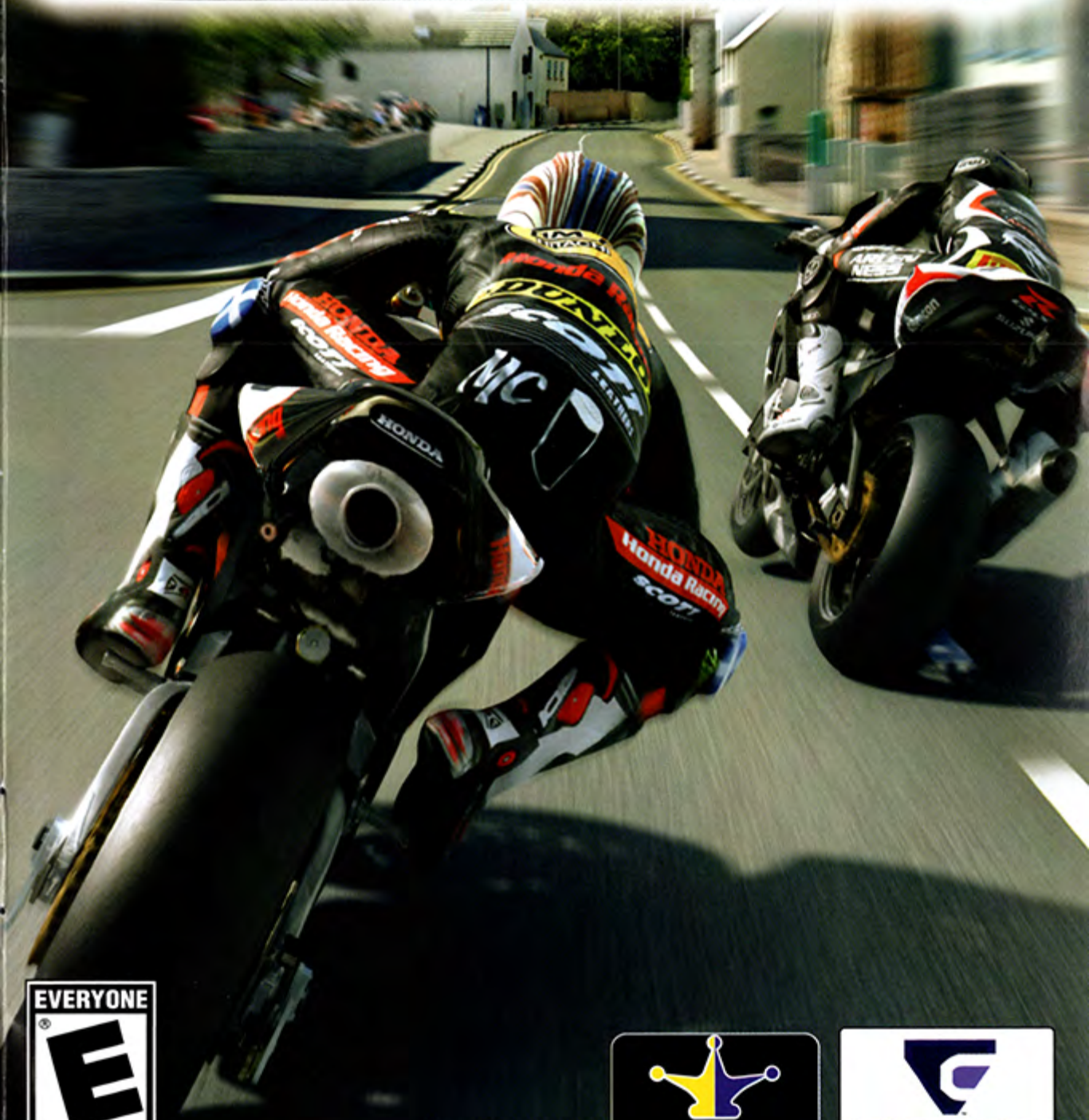




**SUZUKI**

# TT SUPERBIKES™

REAL ROAD RACING CHAMPIONSHIP



EVERYONE  
**E**  
CONTENT RATED BY  
ESRB



**JESTER**



**VALCON**  
GAMES



**⚠ 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.

## TABLE OF CONTENTS

Introduction	1
Getting Started	2
Race Now	2
Controls	3
Game Screen	4
Race School	4
Season Mode	4
Class Mode	5
Weekend Mode	5
Options	5
Replay Theater	6
Collection Book	6
Hall Of Fame	6
Save Game	6
The Race Menu	6
The Tracks	8
Multiplayer	8
Warranty	9
Credits	9
Legal	9

**Caution:** Motorcycles included in this game may be different from the actual motorcycles in movements and performance. Don't imitate the riding and movements shown in this game. And remember, when riding a motorcycle in real life, always ride it safely.

