in the 250cc class from 1994-97, Biaggi then moved up to the 500cc class in 1998. There he scored an incredible first race win and finished the year in second place. However, victory eluded him at the last moment and he failed to win the title.



## Alex Barros

Machine	Honda NSR500
Team	Honda Pons
Birth	October 18, 1970 in Sao Paulo, BRA

Barros' plunging and braking abilities are unparalleled. He is a consistent racer, regardless of the conditions. Pure talent and experience riding a variety of bikes have made him a major 2001 championship contender.



## Garry McCoy

Machine	Yamaha YZR500
Team	Red Bull Yamaha WCM
Birth	April 18, 1972 in Camden, AUS

McCoy is a master of the art of drifting. On circuits with a low road friction coefficient or near the end of races when tires begin to droop, this rider truly shines. However, a crash during the qualifying round of the French 2001 GP made a long absence unavoidable.



## Norick Abe

Machine	Yamaha YZR500
Team	Antena 3 Yamaha-d'Antin
Birth	September 7, 1975 in Tokyo, JPN

A member of the Yamaha satellite team, Abe's intense competitive spirit constantly places him within an arm's reach of victory. His explosive starts off the line distinguish him from other riders. This crowd-pleasing Japanese Ace was at one time inconsistent in performance from circuit to circuit, but his skill and aggressive style are starting to pay off.







### Carlos Checa

<b>Machine</b>	Yamaha YZR500
<b>Team</b>	Yamaha Team
<b>Birth</b>	October 15, 1972 in Sant Fruitos, SPA

A kind and personable racer, Checa has many loyal fans. But due to his fiercely competitive nature, he has crashed several times and suffered multiple injuries. However, this steely rider rarely misses a race. Though recently in a slump, Checa's established reputation for speed always keeps him in the running.



### Chris Walker

<b>Machine</b>	Honda NSR500
<b>Team</b>	Shell Advance Honda
<b>Birth</b>	February 25, 1972 in Nottingham, GBR

Walker is the hero of Great Britain's Super Bike world. He displayed an aggressive riding style during 2001 riding a 4-cylinder Honda, but multiple crashes cost him his seat in the middle of the season.



### Leon Haslam

<b>Machine</b>	Honda NSR500V
<b>Team</b>	Shell Advance Honda
<b>Birth</b>	May 31, 1983 in Derbyshire, GBR

The son of retired GP rider "Rocket Ron" Haslam, Leon is an up-and-coming rider from Great Britain. He moved up to the 500cc class in 2000, and is someone to watch.



### Jose Luis Cardoso

<b>Machine</b>	Yamaha YZR500
<b>Team</b>	Antena 3 Yamaha-d'Antin
<b>Birth</b>	February 2, 1975 in Sevilla, SPA

Ever since his 125cc class debut in 1993, Cardoso has steadily climbed up the ranks through the 250cc to 500cc class bikes. Now Cardoso is riding great machines and aiming for the top.



### Tohru Ukawa

<b>Machine</b>	HONDA NSR500
<b>Team</b>	Repsol YPF Honda
<b>Birth</b>	May 5, 1973 in Chiba, JPN

Although Ukawa's first victory was in the 250cc class French GP in 1999, he failed to win the title race and finished second place in the World Championship. The 2000 season also failed to earn him a place on the victory stand, but his fans are confident of his future successes.





### Haruchika Aoki

Machine	Honda NSR500V
Team	Arie Molenaar Racing
Birth	March 22, 1976 in Gunma, JPN

The youngest of the three Aoki brothers, Haruchika distinguished himself by winning two back-to-back 125cc class championships, and still continues to steadily climb the ranks. During the 2001 Italian GP, he outran a more powerful V4 machine in the second race after a disruption by rain, and went on to attain the checkered flag.



### Sete Gibernau

Machine	Suzuki RGV-T
Team	Telefonica Movistar Suzuki
Birth	December 15, 1972 in Barcelona, SPA

A member of the prestigious Bulto family of Spain, Gibernau first gained a seat in the 500cc class by substituting for Takuma Aoki and joining Repsol in 1998. Though he lacks a flashy record, he has consistently maintained his middle ranking, and his prospects seem bright.



