

XGRA™

EXTREME G™ RACING ASSOCIATION



INSTRUCTION
MANUAL

AKKaim

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.

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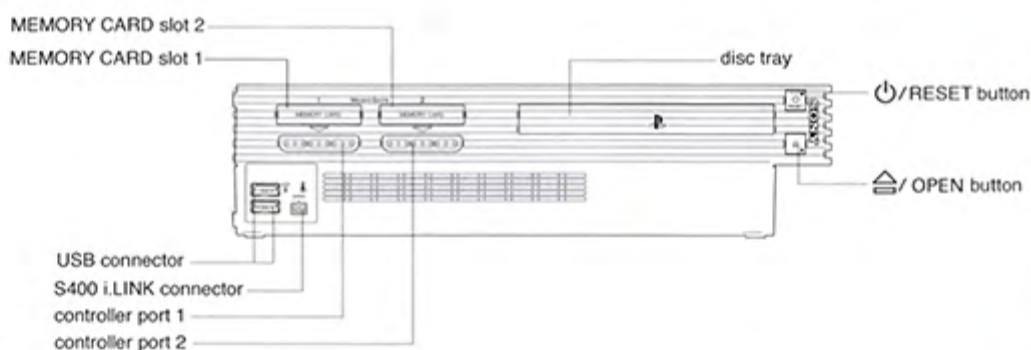
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Getting Started



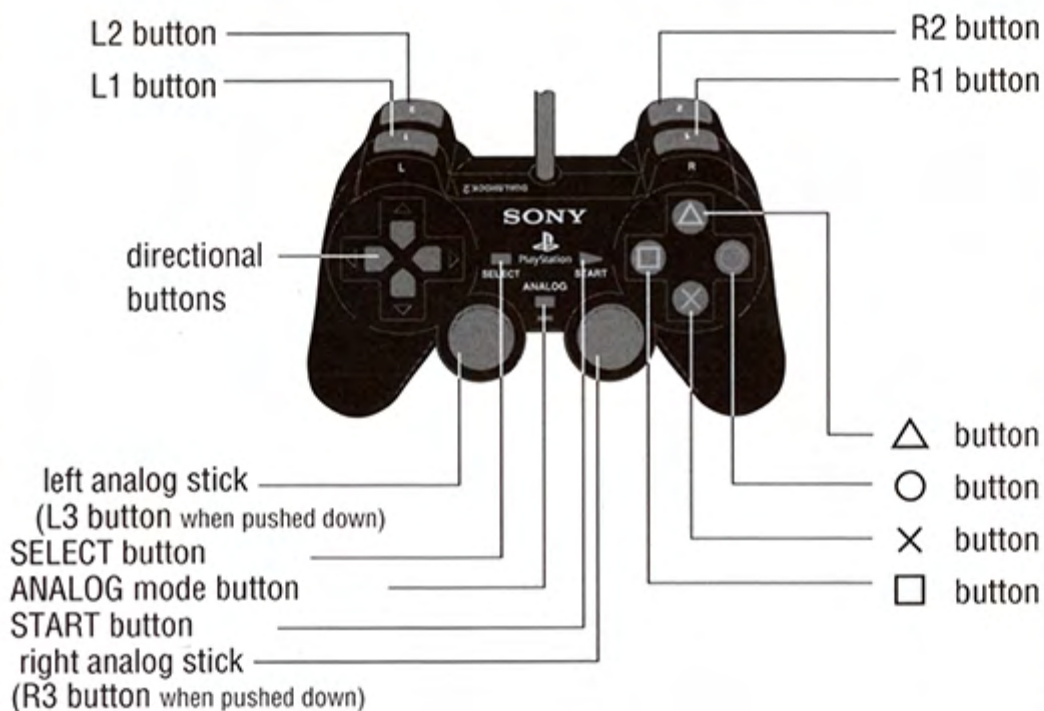
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will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

MEMORY CARD (8MB) (for PlayStation®2)

XGRA™ only supports MEMORY CARD slot 1. To save game settings and progression, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. XGRA™ features an AutoSave system, and the game will automatically save your game progression at certain points. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost. XGRA™ also supports manual save and load of game data from the Main Menu, and after performing a manual save / load, the game will again AutoSave your progression at the relevant points.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



XGRA™ is a one or two-player game that is played using the DUALSHOCK®2 analog controller. Connect the controller to be used to controller port 1. In a two-player game connect controllers to controller ports 1 and 2.

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SPORTS INTERACTIVE NEWS NETWORK

Season 2080 Press Release

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FOR IMMEDIATE RELEASE

SPORTS INTERACTIVE NEWS NETWORK in conjunction with the EXTREME GRAVITY RACING ASSOCIATION™ Unveils its Official 2080 Motorsport Season

Biggest Season Yet Numerous Race Regulation Changes

GLEN COVE, NY, January 14th, 2080 –

With the motorsport event of the year about to take place, SINN in conjunction with the XGRA, are pleased to announce the following additions and changes to the fastest motorsport the world has ever seen. Officially unveiled today were the new race regulations and line-up for the most popular motorsport in the world. Following last year's dramatic season and unprecedented viewing figures, the XGRA have taken steps to pump the sport up to all new levels of excitement.

"Last year was unreal, XGRA really has matured now and with the highest viewing figures for any network presentation, the series can only go from strength to strength. The sport has always been based around its fans, and this year we are going to give them everything they want," said Warren Stein, the Senior Vice President of the Extreme Gravity Racing Association.

The XGRA has decided to make the following changes to the race regulations:

1. Riders can now accept offers from teams mid season, meaning that the rider can switch teams. This will add to competition and should give our riders wider choices in both machines and teams.
2. Last season, several teams asked permission to offer race-specific contracts to their riders. XGRA has decided to allow this for Season 2080. In all new contracts, riders can be obliged to fulfill certain race goals or missions for their team in each race. However, we are hoping that this new rule is not abused by the teams.

3. After careful consideration, the XGRA has endorsed the use of the previously banned Patriot Force One Ion Engines. Vehicles can now have an unlimited top speed.
4. The competition committee has also sanctioned teams to create their own vehicle specifications for both design and hardware. Consequently, teams are now allowed to upgrade their bikes between each GT Class. Race fans are going to see a multitude of vehicles that differ not only in looks, but also in performance and weaponry."

