

XBOX 360

XBOX  
LIVE



INSTRUCTION MANUAL

# MotoGP'06



Game Experience May  
Change During Online Play



## **⚠ WARNING**

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support (see inside of back cover).

## **Important Health Warning About Playing Video Games**

### **Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

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The cut-off date for the Official MotoGP designs was 5th March 2006; therefore some of the designs included in the game may vary in appearance from the designs that appear during the MotoGP season. THQ and Dorna are not liable for any changes that may occur to the bikes' and/or riders' garments designs, including sponsors, from 5th March 2006 until the end of the MotoGP season.

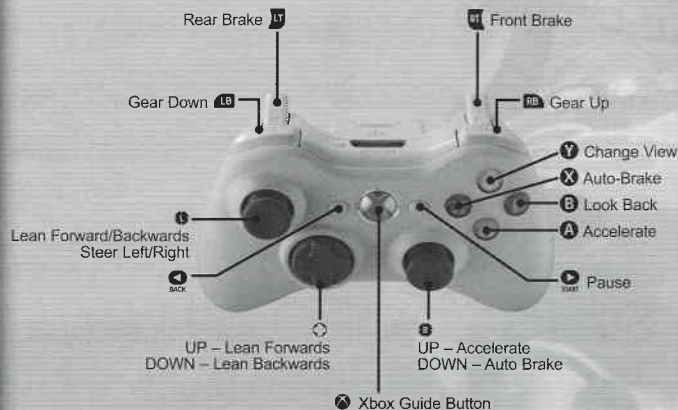


# CONTROLS

## MotoGP '06 Standard Controls

*Note: This section outlines the standard or default controls. The player will be able to select alternative control methods from within the 'Settings' menu.*

### DEFAULT RACE CONTROLS



### POWERSLIDE:

- While accelerating initiate the back brake, locking the back wheel, then release the back brake once the slide is initiated.
- Double tap the accelerator while turning.

# INTRODUCTION

Welcome to MotoGP '06. Take control of custom-built 250bhp 200mph racing machines and battle to become the ultimate motorcycle champion both on and off the MotoGP circuit.

### RACE GRAND PRIX

All the bikes, teams, riders and tracks from the MotoGP 2005 and 2006 seasons have been painstakingly recreated using the latest cutting-edge graphics to bring you the most authentic experience of riding against the world's best without having to take up a career in motorcycle racing.

Rossi, Melandri, Hayden, Edwards, Biaggi and more await you on the complete seventeen MotoGP '05 and '06 race circuits, so detailed you can almost touch the asphalt and smell the oil!

### EXTREME GOES GLOBAL

The underground success of Extreme Racing has now turned into big business. Instead of racing at dawn on deserted backroads, the new stars of Extreme Racing race at noon, on blocked-off circuits, crowded with spectators. To fit the new style of the sport, all the extreme mode circuits have been remade from scratch, to be streamlined for speed and fast-flowing racing action.

Ride either a 600cc, 1000cc or 1200cc motorcycle class in street racing action from the gleaming skyscrapers of Rio de Janeiro to the jagged mountains of Tuscany, from the sun drenched streets of the French Riviera to the tropical jungles of Malaysia, from the deserts of Qatar to the hard shoulder of the German Autobahn. Master Extreme Racing and become the king of the street as well as the track! Before being invited to take part in Extreme racing, you first need to prove yourself on the GP circuits.

# GETTING STARTED

## SIGN IN

The first thing to do is to sign in. The game will use whichever gamer profile is currently signed in with the Xbox Guide, and will inform you who has been signed in. If this is not the game profile with which you'd like to play, then open the Guide with the Guide button on your controller and change gamer profile. The game will then restart with your selected profile signed in.

If you don't have a gamer profile, you can still play the game, but you will not be able to save your progress and some features, such as Xbox Live, will be disabled.

## SAVING THE GAME

MotoGP '06 will always auto save your race history and seeding. The game also allows you to delete the previous race history of a profile. Additional saves occur when the user selects in-game to save their race replay video during replay mode.

# XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox Live™. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

## CONNECTING

Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

## FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

# THE GAME SCREEN

## 1 POSITION AND LAP NUMBER

This shows your current place in the race and which lap you are on out of the total laps.

## 2 BEST LAP AND CURRENT LAP

This displays your best lap time of the race so far and your current lap.

## 3 RED TIME

If you stray off the track, or collide with a wall, then you get penalty time, or Red Time. This will be added to your lap time when you return to the track.

## 4 MAP AND RIDER POSITION

The screen shows a map of the track with your rider's position marked by a flashing colored circle; other riders in the race are marked in grey. In Multiplayer mode each human player will have a different colored flashing circle.

## 5 SPEEDOMETER, REVS AND GEAR

These dials display your rpm in multiples of 1000, speed in mph or kph and also the current gear.

## 6 INDICATOR ARROW

At times in the race you will see assist arrows on-screen. They will describe the severity of upcoming corners and chicanes. When approaching a corner the arrow changes to red if you are traveling too fast.

## START LIGHTS

Wait for these to go out for the race to get under way.

## RIDER TIME DIFFERENCE

This shows the time difference between your rider, the rider directly in front and the rider directly behind. A plus sign preceding the time difference shows how far behind the next competitor you are, whilst a minus sign preceding the numerals indicates how far behind the nearest rider is.





# MAIN MENU

The main menu features Single player, Multiplayer, Settings, Extras and Season Update options.

## **SINGLE PLAYER**

This menu contains the Quick Race, Career Mode and Time Trials options, each allowing only one player to participate. If more than one player is signed in, the profile associated with the pad which selected "Single Player" will be used.

## **CAREER MENU**

Choose between the four Championship types – Grand Prix, Extreme 600, Extreme 1000 or Extreme 1200 – or choose training to learn some basic skills. Also, 'Challenges' lets you try any challenges you have reached within a championship season.

Before you can compete in an Extreme championship, you must complete a Grand Prix championship.

## **QUICK RACE**

Jump right into the action and take part in a race of your choice. Choose either Grand Prix or any Extreme class and select your rider from those available. There are a number of settings that can be configured to create your desired experience.

A new Extreme track will be unlocked for every Grand Prix track completed in Quick Race.

## **TIME TRIAL**

Your fastest lap ever recorded will be your ghost opponent as you race to beat the clock. Achieve a fast lap and you will be given the opportunity to upload your ghost to the scoreboards for others to download, assuming you are logged into Xbox Live.

A new Extreme track will be unlocked for every Grand Prix track completed in Quick Race.

## **MULTIPLAYER**

Hit the circuits with up to 4 players Split Screen on the same Xbox 360 console. System link with up to 15 other Xbox 360 consoles, or race online via Xbox Live with up to 16 human players.

Splitscreen can be combined with System link and Xbox Live: up to four players sharing a single Xbox 360 console can compete together against other players on Xbox Live or System Link.

## **SETTINGS**

It is possible to change a wide variety of game settings. These include Sound, Controls, Display, and Xbox Live features.

## **EXTRAS**

A list of unlockables, saved replays, credits, etc.

## **SEASON**

Brand new to MotoGP '06: You can now play in either the 2005 or 2006 official MotoGP seasons, with all the authentic riders, bikes and tracks from each. Simply select the SEASON option and then choose the season you want to play.

# YOUR SEEDING

MotoGP '06 uses a Seeding system to rank riders. You start off at Seed 100, and must climb the ranks to become Seed 1 – the greatest rider in the world. A rider's seeding is a measurement of their ability. It fluctuates as they win or lose, and is a mark of how far they have come in their racing career.

Whenever you finish a race, your seed will go up or down depending on your finishing position and the seed of the other riders. If you are racing against riders of a better seeding than you, the rewards for victory are higher – if you win, your seed will go up more. Beating riders of a worse seeding doesn't give as much reward, and the punishment for being beaten is greater – your seed will go down more than it would if you were beaten by riders of a higher seeding.

As your seed improves you will need to race against better opponents, whose seed is equal to or higher than your own, in order to improve your ranking.