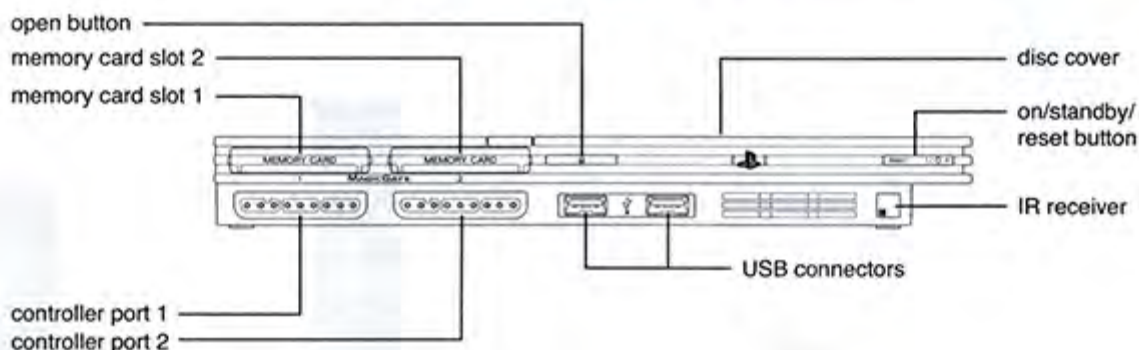
## INTRODUCTION

Real Road Racing is back with a vengeance! This time the action is too big for just the Isle of Man. Prepare to race across seven of the fastest, most thrilling and dangerous road courses in the world of Superbike racing. From the streets of Macau, China all the way back to the brutal 37.73 mile TT circuit on the Isle of Man you'll lay into the turns on one of six classes of bikes ranging from the nimble 125cc class to the ultimate in two-wheeled aggression, the 1000cc Superbike class.

The Trophy is calling. Will you answer the challenge?



## 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 Suzuki TT Superbikes™ Real Road Racing Championship 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 (8MB)(for PlayStation®2) containing previously saved games.

### LOADING & SAVING

After the title sequence select Start Game, then New Game to create a new game, or Load Game to load a previously saved game. To save your game, select Save Game from the Main Menu and choose a game save slot on your memory card (8MB)(for PlayStation®2) and input the name for your saved game. Remember to save your progress regularly!

You can save your replays by selecting Save from the replay pause menu.

## RACE NOW

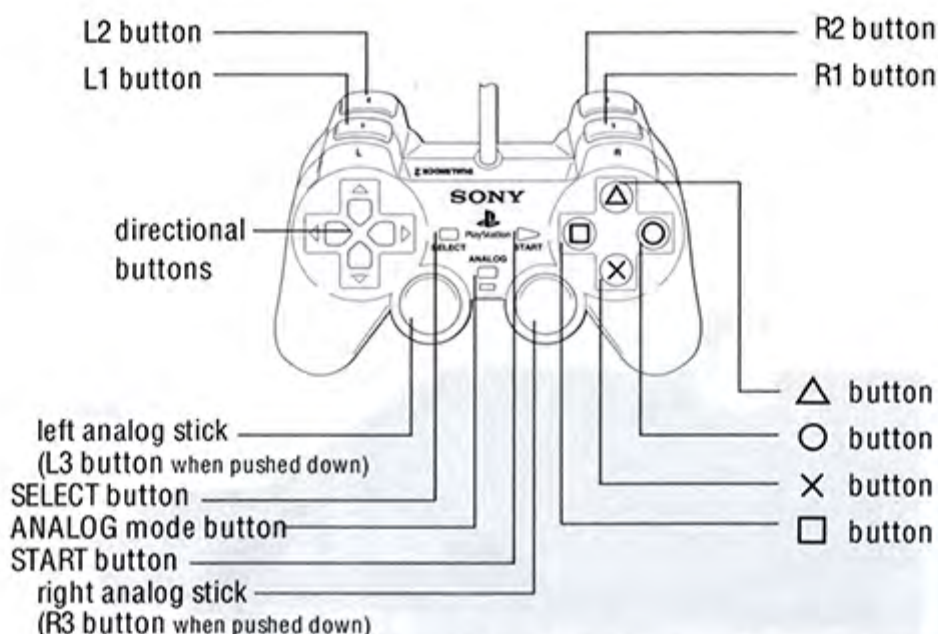
This mode allows you to jump right in and customize your racing experience. Several options are available within this mode allowing you to quickly set up a race to your liking. It can be a practice run, a race against other AI players or a Splitscreen multiplayer challenge. It can be on any open track (two tracks are open initially) and with any class of bike.