Mr. Stein went on to discuss the fact that the XGRA have invested 125 Billion USD in 14 completely new tracks. He emphasized that not only are the locations completely new, but that the tracks themselves have been technically redesigned to allow for more combat, split routes, extremities and, perhaps most importantly, for new types of races. When questioned, Mr. Stein was cagey about the new race types, but did mention a unique new race called 'Warmonger,' in which the track will actually interact with the riders. No further details were given. Stein added that "For the first time, weapons manufacturers have been able to research, design and build specific weaponry for the teams."

Companies like Patriot and Scarecrow are reported to have spent over 65 billion USD on these new weapon systems. The Neo Scientist has published a report stating that the new weapon systems are the next stage in military-grade weapons evolution, even claiming that the weapons systems actually evolve during combat, leading to higher rates of fire and more spectacular damage. Mr Stein concluded with the following statement.

"At this time, we have decided not to release all the information about the upcoming season. We will, however, be releasing more information as we get closer to the first championship. Suffice it to say that Season 2080 will be like nothing witnessed before in the history of motorsport. We are looking forward to it as much as you are". SiNN will be sure to keep you all updated on any further developments.

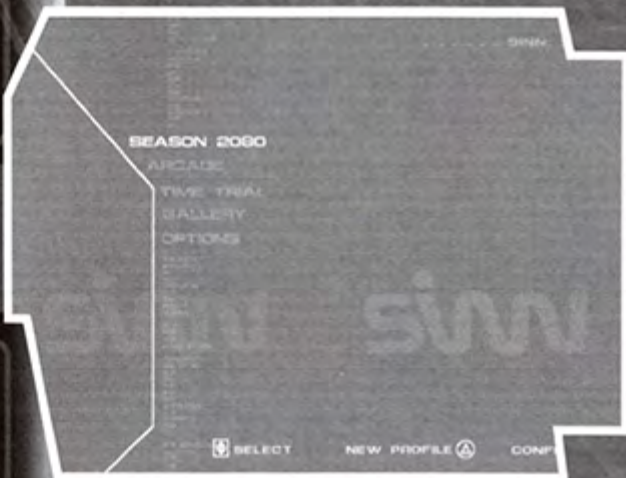
About Sports Interactive News Network

Based in Glen Cove, N.Y., Sports Interactive News Network, Inc., is a leading sports media network, official sponsor and mass marketer for the Extreme Gravity Racing Association. SiNN owns and operates 32 studios located in the United States and the rest of the world. SiNN prides itself in being the premier sports based news network and aims to retain this position for the foreseeable future. SiNN is also a global partner of the XGRA and in conjunction with covering all XGRA championships also promotes and funds the sport.



PROGRAM GUIDE

SiNN offers motorsport fans many exciting choices. Please press **UP** or **DOWN** on the **directional buttons** or **left analog stick** to highlight a game mode, then press the **X button** to select it. Thanks for being part of the program!



- Season 2080** Join the best riders and bikes competing for the SiNN Global championship.
- Arcade Mode** Fast paced action for your fast paced life.
- Time Trial** A race against the clock makes time fly!
- Gallery** View an exclusive gallery of XGRA artwork, unlocked as you succeed in Season 2080.
- Options** Adjust game parameters to suit your preferences.

OPTIONS

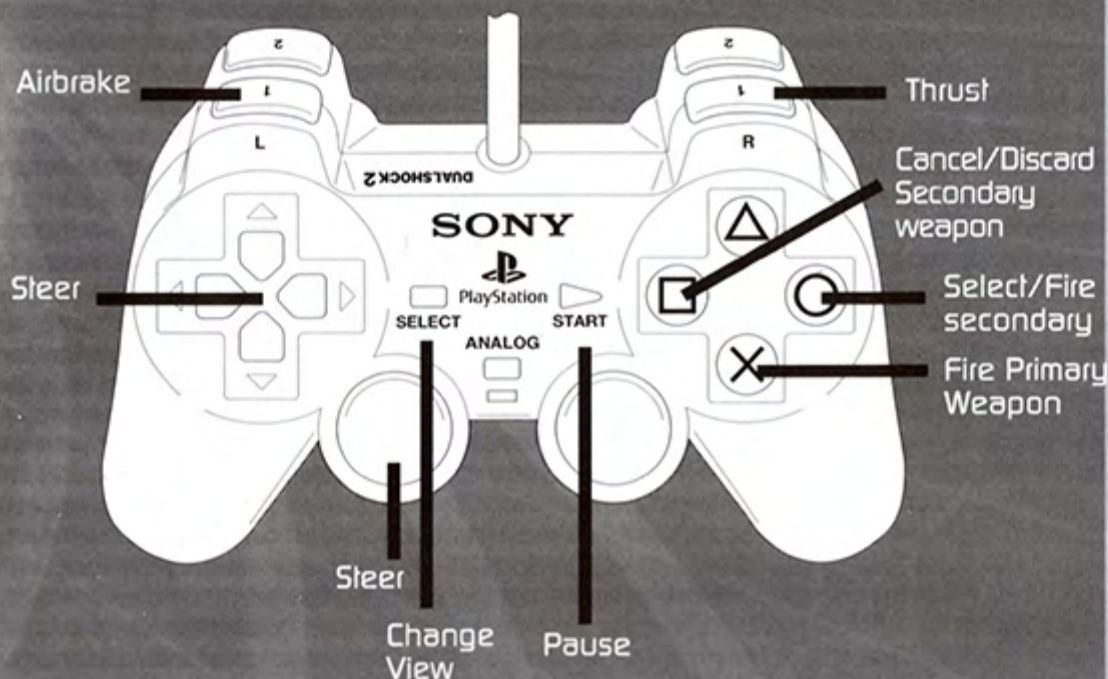
You have these options to choose from:

- Controller Set-up** View or change player controls for Controller One or Controller Two.
- Cheat Menu** Input any cheat codes you've been awarded.
- Graphics Setup** Adjust the display to match your monitor.
- Sound Setup** Adjust various sound levels, select Stereo or Dolby sound and music tracks by genre (dance and rock).

Inside Information:

Vehicle Controls & Tricks

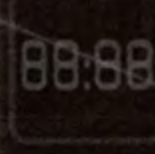
How do the pros pilot the incredible XRGB bikes? Here's an inside look.



● = Select/Fire Secondary Weapon – Collecting pickups increases the secondary weapon counter, giving you access to more powerful weapons. When you first press the ● **button**, you select the current secondary weapon. You will keep this weapon until you press the ● **button** again, this time you fire the weapon!