# CAREER MODE

When you select Career from the main menu you will first be presented with the choice between Grand Prix and the three Extreme Careers, as well as Training mode, which is recommended if you've never played a MotoGP game before. There is also the Challenges option, which lets you play any of the challenges you have reached in a championship season. Initially this is locked, as you have yet to play any championship events.

Before you can start an Extreme season you must first complete a Grand Prix season. After that, your rider can start either an Extreme or Grand Prix career, switching between them at any point from the career menu. So, if you've earned enough money to enter Extreme 1000, you don't have to abandon your progress through the Extreme 600 season.

When you start a new season, either Extreme or Grand Prix, you are prompted for the difficulty at which you want to start playing. It is recommended that you match your difficulty for your current seeding: new players should start with Rookie difficulty.

## GRAND PRIX

Race against the bikes and riders of the 2005/2006 MotoGP season on the full complement of tracks numbering 17 professional race circuits from around the world. In Grand Prix you take part in the real world championship over 17 rounds, fighting to become world champion. In addition to racing you can choose any of the MotoGP bikes that have been unlocked, customize them and change their setup.

On race day prior to starting, you are given the option to look for similar Xbox Live events presently available online. If a race containing similar seeds is presently set up, you can choose to participate and earn seed and points as part of your race season.

## EXTREME

Start an alternative career on the streets. Here you have the opportunity to progress through three leagues based on the bikes' engine size – these are 600cc, 1000cc and 1200cc. Work your way through the leagues, earn money from competing and build up your funds to spend on your own personal collection of motorcycles, applying upgrades as you go.

In Extreme, you're racing for money in a street racing league that spans three bike classes: 600cc, 1000cc and 1200cc. After completing a Grand Prix season, Extreme championships are unlocked. Initially you can only choose the 600cc class, but as you earn more money you can afford higher-class motorcycles and access the different leagues.

## DIFFICULTIES

Rookie	Recommended for Seeds 100 to 81
Pro	Recommended for Seeds 80 to 61
Champion	Recommended for Seeds 60 to 41
Legend	Recommended for Seeds 40 to 1



## CREATE RIDER SCREEN

After you've started career mode you can customize your rider from the 'Create Rider' menu. This option is only available in Career mode. Here you can customize your rider's appearance and personal details such as helmet design and nationality.

## CUSTOMIZATION

- NAME** Your Rider's name is taken directly from your profile name, and cannot be changed.
- HELMET DESIGN** Choose a Crash Helmet from a number of custom helmet designs.
- BIKE DESIGN** This option allows you to edit the color of your bike and design a unique customized look with pre-defined patterns and unique logo creation.
- RIDER LEATHERS** Customize the appearance of your rider by selecting one of many unique designs.
- PLAYER LOGO** Allows you to create your own unique logo, which can be applied to both bike and leathers.



**TEAM NAME** Enter a name for your team.

**RACING NUMBER** Choose a racing number for your rider.

**NATIONALITY** Select your country of birth or association.

## RIDER ATTRIBUTE POINTS

Here the player can assign his starting attributes for his rider. When you start career mode you are given 18 rider attribute points to distribute amongst the four areas of rider ability: Cornering, Braking, Top Speed and Acceleration. Further rider attribute points can be won by increasing your seeding, completing challenges and winning championships.

## CORNERING

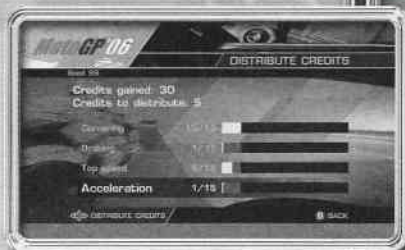
Cornering lets you get the bike down faster and further. As you improve your cornering ability, you can keep a higher speed through turns, and also react better to mistakes.

## BRAKING

Unlike cars, bikes allow the rider to control both front and back brakes independently, so good braking technique can shave precious seconds off your lap time. An increase in braking ability means that you can approach bends faster, brake later and harder to get ahead of the pack, before accelerating out of the bend.