### Jurgen vd Goorbergh

Machine	Proton KR3
Team	Proton Team KR
Birth	December 29, 1969 in Breda, NED

A national hero of the Netherlands known fondly as the "Flying Dutchman", vd Goorbergh raced in the 250cc class for 6 years from 1991 and then transferred to the 500cc class. He is in a unique position of being the only current racer who has ridden all of the two-to-four cylinder 500s.



### Olivier Jacque

Machine	Yamaha YZR500
Team	Yamaha Tech 3
Birth	August 29, 1973 in Villerupt, FRA

Jacque won a brilliant victory in the 250cc class and moved onto the 500cc class along with his team in 2000. This French rider distinguishes himself with his indomitable aggressive riding style. He was out of the running during the first half of 2001 due to injuries, but his future looks promising.



### Jay Vincent

Machine	Pulse
Team	Pulse GP
Birth	February 20, 1972 in Earl Shilton, GBR

Vincent raced for a private team on a 250cc class Honda RS250R modified with kit parts until 2000. In comparison to other members of the Works Group, he showed excellent times. He has been participating in 500cc class events from 2001.





### Alex Criville

Machine	Honda NSR500
Team	Repsol YPF Honda
Birth	March 4, 1970 in Seva, SPA

In 1999, following Doohan's retirement due to an accident, Criville ruled over the Grand Prix and became the champion. However, during the following year, this defending champion won only a single race and conceded his title. Currently, he is one of the oldest active riders.



### Noriyuki Haga

Machine	Yamaha YZR500
Team	Red Bull Yamaha WCM
Birth	March 2, 1975 in Aichi, JPN

Haga entered the fight for the World Super Bike championship in 2000, but the championship slipped through his fingers. His aggressive riding style won him many fans outside of Japan, and he is sure to be a rising star.



### Valentino Rossi

Machine	Honda NSR500
Team	Honda Team
Birth	February 16, 1979 in Urbino, ITA

"Learn in the first year, win in the second" appears to be Rossi's motto. Ever since his debut in 1996 in the 125cc class, this Italian rider has accomplished the unthinkable by consistently winning titles and climbing the ranks. He is the current world favorite.



### Shinya Nakano

Machine	Yamaha YZR500
Team	Yamaha Tech 3
Birth	October 10, 1977 in Chiba, JPN

Nicknamed "the Prince," Nakano has the overwhelming support of female fans. Nakano entered the MotoGP 250cc class in 1999. He ran a dramatic race against Daijiro Kato at Motegi, and his battle against Jacque during the last lap is still a hot topic.



### Loris Capirossi

Machine	Honda NSR500
Team	Honda Pons
Birth	April 4, 1973 in Bologna, ITA

Capirossi is a veteran who made a comeback in 2000, riding in the 500cc class. His shattering of the record time at the remodeled Suzuka is still on everyone's mind. Every once in a while, he wins a pole position in qualifying rounds. He is one of the contenders for the championship along with Rossi and Biaggi.





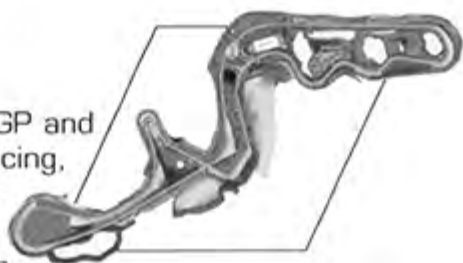
# CIRCUITS

MotoGP2 features ten racing circuits. All are accurate reproductions of real world tracks.