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Information about SiNN™



SiNN™ is the world's premiere sports network. Since 2065, SiNN™ has been proud to act as the official media network of the XGRA™. Along with our gracious sponsors, we are pleased to bring you the 2080 XGRA™ season.

Information about the XGRA™

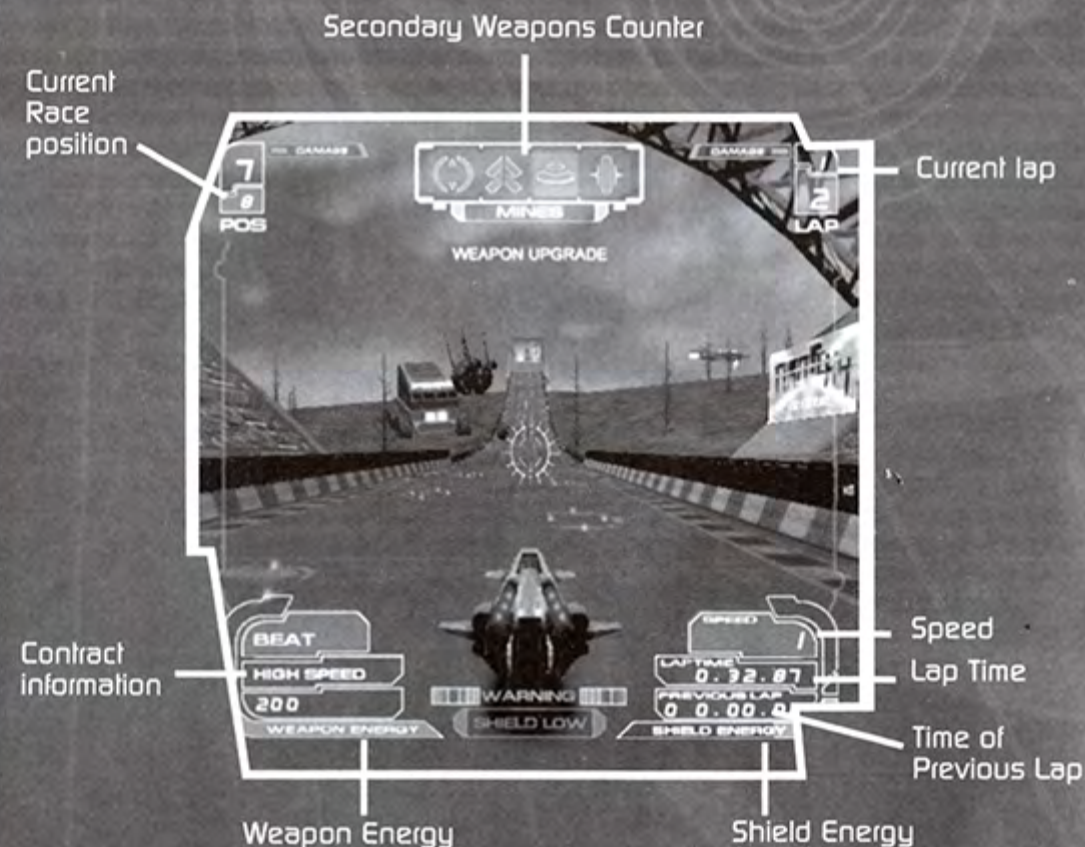
The Extreme Gravity Racing Association is the current governing body of both on and off-world gravity racing.



Information on the 2080 Season

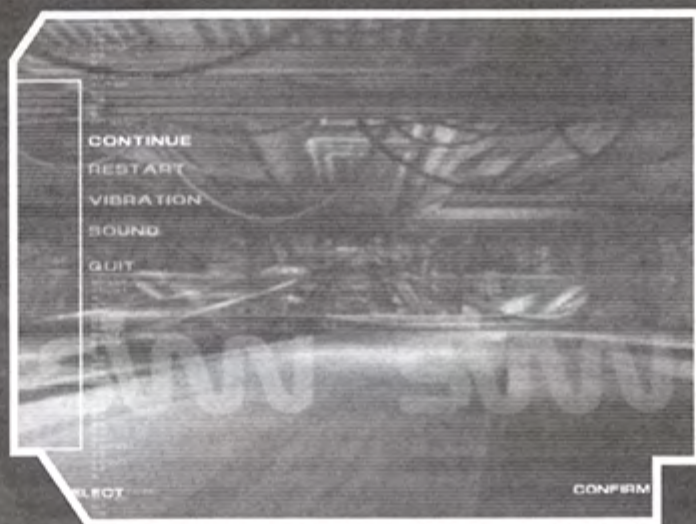
WHAT YOU'LL SEE ON SCREEN

Here is a typical race as seen through the eyes of an XGRA™ racer



PAUSING THE ACTION

Press the **START** button to pause the action and access the pause menu.



Continue

Resume play from where you paused.

Restart

Start the current race again from the beginning.

Vibration

Choose to play with vibration effect ON or OFF.

Sound

BGM Level

Adjust the background music level to suit your preference.

SFX Level

Adjust the sound effects level to suit your preference.

Speech Level

Adjust the in game speech level to suit your preference.

Quit

Exit the current race.

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RACE TYPES and CHAMPIONSHIP PROGRESSION

This year there are seven different and exciting races. Perhaps the best known and most rigorous are the various Career mode races, in which riders compete through various classes in different race types in hopes of emerging as the 2080 XGRA champion. In addition, there are the Arcade and Time Trial races so popular with viewers. Let's begin by looking at what a Career rider can look forward to this year.

The Career Mode Race Types

The career mode has the following race types:

ENDURANCE

In an endurance race, the race length is extended from the normal race length of that class. Lap length for endurance races depend on the class that the player is currently playing in:

This means that the rider has to complete an extra number of laps for each endurance race.

PEACEKEEPER

These races do not allow any of the bikes to use weapons. Peacekeeper is all out racing. Shields can still be damaged by bike and wall collisions.

SPEED LIMITED

These races do not allow the bikes to turbo, shields are still active and the bike can be damaged. The emphasis on the race is skill through racing lines and strategy.

EXTREME WEATHER RACES

Extreme races see the bikes racing under extreme weather conditions. Weather conditions affect the grip strength of the bike.



BURN OFF

Burn Off are short sprint events. These races allow all bike functions, however the number of laps are reduced.

The Burn Off championships offer less laps than the other types of races.

WARMONGER

The Warmonger race type adds gun turrets and awards bonus points for kills.