## TOP SPEED

These motorcycle engines have incredible power: bikes can weigh 130 kg yet produce up to 250 bhp. Throttle control is a very precise technique: a fraction too much, and the bike will throw you, a fraction too little and the competition will leave you behind. Increasing the rider's Top Speed will give your rider the ability to manage this powerful machine, allowing you to achieve the maximum performance out of the engine.



## ACCELERATION

Effective acceleration on a motorcycle means shifting through the gears as quickly as possible. The biggest concern for a rider is the loss of time in shifting, so to achieve top speeds you must change through the gears efficiently. In MotoGP '06, a rider with improved Acceleration ability performs fewer 'accidental' wheelies, and has more power when it's needed (i.e. when exiting corners). The degree of stability as the rider shifts up and down gears is also increased, meaning a smoother ride at more consistent speeds.

## LOGO EDITING

You are able to create and save a player logo, a logo for the front of the leathers and a logo for the back of the leathers. The player logo can be used as a layer within either of the other rider or bike logos.

Logos are created from 8 layers containing the elements of your logo laid on top of each other to build up the picture. These are:

**TEXT, BOX, CIRCLE, SEMICIRCLE, TRIANGLE AND CLIP ART.**





# WORKSHOP

The workshop is used to store and maintain the collection of bikes that you acquire throughout the game.

The options available in the workshop differ between Grand Prix and Extreme Mode, as GP mode doesn't allow you to buy, sell or modify bikes.

## VIEW BIKES

Change the bike you are riding to one of the other models available. In GP race mode this means any of the other bike models that you have unlocked. For the Extreme mode, this means any of the other bikes that you own.

## BUY BIKES (EXTREME MODE ONLY)

When you have earned enough money through racing in Extreme races, you may choose to invest in a better bike. There are five teams, each tied to a manufacturer who produces at least one bike for each cc class:

### ISHIKAWA KARLSSON ISHIKAWA

The Ishikawa company of Hamamatsu has produced some of the most accessible and popular street bikes of all time. Their machines are comfortable and easy to ride and, in the right hands, can deliver great track performance. Sponsored by Karlsson, manufacturers of mobile phones and other electronic consumer products.

### KIMURA BARRACUDA KIMURA

Kimura, another Hamamatsu manufacturer, has been a major force in motorcycle racing since the 60s, and has been manufacturing motorbikes since 1946. Their deal with Barracuda energy drinks has given them further momentum to push their way into the street racing market.

### Kurosawa KANEDA KUROSAWA

Formed by street racing champion Kaneda Hideki in the 80s, this team has lots of experience and the backing of one of Japan's leading high-performance bike manufacturers. Kurosawa is known for producing powerful and desirable street bikes such as the KZR 1200 'Kobura', and Kaneda's mechanics know exactly how to get the most from them.

### Marcuccilli R-TEK MARCUCCILLI

Naples-based Marcuccilli has long been seen as a connoisseur's brand, but has struggled to find major title success since its heyday in the 80s when its 'Le Mans' model dominated GP racing. The most successful Le Mans rider of that era, Alberto Trevisano, now has his own parts and performance tuning team, 'R-TEK', and plans to take Marcuccilli back to the top, this time on the streets.

### VECHIONI VECHIONI RACING

The Vechioni motorcycle company of Bologna has long been known for excellence in design and performance. Although the exorbitant cost of servicing the Vechioni's finicky engine can shock some owners, most will still agree that the improved ride quality, performance and styling of Vechioni is worth the extra cost.

## BUY PARTS (EXTREME MODE ONLY)

Here you can buy parts to upgrade your currently selected motorcycle. The parts affect five areas of the bike's performance and in some areas have trade-offs to the way the bike handles. There are three levels per upgrade available. Purchased parts are automatically attached to your selected bike and cannot be removed. Types of upgrade:

### ENGINE TUNING

Improves acceleration and smoothes the power delivery, making the engine more stable through the lower gears.

### WEIGHT REDUCTION

Reduces the weight of the motorcycle improving cornering and acceleration.