Other options that can be set include weather, traffic, marshals, collisions, boost and AI difficulty level. Once you have the options set the way you like, you can adjust the settings on your bike and even adjust the handling level (physics control) before jumping in.

With Marshals turned ON, different flags will be displayed at the bottom of the screen during the race. A yellow flag signals a serious hazard on the course ahead, like a crashed or fallen rider, and indicates that caution should be used and that overtaking is temporarily prohibited. A white and black flag is a warning that you are riding where you shouldn't be, either off-road or brushing up against the scenery or other riders. Do this too many times and you will be given a black flag, severely limiting your speed for several seconds and costing you precious time.



## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Directional buttons	Menu system: Navigate In-game: Not used
Left analog stick	Steer bike and shift rider weight
× button	Menu system: Confirm In-game: accelerate
△ button	Menu system: Back In-game: Change camera
L1 button	Shift Gears Down
L2 button	Rear Brake
L3 button	Activate/Deactivate Boost

START button	Pause/In-game Options
Right analog stick	Move Camera
○ button	Rear View
□ button	Brake
R1 button	Shift Gears Up
R2 button	Front Brake
SELECT button	Toggle replay telemetry

The Boost option gives you the opportunity to unleash incredible speed during the race. This would be terribly unfair during regular race, so Race Now is the only place where it can be used. There are three settings for the Boost option, Off, Accumulate and Immediate. If you set the option to Immediate, you'll have full boost for the entire race. If boost is set to Accumulate, however, you'll need to generate boost during the race.

Keep an eye on the Boost Meter at the bottom of the screen. Once it's full, you can enter or leave boost by pressing the L3 button. If you crash you will lose some or all of the Boost that you have accumulated. Too much braking will also drain the boost.

Upon completion of a RACE NOW event, you will be taken back to the race setup where you can adjust any parameters of the race you just completed or jump back in and do it again.



## GAME SCREEN

**Lap Time:** Time taken on the current lap

**Speed Trap:** Average speed measured during the last track section

**Map:** Map of the current track section

**Lap:** Current lap

**Position:** Current race position.



**Location:** Name of the current track section.

**Bike Condition:** As gas is depleted and tires wear down, portions of the bike will turn yellow, then red to reflect bike condition.

## RACE SCHOOL

This mode allows you to learn the different courses and classes of bike under different conditions, one section of the track at a time. Each event can be unlocked by completing the previous event.

Each event focuses on a particular section of each track and will have conditions such as minimum speed to maintain during the race, or maximum time to complete a section of the track that you will have to meet in order to move on.

Some events begin with a rolling start, while others require you to begin from a standing start and accelerate while keeping the bike under control.

Finishing a row of events in Race School will unlock other events and upgrade items.

## SEASON MODE

In this mode, there are 42 events that you will compete in against other AI riders. Each event is based on one of the seven tracks, using one of the different classes of bike. Initially only one event is available, but placing in the top three will unlock the next event.

In Season Mode, you can either Practice to learn the track, Qualify to get a



better grid position for the final race, or just jump right in to the Race itself. The weather conditions are already set for each event; however, you can still modify your bike's setup.

## CLASS MODE

This mode is all about proving you are the dominating force on the track with your chosen class of motorcycle. You begin by selecting a class of bike and the track you want to race on. Initially only Aberdare is available but the other tracks are unlocked as you complete the previous races with each class of bike. Each rider is awarded points for the place they finish a given event in, with points accumulated across a selected class. The goal of the event is to win sufficient points in each heat to be placed in the top 5 overall and qualify for the final.

As with Season Mode, the player can adjust their bike setup, practice the upcoming track and qualify for a better grid position before entering the race.

## WEEKEND MODE

In this mode, the events are organized by track instead of class. You select a track and then compete in a series of races with each class of bike. As with Class Mode, the goal is to score sufficient points at the end of the weekend to qualify for the final event and then win the final.

Again, as with Class Mode, you can adjust your bike setup, practice the track and try to qualify for a better grid position.

## OPTIONS

### SCREEN POSITION

Modify the position of the game screen to suit your television.

### GRAPHICS OPTIONS

**Statistics** – Set this to OFF to hide the lap, time and place information on the HUD.

**Map** – Displays the in-game map, or not.

**Damage Meter** – Show or hide the damage meter. Note this also displays your remaining fuel as the gas tank section of the meter.