PROGRESSING IN THE 2080 SEASON

As the 2080 Career opens, players will face the daunting task of proving their racing prowess in increasingly harder contests, going from the initial Invitational class up through the Sub Sonic, Sonic, Super Sonic and Ultra Sonic class races. In each class, riders are contracted by their sponsoring team to accomplish certain tasks. In addition to earnings (dependent on place of finish), winning also give riders the chance to move up in class to better bikes and weapons. Races are run in the order determined by the XGRA.

INVITATIONAL CLASS

Open 2 lap competition.

In order to move up to the next class, the racer must gain a minimum number of points, all shown on the progression screen.

SUB SONIC

A variety of competition styles and lap requirements.

SONIC

Sonic races feature a wide array of race types on the XGRA circuit tracks.



SUPER SONIC

Featuring an even wider array of races, Super Sonic will challenge expert racers.

ULTRA SONIC

This is the Championship level of competition, where an elite rider will have the chance to take it all and bask in the glory of being named the 2080 XGRA Champion. It won't be easy, as riders face every career race type on the circuit in round after grueling round.

EMPLOYMENT AND CONTRACTS

Riders receive employment offers from teams depending on how well the rider performs. The better the rider does, the more offers he or she will have to choose from.

CONTRACTS

Each team requires their riders to complete secondary tasks for them, such as assassinating rival opponents – quite a performance clause! In return, a rider is rewarded special bonuses from the team, which help riders to progress. Teams look at past performance when offering contracts, so it's important to fulfill your obligations if you hope to succeed in Career competition.

RACE RESULTS

At the end of each race, results are displayed for all to see, including place of finish, career progress and other important statistics.



A screenshot of a race results table from the game XGRA. The table is displayed on a dark, futuristic background with a track visible. The table lists the top six finishers, their names, and their points. At the bottom of the screenshot, there are two small text labels: 'NEW RESULTS TABLE' on the left and 'EXIT EVENT' on the right.

1.	DIVA	12 PTS
2.	INFERNO	10 PTS
3.	JAKAR	7 PTS
4.	GEKKO	6 PTS
5.	MK.4	4 PTS
6.	JESUIT	2 PTS

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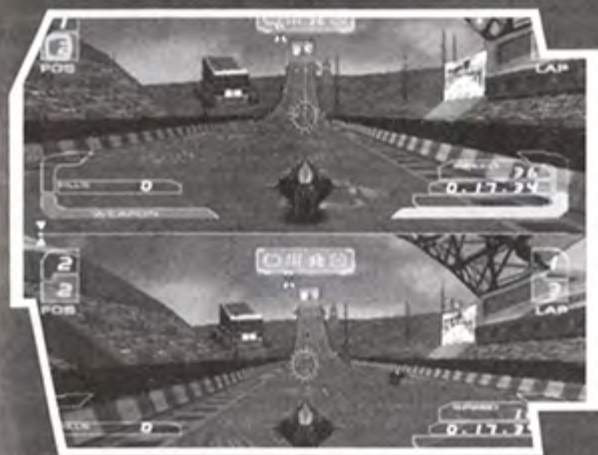


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ARCADE RACES



Arcade Races are single races with one or two human players. These races are all about energy, excitement and flexibility, the elements that the XGRA™ thrives on – no wonder this fan favorite is back and better than ever! First, the number of players is selected, then the

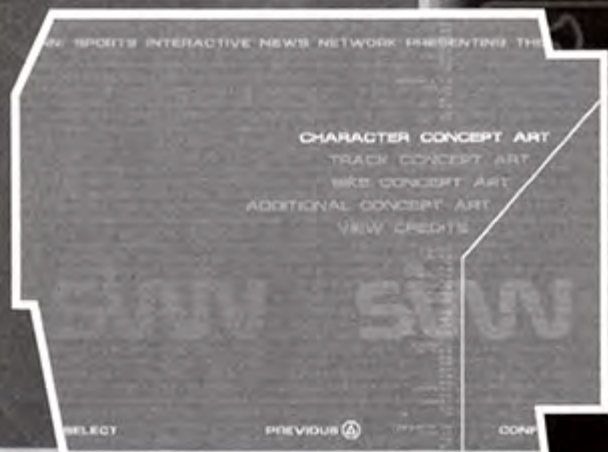
environment. Of course, in Arcade races the riders have a few "open" tracks to race on at first, but can access other tracks after they have faced them in Career mode. Likewise, experience in Career mode is what counts when it comes to unlocking game parameters, such as the race types, number of laps and even the time of day! Pick your rider, bike and adjust your vehicle settings, then it's down to the track for a heavy hit of hot racing action that keeps fans screaming for more!

TIME TRIAL RACES

For one or two players. Time Trial races are among the most beloved by audiences, and the most pure experiences to riders. In a Time Trial race, the riders abandon concern for weapons tactics and other riders, and instead concentrate solely on the ancient foe which no technology has mastered: time. Riders compete to earn best times on any available track and as in Arcade Mode, more options are unlocked as you progress through the Career Mode. Once you've made your settings and selections, anticipation mounts and the blood quickens as time ticks down to racing destiny.

GALLERY

Take time to view the concept art that you have unlocked.



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The Teams and Bikes

TEAMS AND TEAM BIKE ATTRIBUTES

As the competition intensifies, the player will need to earn the more powerful bikes available - to do this, he needs to carefully pick his team...

THE TEAMS

The 2080 XGRA™ league has eight teams competing this year, each with its own reason to win the championship. In order to achieve their goals, teams must hire the best riders available to lead them to victory. All of the teams have scouts at the major racetracks checking out the performance of new riders on the scene, looking out for their style, performance and ability to complete contracts. If a player impresses a team enough, then an offer will be made to join them.



The question is, which team is right for you? It's hard to separate a team from its riders, such is the synergy that exists between them. Do you live for high speed racing, superior weapons and armor or just plain attitude? There's a team available in the XGRA™ that will fit the bill, but can you impress them enough to get an offer?

The story doesn't end once you join a team. To get their respect and the chance to ride on their most advanced hardware, you're going to have to earn it. This is done by not only winning championships, but also by completing the secondary objectives in a race. Sometimes this will be as simple as destroying an advertising billboard, other times you will have to take an opponent out...



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TERRANOVA AND SPONSOR FOBOS

TERRANOVA:

This team best suits beginners, offering a combination of good handling and regeneration. Terranova are a US company who also make commercial sport vehicles and are deemed by many to be the best of North America.