### BRAKING

Improves the braking, allowing for shorter braking distances and therefore later braking at corners.

### TRACTION AND STABILITY

Improves the stability, allowing the bikes to hold the corners and powerslide tighter without sliding.

### BHP UPGRADES

Increases the overall power of the engine, allowing faster top speeds.



## BIKE SETUP

This area is used to change elements of the bike's mechanics, to tweak the performance and gear it towards specific tracks or your own preferences. You are always able to tweak any bike to be the way you want it: experiment with different settings on each circuit. You are able to load and save your personal bike settings for reuse on different tracks.

### OPTIONS ARE:

**TIRE COMPOUND** You can change the front and back tires independently. A softer tire compound gives more stability and grip in the corners, while a harder compound allows faster speed on the straights at the cost of cornering stability.

**GEAR RATIOS** This option allows you to alter your gear ratios manually to tailor the bike's performance. A higher gear ratio gives better top speed at the expense of acceleration, while a low gear ratio gives better acceleration at the expense of top speed.

**SUSPENSION HARDNESS** Softer suspension allows for a smoother ride with better braking. Low speed grip is improved but the bike is less stable at high speed. Harder suspension can mean a bumpier ride. Braking power is decreased, as is low speed grip, but the bike is more stable at high speed.

**WHEELBASE** This changes the distance between the back and front wheels. Shortening the wheelbase makes the bike more responsive, while lengthening it makes the bike more stable.

## NEXT ROUND SCREEN

The next round screen tracks your current progress through your selected season. The current round in the season is always shown when you enter this menu. From here, you can choose to change your bike settings or appearance prior to the race.

This screen shows the championship points you have earned to date and your position in the currently selected championship.

# CHAMPIONSHIP POINTS SYSTEM

Your progress through a MotoGP '06 championship is defined in terms of points gained at each race event: this is based on the scoring system of the real sport. To win a championship, you must gain more points than the other competitors after all races have been completed.

### THE POINTS FOR EACH RACE ARE AS FOLLOWS:

1st place	25 points
2nd place	20 points
3rd place	16 points
4th place	13 points
5th place	11 points
6th place	10 points
7th place	9 points
8th place	8 points
9th place	7 points
10th place	6 points
11th place	5 points
12th place	4 points
13th place	3 points
14th place	2 points
15th place	1 point

## RESULTS

From here you can check the Qualify and Race Result times for each track in the current season's calendar, as well as the total points standings for all riders.

## COMPLETING THE SEASON

When you complete the first season, you will be allowed to continue into the next season to race the entire championship again using the same rider, further improving your rider's skills. At the start of the new season, you will be prompted for the difficulty level at which you want to compete. Completed difficulties are marked with a tick symbol. "Legend", the hardest difficulty, is locked until you have completed a championship at "Champion" difficulty.

It is not possible to alter the difficulty level during a season without restarting the season.

# GRAND PRIX WEEKEND

Once you have selected to enter a round from the Race Schedule you will be presented with the race schedule itinerary, featuring Challenges, Practice, Qualify and Race.

## CHALLENGES

Challenges are short tests of riding skill which reward you with one rider credit each if completed. Each track has two challenges, set at different points of that track. There are three types of challenges:

**TIMED CHALLENGES:** You must get from A to B within the specified time. Sounds simple, doesn't it? Driving on the grass will decrease your remaining time twice as rapidly as normal, and you'll need to perfect your racing line to pass.

**SPEED TEST CHALLENGES:** You need to cross the finish line traveling at or above the target speed to pass. Your target speed is shown at the top right of the HUD. Getting up to the target speed requires a very good racing line and choosing the right acceleration point, especially on the final bend before the finish.

**FOLLOW THE LEADER:** You need to race a single rider round the track, and finish within 1 second of them to pass these challenges.

## PRACTICE DAY

This is an opportunity to familiarize yourself with the track and weather conditions but it is not compulsory. Practice day also provides you with the opportunity to view an onboard lap from the bike of an experienced rider.