**Messages** – Set this to OFF to hide the name of the upcoming turn, as well as other messages shown at the bottom of the screen, such as who won the current race.

**Speedometer** – Show or hide the speedometer.

**Tachometer** – Show or hide the tachometer, which shows your current RPMs.

**Measurements** – Allows you to switch between miles per hour (MPH) and kilometers per hour (KPH).

**Motion Blur** – Turn the motion blur effect ON and OFF.

**Race Position** – Turning this ON will cause a rider's position number to be shown over his head during the race. Useful if the Statistics option has been turned OFF.

**Default** – Resets the options to their original settings.

### SOUND OPTIONS

**Sound Mode** – Select either Stereo or Surround sound.

**Music Mode** – Select how you want to hear the game's soundtrack, either random, repeat, sequential, or off.

**Music Volume** – Set the music volume from 0% to 100%.

**Menu Volume** – Set the menu music volume from 0% to 100%.

**Engine Volume** – Set the engine volume from 0% to 100%.

**Ambient Volume** – Set the volume of ambient sounds from 0% to 100%.



**Effects Volume** – Set the volume of sound effects from 0% to 100%.

**Default** – Resets the options to their original settings.

## **P1 NAME / P2 NAME**

Change Player 1 or 2's name.

## **P1 / P2 CONTROLLER OPTIONS**

Allows Player 1 or 2 to change their controller configuration. Press the X button to select the control you would like to change, then the button you would like to change it to. If you change a control to a button that is already being used, be sure to change the other control as well. You can also restore the original control scheme by selecting Default Config A, or try other default schemes to see which one suits you best.

### **VIBRATION**

Select the level of controller vibration: Low, Medium, High, or Off.

## **REPLAY THEATRE**

You can use this mode to view any replays that you've saved on your Memory Card. After every race, you'll have the option of saving a replay and viewing them here. Select RACE from the replay pause menu to race against a replay.

## **COLLECTION BOOK**

The Collection Book is used to view all the rewards that have been unlocked during play, including bikes, helmets, leathers and tracks. You can also view a large selection of photos from the real events and three videos of real world races taking place on the in-game tracks.

## **HALL OF FAME**

In the Hall of Fame you can view the four global statistics that are kept across all events: Fastest Lap, Longest Jump, Longest Wheelie and Longest Stoppie (also known as a Front Wheelie).

## **SAVE GAME**

Allows you to save your progress.

## **THE RACE MENU**

Here you will be able to select your bike, as well as modify your look by selecting custom exhaust and wheels for your bike, and a helmet and leathers for your rider.

The meters at the top of the screen allow you to compare the performance of different bikes across four categories: Acceleration, Cornering, Top Speed, and Brakes. The longer the red bar, the better the bike is in that category.

This is also where you select your Handling difficulty and decide whether to take a few Practice laps of the course, try to Qualify for a better grid position, or just jump right in to the Race.

### **Motorcycle Damage and Performance**

Colliding with other bikes and terrain during a race can cause your bike to sustain damage, leading to increasingly poor performance. The amount of damage and its effects are determined by the handling level chosen and



the severity of the collisions. If the handling difficulty is set to Novice, the bike will be largely unaffected even by multiple impacts. Intermediate handling begins to introduce damage and performance degradation. Those who opt for Expert handling can expect to see the performance of their bikes degrade quickly, with speeds decreasing by 20-30 mph after only a few impacts. On the Isle of Man TT race only, it is possible to enter the pit to repair and refuel.

## HANDLING

There are three levels of handling difficulty in Suzuki TT Superbikes Real Road Racing Championship – Novice, Intermediate, and Expert. These are largely differentiated by the amount of assistance provided by the computer:

**Novices** receive assistance with all aspects of bike handling, including braking, wheelie prevention, weight adjustment (this will stop you falling off your bike) and additional bike stability.

**Intermediates** receive some computer assistance, but will have to rely on their own skill more so than Novices.

**Experts** are expected to be, well, experts. They receive no computer assistance.

## BIKE SETUP

### FUEL LOAD

This is the amount of fuel in your gas tank, which can be set anywhere between 1 and 21 liters. During the race your fuel will be used up, making the bike lighter and a little faster. However, during longer races if you fail to keep your gas tank topped up you may run out of fuel, forcing you to retire from the race. You will also find that the front wheel is more likely to lift while accelerating when the tank is low. To refuel you must enter the pits; you will automatically pit when you stop in the coned area just before the start/finish line.