Weapon: Cannons

Sponsor: Fobos

Handling: Powerslide



VIXEN AND SPONSOR INOCA

VIXEN:

Once an all-girls team, Vixen has now opened its doors to all sexes. These vehicles have excellent shielding and top speed, making them tough to beat. Vixen is a pure racing team and is heavily funded by Inoca.



Weapons: Energy Weapon

Sponsor: Inoca

Handling: Tight



PALUS AND SPONSOR TWILIGHT

PALUS:

A runner up in last year's championship, this team really is one to watch. Their vehicles boast good regeneration, acceleration, and shielding, making them good reliable workhorses out on the track.



Weapons: Bombs

Sponsor: Twilight

Handling: Hybrid



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STARCOM:

Last year's champions Starcom look set to rip up the track again this year. Their vehicles are good all-rounders, specializing in speed and durability. Starcom are notorious for their violent tactics and are definitely the crowd favorites.



Weapons: Electrical

Sponsor: Denser

Handling: Tight



TALON:

Talon pride themselves on their state-of-the-art vehicles' handling, unparalleled on short twisty tracks. This team requires a rider who can handle himself well in battle, as their durability is questionable.



Weapons: Cannons

Sponsor: Heel

Handling: Tight



MANTA:

Manta is the incarnation of Bill Forceur, a five-time champion who, with a group of similar minded petrol heads, has set up a team to topple the big guns. An awesome all-rounder, the vehicle's only weakness is its relatively low regeneration system, requiring fast-reacting riders.



Weapons: Energy Weapons

Sponsor: Jentor

Handling: Hybrid





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**SCARECROW:**

Previously a sponsor of the XGRA, this former weapons manufacturer has teamed up with Patriot Systems to create a vehicle that simply dominates the field in all areas but shielding.

Weapons: Rockets

Sponsor: Patriot

Handling: Hybrid

**TEMPLAR RACING:**

A brand new addition to the XGRA team roster, Templar have no weaknesses and as such only take the cream of the crop to ride for them. The rider will have to do well all the way through the classes to get the opportunity to ride one of these beasts.

Weapons: Rockets

Sponsor: Phase One

Handling: Tight



TEMPLAR AND SPONSOR PHASE ONE

TEAM RIDER DYNAMICS

To earn bigger and better bikes from their teams, riders must do well in the championships, and also complete their team's secondary objectives. Each team's bike has unique handling traits that the player must learn and adjust to. The bikes also have their own specific weapons and upgrades that must be earned. By earning new bikes in the lower leagues, you increase your chances as you progress to the higher championships.

THE BIKES

There are three main makes of bike in XGRA, each having up to three physical stages of evolution. As the player progresses through the championship leagues, they will gain access to these more powerful machines. These three stock bikes are used by the eight teams in XGRA, it's what is inside them that differs radically however...

ARCHANGEL AVENGER MARK I-III:

Built by Force One, this bike is extremely durable and has good handling, the engine is built by Fobos and what it lacks in speed it makes up for in acceleration. Utilizing twin stabilizers and military grade ion energy banks it really is the racer's bike of choice. Used by the Talon and TerraNova teams.



KYOKKOU (RAYS OF THE RISING SUN) CHALLENGER MARK I-III:

Manufactured by Kyokkou Motorsport in Japan, this super bike excels in every field. An awesome bike in almost every way, its only weakness is its top speed. Used by Vixen, Starcom and Templar teams.



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ARCHON ROAD WARRIOR MARK I-III:

Manufactured by Archon Military Technologies, this vehicle has been used on the front line in military battles. Fast and durable, the Warrior's main strengths lie in its speed and good handling. This bike is unrivalled in terms of regeneration of its Ion batteries. Used by Palus, Manta and Scarecrow teams.



PERFORMANCE CATEGORIES

Bikes are rated in 5 performance categories. Basically, some bikes handle better, go faster, etc., than others. Each attribute has up to 5 units, 1 being the lowest rating and 5 the highest. The first available (sub-sonic) bikes have fairly low ratings. As riders and teams progress to the sonic and ultrasonic bike categories, these ratings will increase.

Regeneration: How quickly the bike recovers its shield and weapons energy.

Handling: How well the bike handles (for example, grip strength on surfaces).

Speed: The bike's top speed.

Acceleration: How quickly the bike reaches top speed.

Shielding: The strength of the bikes shields – this determines how well the bike resists damage.

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WEAPONS

In XGRA™, riders cannot buy or obtain any new weapons for the bike that they are racing, as the teams hold the rights to all technology that they have created. Each team bike has a distinct primary weapon that the player can use as they wish until the bike's weapon energy runs out.

All bikes start with Mk1 primary weapons, but can be upgraded by destroying opponent's bikes during races. You can upgrade your own technology to a maximum of Mk 3.

The rider can also use secondary weapons in a race. Using the secondary weapon counter, players must pick up 'Portals' as they drive around the track – each one of these will advance the counter by one. Riders can use their own strategy with the secondary weapons, using the weaker weapons more often, or collecting more 'Portals' to save up for the most powerful weapons available in the game.

XGRA Weapons and Upgrades:

ROCKETS:

Mark I: Patriot Dual Scorpions: Unguided rockets that cause a decent amount of damage.

Mark II: Patriot Swarm Stingers: A salvo of unguided rockets that swarm the target.

Mark III: Patriot Fire and Forget Arch Angels: Guided salvo of 6 electrical seeking rockets.

MORTARS:

Mark I: Phase One XII Shell Strike: Forward firing salvo of two mortar shells that have an area affect damage.

Mark II: Phase One Trinity Strike: Forward firing salvo of three mortar shells that have an area affect damage.



Mark III: Phase One Quad Strike: Forward firing salvo of four mortar shells that have an area affect damage as well as the ability to blast vehicles off their trajectory.

ION ELECTRICAL:

Mark I: Patriot Arc 1: Forward firing electrical ion charge damages the targeted bike.

Mark II: Patriot Arc 2: Forward firing electrical ion charge damages the targeted bike as well as arcing from this vehicle to others in range.

Mark III: Patriot Arc 3: Forward firing electrical ion charge damages the targeted bike as well as arcing from this vehicle to others in a larger range.

PARTICLE CANNONS:

Mark I: Scarecrow Military Division Front Line Ripper: Forward firing particle cannons that cause minor damage but have an enhanced rate of fire.

Mark II: Scarecrow Military Division Front Line Sabers: Forward firing particle cannons with an accelerated rail gun system increasing rate of fire.