## QUALIFY DAY

You have a maximum of 10 minutes to achieve the best lap time possible, with competitors' times determining the final grid positions in the race. When you enter the qualifying screen the results from your competitors start rolling in. Competitors start from a staggered start on the track and at the end of every lap you are shown the lap time and qualifying position relative to all the other riders for that lap. Rider and Helmet indicators will appear on your HUD as you are qualifying. These helmet icons are linked to checkpoints around the track and show your cumulative time up to that point:

Grey helmet	below personal best
Blue helmet	personal best time
Red helmet	pole position

When you have finished qualifying, you will be shown the name, time and position of your rider.

## RACE

This is the main event of the Grand Prix, where you will have to complete 3 laps of the circuit in an all-out race for the finishing line. If you choose to enter the main race without first completing the qualifying round, you will start in last place on the grid. If you're signed in with an Xbox Live account, the game will also search for corresponding events that are being held online. If there are corresponding events in progress, you can choose to race online, continuing your career against human opponents.



# QUICK RACE


This is a single race set to your preferences, using the professional riders only. Your Seeding will not be affected by Quick Race games.

When you first enter Quick Race, you will be presented with the following options: Start Race, Choose Class, Select Track, Select Rider and Set Difficulty.

## CLASS

Choose either Grand Prix, Extreme 600cc, 1000cc or 1200cc to determine your race category. Until you have unlocked some Extreme tracks in Racing Career, only Grand Prix is selectable.

## SELECT TRACK

Select the circuit you wish to play, from your chosen class. Extreme tracks are only playable after finishing a race on that track in Racing Career. If you have unlocked a reversed variation for a track, pressing  will swap between the normal and reversed versions. Also, in certain GP tracks, you can change the weather by pressing left or right.

## SELECT RIDER

The Select Rider screen allows you to choose between the professional riders, by pressing left or right.

## DIFFICULTY

Select the difficulty of the AI competition. Legend difficulty is locked until a Career mode championship has been won at "Champion" difficulty.

## QUICK RACE OPTIONS

Laps	Change the number of laps in the race.
Bike setup	Enables you to change the configuration of your selected bike.
Friends	Enter the friends list in the Xbox Guide.
Scoreboards	Check the Xbox Live scoreboards to see the best times for the selected track and others.
Settings	Takes you to the game settings screen.

# MULTIPLAYER

The Multiplayer section features Xbox Live, System link and Split Screen gameplay modes.

## XBOX LIVE

Xbox Live® is the online service that allows you to play against people all over the world. This mode requires you to have subscribed to the service. You are able to have up to 4 people signed in simultaneously on the same Xbox 360 console so all are able to play on the Xbox Live service.

On entry to this mode, you are first presented with a choice between Player and Ranked match. Player and Ranked matches are two entirely separate groups of games, which match players together according to different principles. Both let you join a game quickly, search for sessions, or start your own game. All screens have the Friends and Scoreboards options.

## PLAYER MATCH

Player match will choose games for you based on your Gamer profile - for example, you will play against players with a similar Gamer Zone setting to you. This is ideal for people who want to play against similar types of players or for parents who want to feel comfortable that their children can play without being exposed to mature language, for example.

## PLAYER MATCH - QUICK MATCH

Quick match will get you straight into the action with a minimum of fuss. You simply choose which class you want to play (Grand Prix or one of the Extreme modes) and which bike you want to use. The game will then select a game for you automatically, based on your Gamer profile.

## PLAYER MATCH - CUSTOM MATCH

This lets you define your own search criteria so you can find your preferred game online. If you leave all options as the defaults you will see a list of all the Player Match games available.

## PLAYER MATCH - CREATE MATCH

This lets you define and create your own Player Match game, for others to join.



## RANKED MATCH

Ranked match will put you in games with players with a similar Seeding to you. This is ideal for players who want a competitive race against players of a similar level to themselves.

## RANKED MATCH – QUICK MATCH

Quick match will get you straight into the action with a minimum of fuss. You simply choose which class you want to play (Grand Prix or one of the Extreme modes) and which bike you want to use. A game will then be selected for you automatically, based on your Seeding.