## SUZUKA CIRCUIT, JAPAN

*5.864km per lap*

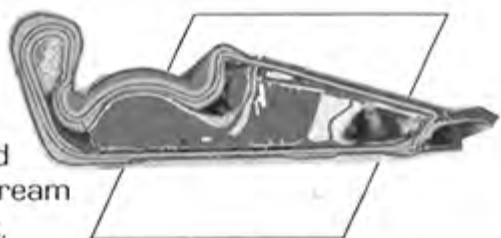
It is the greatest racing circuit in Japan. Both MotoGP and F1 races, the climax of both 2-wheel and 4-wheel racing, take place here. Suzuka has a reputation as a tough track due to its varied and difficult corners. It is a highly respected circuit among racers the world over.



## PAUL RICARD CIRCUIT, FRANCE

*3.800km per lap*

This high-speed 1970 vintage circuit in southern France was designed with rider safety in mind and became a model for all circuits. High speed slipstream battles often take place down the Mistral Straight.



## JEREZ CIRCUIT, SPAIN

*4.423km per lap*

Jerez is built upon a natural amphitheater, making it one of the best circuits for audiences with a view of the entire circuit from any seat. Due to its large number of corners, quick steering and strict concentration are a necessity.



## DONINGTON CIRCUIT, GREAT BRITAIN

*4.023km per lap*

The first half of Donington is a succession of corners through hilly terrain, while the straightaways, chicanes, and hairpin curves in the second half require precise braking and accelerating. Making a clean run through this circuit is a victory in itself.



## TWIN RING MOTEGI, JAPAN

*4.801km per lap*

Just as the name indicates, this circuit, built by Honda in 1997, is the first circuit in Japan to have both a road circuit and an oval circuit. This circuit has corners with tight radiuses, so try to avoid too much speed when entering a turn.





## CATALUNYA CIRCUIT, SPAIN

*4.727km per lap*

This circuit was built in 1991 and also hosts Spain's F1 GP. It is mainly composed of medium to low-speed corners and straightaways. Catalunya's long medium speed corner sets it apart from the other circuits. The entire main straightaway can be seen from the top after the Seat Corner.



## ASSEN CIRCUIT, NETHERLANDS

*6.049km per lap*

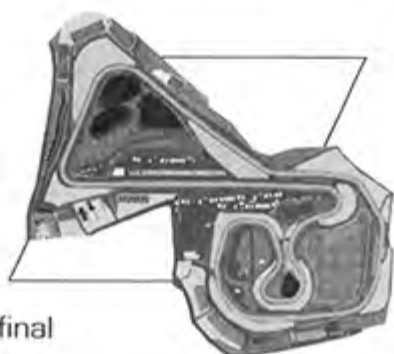
Assen is made up of a complex mix of high and low-speed corners. There are almost no ups and downs and its many heavily banked corners distinguish this circuit. The race is won by dominating the high-speed section between the Duikersloot and the entry into the final chicane.



## SACHSENRING CIRCUIT, GERMANY

*3.704km per lap*

The use of your brakes determines whether you will dominate this race. This is due to the succession of low-speed corners all the way from Corner 1 to Stenquell Kurve. Though the layout is cramped, Sachsenring features the greatest altitude range of all the MotoGP circuits. The climb starting from the final corner is the highlight.



## MUGELLO CIRCUIT, ITALY

*5.245km per lap*

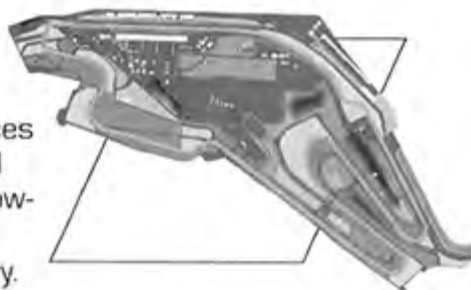
The layout of this circuit is very balanced, and it is a popular circuit that has twice been voted Best Track by the Motorcycle Teams Association. There is a nice blend of high-speed and low-speed corners and no two corners are alike.



## LE MANS CIRCUIT, FRANCE

*4.305km per lap*

This circuit is famous for the 24-hour 4-wheel races that it hosts. Other than the first high-speed uphill Corner 1, the circuit consists of hairpin curves, low-speed corners, and straightaways. The Chapelle Bend after the Dunlop Chicane is the key to victory.





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