Mark III: Scarecrow Military Division Front Line Avengers: Dual linked forward firing particle cannons, utilizing military rail-gun technology to increase rate of fire and damage.

VULCAN CANNONS:

Mark I: Patriot Shredder: Forward firing magnetically spun chain guns that fire super heated uranium tipped bullets.

Mark II: Patriot Decimators: Forward firing magnetically spun chain guns that fire super heated boron tipped bullets that have a higher damage and rate of fire.

Mark III: Patriot Disintegrators: Forward firing magnetically spun chain guns that fire super heated Archon tipped bullets that pierce and then shatter on impact causing large internal explosions.



SECONDARY WEAPONS

Patriot Vampyre: Forward firing leech beam that sucks weapon and shield energy off the targeted bike.

Scarecrow Urban Perimeter Mines: Fires a salvo of mines from the rear of the bike.

Templar Racing Systems Ion Battery Accelerator: Increases the top speed of the bike for a limited duration.

Scarecrow Rapier: Horizontal Ion beams that extrude from the bike, ripping through anything they come into contact with.

Union Armourdon Frontline shielding: Prototype energy shield which utilizes the bikes kinetic energy to render it invulnerable for a short amount of time.

Templar Racing Systems Weapon Overclock: This upgrade doubles the fire rate of all weapons.

Scarecrow Shield Battery Overclock: This upgrade fully recharges shields upon activation.

Scarecrow Weapon Battery Overclock: This upgrade fully recharges weapon energy upon activation.

The Patriot Overlord: A compact thermo-nuclear device that is fired from the front of the bike, causing massive damage to all bikes that pass through it.

SiNN Deathstrike: Funded, sponsored and built by SiNN, this orbiting weapons platform fires a super heated Ion beam from space directly onto the targeted opponents bike.

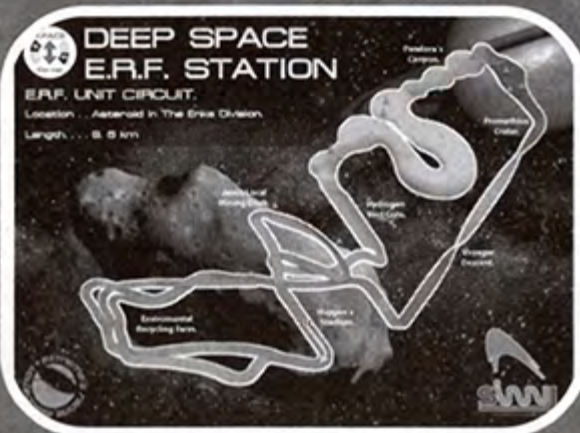


The Environments and Tracks

XGRA takes place in seven main environments in each of which there are two tracks.

DEEP SPACE ERF STATION

The Deep Space ERF is a stopgap heavy fuel port for long distance space travel.



All the dregs of space traders and freighter crew pass through this busy station, making it the perfect place to hold an XGRA race.

The station itself is attached to an asteroid in Saturn's orbiting Encke asteroid belt.

Designed by the Phase One construction division, the primary focus was to create a disorientating track that would really push the riders to their limits, and it certainly does just that.

The ERF itself is comprised of a small mining facility, docking areas, a man made geodesic dome (that includes parkland vital for the creation of oxygen that maintains the facility), and huge industrial venting pipes and fans. The rider will pass through all the parts of the station including the dome and the industrial vents. In the distance Saturn can be seen as well as the Encke asteroid belt, making up an all-together incredible racing experience.



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SCAVENGER CITY

The most violent city on earth plays host to the world's most dangerous sport.

This desolate metropolis of rust and dirt sits creaking on the dried out bed of what was the Japanese Okhotsk Sea. In its center is a grounded deep sea oil rig, one of the few in the world that still pumps oil, home to an anarchic commune of fuel freaks, outcasts who've come from all over the world to feast on this once precious commodity. No government no rules, just gangs, vigilantes and opportunists. The City track takes the riders around the central area of Scavenger. No gimmicks, just full on high-speed action.



SCAVENGER OUTLANDS

The people of this anarchic place are governed by no one and ruled by only one thing: their desire for fuel. Still dreaming of the heady days of the late 20th century when power was dirty and unreliable, these throwbacks live in a world of violence and decay that is fast becoming a popular holiday destination for world businessmen longing for an escape from their clean, healthy, unpolluted lives. On the Outlands track, riders head out beyond the city limits into the eerie no mans land of the dried up sea bed, taking them as far as the groaning hulk of the Aegypta oil tanker that lies within the protective moat south of the city.



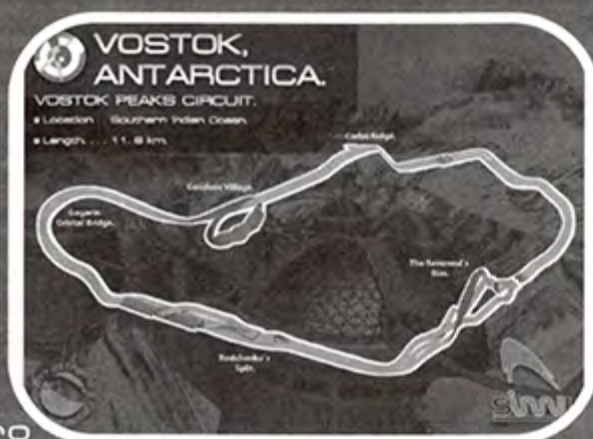
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VOSTOK PEAKS

The Vostok Peaks track winds its way up through the mountains surrounding the port. Passing through the upper reaches of the old military tunnel system before sweeping majestically out over the G8

glacier on the Gagarin orbital bridge. The scene of a 2045 racing tragedy, the bridge was rebuilt in 2050 and is now one of the architectural highlights of the XG calendar. The track also passes through the geodesic village before eventually launching the riders over Carla's ridge where they will have a brief glimpse of the Indian Ocean before plunging down towards the Stadium.



VOSTOK COAST

Once an inland military outpost, the effects of global warming have turned Vostok into a port huddled on the southern most shores of the Indian Ocean. Due to its inhospitable isolation, commercial industrial

development has been virtually non-existent, making Vostok one of the least polluted places on the planet. The Vostok Coast track leads riders out through Vostok harbor (used mostly as a deep sea research station) and along the icy shore. Alert riders do well to avoid the penguin population. The protected species don't stand up very well to armored bikes travelling at over 750 miles per hour!