### RAKE ANGLE

This refers to the angle of the front forks of the bike. This angle can be set anywhere from 22.00 degrees to 26.00 degrees. The larger the angle (the higher the number), the more stable the bike will be, and the smaller the angle (you guessed it, the lower the number) the more responsive the steering will be.

## TIRE SETUP

### TIRE TYPE

Choose from Slick, Road, Full Wet, Intermediate, or Superstock tires. Slicks give the most traction when it's dry and Full Wet provide the most grip when it's raining. Experiment with the various tires to find which ones work best on which tracks.

### TIRE COMPOUND

Hard tires are more durable but are slower than soft and medium tires. Soft tires initially give more grip and are faster but tend to wear out faster as well, leading eventually to less grip and slower speeds. It takes hard tires around three laps of some of the longer races to wear out, whereas soft tires may only last a single lap. Medium tires are, of course, a compromise between the two.

### TIRE PRESSURE

Soft gives better grip around corners but offers less responsive handling, slower acceleration and lower top speed. Medium pressure gives a response somewhere between soft and hard pressure. Hard gives quicker response, faster acceleration, higher top speed, and more tire spin over rough terrain, though with less grip around corners.

## GEAR SETUP

**WARNING:** It is recommended that unless you are familiar with gear ratios



in the real world, you do not adjust your gears. This is the place, however, to determine if you want automatic or manual transmission. Leaving the Automatic setting ON is recommended, as you can still manually change gears during a race if you wish.

### SUSPENSION SETUP

Modifying your suspension settings is not for the faint of heart. The default settings will work just fine for Novice and Intermediate riders. If you're an Expert, give them a try and see if you can eke out a little bit more performance from your machine.

### LOADING AND SAVING SETUPS, AND RETURNING TO THE DEFAULT SETTINGS

Depending on different races and bikes, you may wish to save and later load multiple Bike Setup configurations. Saving a configuration will use one of the game's save slots, just like a game save. If you want to start over with the standard configuration, the Default option will reset everything back to the factory settings.

## THE TRACKS

**Ulster GP** – This race takes place on the Dundrod circuit near Belfast, Northern Ireland. Like the other tracks in the game this race takes place on regular roads that have been closed for traffic. The track is 7.401 miles long.

**Oliver's Mount** – Located in the North of England, this track is used by both cars and bikes. It is 2.41 miles long.

**Northwest 200** – This race is held on a series of public roads between the towns of Portrush, Portstewart and Coleraine. This circuit is 8.966 miles long.

**Macau Grand Prix** – This is the only street circuit in the world on which both car and motorcycle events are held on. The track is located in Macau which is a special administrative region of China. The track is 3.8 miles long.

**Aberdare Park** – This track is actually located inside of a public park in South Wales. The track is only 0.9 miles long.

**Southern 100** – Also known as Billtown Circuit, this track is a series of regular roads on the Isle of Man that are closed for traffic during the race.

**Isle of Man TT** – The longest and most deadly racing circuit in the world. This circuit is 37.73 miles long and all 37.73 miles have been faithfully, and dangerously, recreated.

## MULTIPLAYER

### SPLITSCREEN

Two player splitscreen races are available under RACE NOW. At the top under MODE, simply scroll to 2P RACE and select the other options as normal.

### SIDECAR CO-OP

Any race with the Sidecar class bike can become a Co-op race! Be sure a second controller is connected before selecting the race. Before the race begins you'll be asked whether you want to play in Co-operative Mode. Press X for Yes or Δ for No. During Sidecar Co-op, Player 1 will control the bike and Player 2 will control the sidecar rider and must maintain a proper distribution of weight as the bike speeds through the corners. Use the Left Stick to lean forward and back, left and right to help Player 1 keep the bike on the road.



# WARRANTY

## 90 DAY LIMITED WARRANTY

Valcon Games LLC ("VALCON") warrants to the original consumer that this PlayStation®2 game disc ("GAME DISC") from VALCON 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, VALCON will replace the GAME DISC free of charge.

To receive this warranty service:

1. Notify the VALCON consumer service department of the problem requiring warranty service by using our support website at [www.valcongames.com/support](http://www.valcongames.com/support) or via email at [support@valcongames.com](mailto:support@valcongames.com) referencing "Suzuki TT Superbikes Real Road Racing Championship Warranty" in the subject line.
2. If the VALCON service technician is unable to solve the problem by email, he/she will instruct you to return the entire GAME DISC to VALCON freight prepaid at your own risk of damage or delivery. We recommend sending your GAME DISC certified mail. Please include your sales slip or proof-of-purchase within the 90-day warranty period to the address given to you by the service technician.

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

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