2080

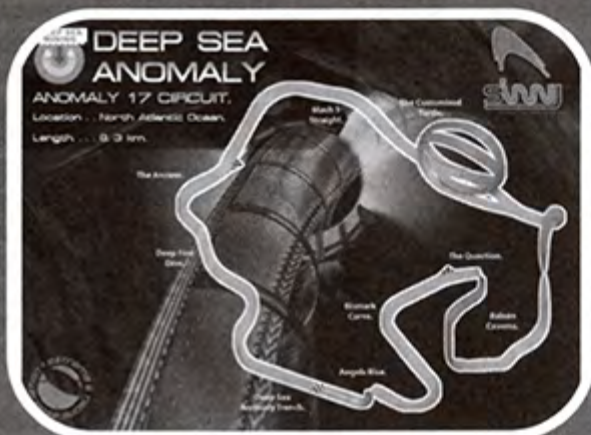


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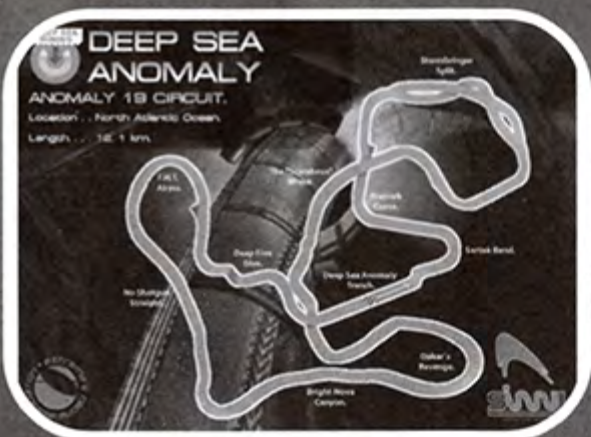
DEEP SEA ANOMALY 17

2 miles beneath the surface of the ocean lies the Deep Sea Anomaly complex. The track weaves its way across the mountainous ocean floor in these incredible crystalline carbon nano-fiber tubes strong enough to withstand the enormous pressures experienced at these depths and also protected on the inside by a micro diamond coating that prevents the tubes from being blown open by the bikes weapons. The Anomaly 17 track takes the rider through the awesome Baleine Caverns; sealed and emptied of water these enormous spaces create a welcome break from the claustrophobic tubes.



DEEP SEA ANOMALY 19

The Anomaly 19 racetrack is also some 2 miles beneath the oceans surface, about as deep as you can get. Based around the man made hydrothermal core used to harness energy from the cavernous vents that spew heat through cracks in the ocean floor, this now giant research establishment is a home to thousands of scientists and submariners.



2080



88:88



DUNROTH'S FOLLY AND DUNROTH'S RIFT

Located in Southeast Asia, this playground for the rich and famous is the Monaco of the XG season.

Adorned with Baroque style towers, a port complete with Chinese junk boats, dams, caverns, raceways through rain forest and a huge bronze statue of Hercules guarding the entryway into the valley, this environment is simply stunning.

Due to it's location, flooding is commonplace on the Dunroth race circuit and the dams frequently overflow onto the track. The abstract nature of both the Baroque style of the dam and the south east Asian influence on the dock make this a truly original track that promotes thought as well as being one of the most demanding circuits in the game.

ARAXES ARABIAN RIDGE AND HELLOS RIDGE

This environment sees an XGRA racetrack intertwining through a mining colony on Mars. In 2080, while technology has evolved enough to sustain human life on the planet, it is still far too expensive for most human citizens to enjoy space travel.

Arabian Ridge is adjacent to a dead volcano, Araxes. The mining facility excavates unique heavy metals, which are exclusively used in XGRA track construction. The two racetracks on Mars are constantly battered by fierce sandstorms, which have been known to last for weeks. Riders should beware of the track conditions on these days, as handling will be greatly affected.



XG
SWW

2080



88:88



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Rider Information

Name: Gekko

Age: 19

Height: 5ft 9in

Hair: Spiky

Eye Color: Blue

Sex: Male

Birthplace: Neo Tokyo, Japan

Hobbies: Street racing

Goals: To win the XGRA for the honor of Neo Japan.

Background: Gekko was born in an influential part of Neo Tokyo. Thoroughly passionate for Motorsport, Gekko has become the official Japanese Motorsport hero. Bored by the lack of talent on Japanese circuits, Gekko decided to hone his skills on the freeways and alleys of Asakusa. After ripping up the competition in illegal street racing, Gekko's ambitions have turned to the XGRA. He is simply regarded as the greatest rising star on the planet. No cybernetics, no criminal record, this man has the blood of champions pumping through his veins.



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2080



88:88



Name: Inferno

Age: Unknown

Height: 6ft 3in

Hair Color: None

Eye Color: Yellow

Sex: Male

Birthplace: Unknown

Hobbies: Demolition

Goals: To gain enough exposure by winning an XGRA championship to tell the world of the injustices done to him.

Background: Inferno guards his background avidly. What is known is that Inferno was a victim of genetic experimentation; he was used as a guinea pig in Chameleon technology. Not much is known regarding the failed technology. Apparently the goal was to create a chameleon human hybrid. It is assumed that during tests Inferno underwent DNA restructuring procedures that resulted in internal cellular fission. Inferno will forever look as if he is on fire from the inside, which has left his skin permanently dried and charred. Driven by the fuel of injustice, Inferno tolerates no one and takes no prisoners in his goal to show the world his torture.



2080



88:88



30

Name: Jesuit

Age: 19

Height: 5ft 11in

Hair: Black

Eye Color: Brown

Sex: Male

Birthplace:
Nu Los Angeles, USA

Hobbies: Gang cyber
bike racing

Goals: To Prove to NU L.A. that he is the number one rider on the planet.

Background: Jesuit was born in the dangerous streets of South Central Nu Los Angeles in the middle of the 21st century. Coming from a split family, the youngster spent most of his time hanging around XG bike workshops, learning what he could and lending a hand to those who needed it. At night Jesuit would watch the older boys race against one another in illegal winner-take-all race events, and when he came of age he joined them. Jesuit grew into a supreme talent with an ego to match. His fellow competitors have thrown down the gauntlet to him, stating that he would never make it in the XGRA, let alone win it.



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2080



88:88



Name: Mark IV

Age: Unknown

Height: 6ft

Sex: N/A



Birthplace: Neo Tokyo, Japan

Hobbies: Taking part in Hunter TV Games.

Goals: To ruin Jakar's career.

Eye Color: Red

Hair Color: N/A

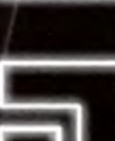
Background: Mark IV is a battle droid created for the 4th Tathlon war. This robot was designed specifically for Special Forces combat. Part of the unit's download is to have a brilliant command of all vehicles including Hyper Bikes. Following the end of Mark IV's fifth tour of duty, the highly decorated droid was given his freedom. Initially, Mark IV was headhunted by SiNN to test-drive their new Hyper Bike. The tests were successful, but Mark IV was deemed too aggressive to be offered a long-term contract. Starcom quickly jumped into the breach and hired the droid. This is his first season.

XGR
SiNN

2080



88:88



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Name: Katerina

Age: 21

Height: 5ft 9in

Sex: Female

Birthplace: Murmansk, Russia

Hobbies: Military strategy

Goals: Exceed her grandfather's own ambition and win the world championship of the greatest sport known to man.

Eye Color: Blue

Hair Color: Blond

Background: Born in the affluent Russian city of Murmansk, this granddaughter of an ex-Soviet 'Typhoon' Class Submarine Commander shares her grandfather's drive and ruthlessness. With unparalleled knowledge of military strategy, this young lady is as cool as they come and as deadly as a viper. Sexy, suave and sophisticated, this lady will stop at nothing to win the XGRA World Championship.



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2080



Name: Romulus

Height: 5 ft 9 in

Age: 29

Eye Color: Brown

Sex: Male

Birthplace: South Africa

Hobbies: Computer systems hacking, technology

Goals: To earn enough money to set up his own technology company, specializing in security system hacking.

Background: Born in South Africa to a wealthy landowner, Romulus has always been on the wild side. Having been incarcerated 6 times he has now decided to make his money rather than steal it. With an IQ of 215, Romulus is certainly a mind to be reckoned with. He specializes in systems technology and through his prison experiences has learned how to look after himself. Romulus has great systems experience and teams have shown a lot of interest in him, but it remains unclear how well he will perform on the track.



Name: Diva Phalon

Age: 22

Height: 6ft

Hair Color: Blonde

Eye Color: Green

Sex: Female

Birthplace: Montsegur, France

Hobbies: Dancing and Singing

Goals: To gain exposure through the XGRA in order to further her modeling career.

Background: Diva comes from a well off French family, where, having been pampered from birth, she has developed a strong personality that often leads to confrontation. Diva's father is the world renowned ex-Templar racing superstar Sam Phalon, a legend in his own time. He groomed his daughter to follow in his footsteps. Diva had other plans and forged a career in modeling. Recently, however, her exposure has been waning and she has decided to market herself through the XGRA in the hope that winning the Championship will return her to her true career.



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2080



Name: Jakar

Age: 29

Height: 6ft

Hair Color: Black

Eye Color: Brown

Sex: Female

Birthplace: Cheltenham,
United Kingdom

Hobbies: Racing and tuning
vehicles

Goals: To win all major motorsport championships.

Background: Jakar was born 2051, one of two twin daughters of a cryogenic scientist from Government Research Centre in Cheltenham. At birth, the twins were found to have a very rare blood disorder, cutting their life expectancy by half. Their parents decided that one of the daughters should be cryogenically frozen until a cure was found and that the other daughter would be allowed to lead her life as normal. Jakar was unaware of her sibling and her illness and has led her life like any other normal person. Gleaning an interest in motorsport from a very early age, Jakar began to excel both at racing and tuning bikes. We join her in her first ever XGRA championship.



2080



88:88



36

Name: Barry Elson

Age: 29

Height: 5ft 9

Hair Color: Oily Brown

Eye Color: Gray

Sex: Male

Birthplace: Austin, Texas

Hobbies: Visiting strip joints and building vehicles.

Goals: To win his third championship as a Pit Chief.

Background: Barry is perhaps the most famous pit chief in XGRA motorsport history. He is the only pit chief to have won consecutive championships and he is now aiming for his third. His love for all things motor driven is only matched by his keen eye for the ladies, an enthusiasm they seldom share. Barry is technically unequalled and his experience far exceeds any other professional on the circuit.



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2080



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ACCLAIM STUDIOS - CHELTENHAM

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ANGEL CUNADO
STEVEN DUNN
DAVID HOSKINS

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WIGGZ

ASSISTANT LEAD ARTIST
MARK CRONIN

ARTISTS
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TOM DICKEN
JOHN O'MALLEY
SIMON PARISH
ANTONIS PELEKANOS
WAYNE PETERS

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KEVIN BOASE
DAN EDWARDS
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DAVID HARRIS
JAMES KELLY
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RYAN SUMMER

GAME INTRODUCTION MOVIE BY GURIOS
ENTERTAINMENT

MUSIC

MUSIC LICENSING
CHRISTIE ATKINS

"DREAMING"
"GODSPEED"
"MADSKILLZ"
"MERCURY & SOLACE"
"NEVER GONNA COME BACK DOWN"
PERFORMED BY BT
COURTESY OF NETTWERK PRODUCTIONS

"COLORBLIND" AND "RADIOACTIVE (MIX)"
PERFORMED BY ALIEN BREED
COURTESY OF DELICIOUS VINYL RECORDS

"THE LAST FIRSTBORN"
"OWN LITTLE WORLD"
"ONE GOOD REASON"
"THE STARS OF ORION"
PERFORMED BY CELDWELLER
COURTESY OF ESION MEDIA & POSITION
MUSIC

"ACCELERATOR" AND "OVER YOU"
PERFORMED BY THE DWARVES
COURTESY OF EPITAPH RECORDS

"FAR AWAY"
PERFORMED BY NOISE THERAPY
COURTESY OF POSITION MUSIC

"STOP & PANIC (DEEPSKY MIX)" AND "HIT
THE DECKS"
PERFORMED BY CIRRUS
COURTESY OF MOONSHINE MUSIC

"PUSH THAT THING"
PERFORMED BY DAVE AUDE
COURTESY OF DUTY FREE RECORDINGS

"THE SOUND BARRIER (DEEPSKY MIX)"
PERFORMED BY MICRO
COURTESY OF MOONSHINE MUSIC

"DIRTY PRETTY PICTURE"
PERFORMED BY TRONA
COURTESY OF MOONSHINE MUSIC

"THE RUSH"
WRITTEN AND PERFORMED BY LIAM
WESTBROOK

"PROACTIVE"
PERFORMED BY JOSE PUENTES
COURTESY ZINETIK RECORDS SL



2080



88.88



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