## RANKED MATCH – CUSTOM MATCH

This lets you define your own search criteria so you can find your preferred game online. If you leave all options as the defaults you will see a list of all the Ranked Match games available.

## RANKED MATCH – CREATE MATCH

This lets you define and create your own Ranked Match game, for others to join.

## FRIENDS

Opens the Xbox Guide at the Friends section. This will allow you to add other users from Xbox Live to your Friends List, so that you can search for Friends and send invites when playing on Xbox Live.

## SCOREBOARDS

These boards show best times for all Xbox Live users, categorized by Friends, World's Best and Week's Best times.

## CREATE OR EDIT MATCH

When creating a new match, or changing the settings on a match you have created already, you have the following options:

<b>CLASS</b>	Grand Prix, Extreme 600, 1000, 1200.
<b>GAME MODE</b>	Quick Race, Championship, Grand Prix, Tag mode, Stunt mode, Qualify, Custom.
<b>MAXIMUM PLAYERS</b>	Allows a higher limit of players to be set.

**RESERVED FOR FRIENDS** Allocates a number of slots for people who are registered on your Friends List.

**USE VOICE** Lobby Only. Must have headset connected to access.

**MINIMUM SKILL** Limit the lowest allowed seed within the game.

**MAXIMUM SKILL** Limit the highest allowed seed within the game.

Once you have confirmed your game definition, you are able to select a track. Once in the lobby, you are able to access game options including Bike Setup, Customization, and redistribute Rider Attribute points, or re-edit the game settings, by pressing **V**.

## LOBBY OPTIONS

The lobby is where anyone who has joined a multiplayer game meets before the race is started. Whilst in the lobby you can also customize or change the setup of your bike and rider.

## SCOREBOARDS

Best times can only be uploaded if signed into Xbox Live and ghosts similarly can only be uploaded and downloaded if signed in.

**MY TIMES** Best times attained by yourself for any given track.

**FRIENDS' TIMES** All times for any tracks achieved by any of your friends in your Friends List.

**THIS WEEK'S TIMES** This option lists the fastest 50 laps obtained in the last week of play. This will increase the chance of new players getting their names onto the scoreboards.

**WORLD BEST TIMES** These best times are recorded in any game mode, single or multiplayer, and are uploaded to the scoreboards when you sign onto Live.

**RESET TIMES** This option is used to reset all times posted to the scoreboards for the current player.



## SYSTEM LINK PLAY

System link play works by networking up to 16 Xbox 360 consoles together on an Ethernet network, or two Xbox 360 consoles directly with an Ethernet cable from one Xbox 360 console to the other. Once the Xbox 360 console is networked and can see another Xbox 360 console, the game behaves in a similar way to the Xbox Live functionality. System link can also be combined with Split Screen mode: up to four players can play on each console, up to a maximum of sixteen players in total.

## SPLITSCREEN MODE

To play Split Screen mode you must first sign in at least two profiles on the Xbox 360 console. You can play up to 4 players on the same Xbox 360 console simultaneously, but all must have a controller and must sign in first. Once each player has selected their rider, game options can be changed by pressing **Y** and entering the options menu.

# SETTINGS

Here you can change all of the general game options and access Xbox Live settings.

## SOUND SETTINGS

Change various volume settings to find the audio mix that's right for you.

- |                                   |                                                                                                |
|-----------------------------------|------------------------------------------------------------------------------------------------|
| <b>SFX (SOUND EFFECTS) VOLUME</b> | Set the sound volume for all the sound effects in game, including the bike engine sounds, etc. |
| <b>MUSIC VOLUME</b>               | Set the in-game music volume.                                                                  |
| <b>MENU MUSIC VOLUME</b>          | Set the music volume in the menus.                                                             |

## CONTROL SETTINGS

Set your main game controls here, including gear set up, powerslide sensitivity and vibration. *Note: you are able to set front and back brakes in the controls.*

- |                               |                                                  |
|-------------------------------|--------------------------------------------------|
| <b>MANUAL GEARS</b>           | Switch between automatic and manual gears.       |
| <b>POWERSLIDE SENSITIVITY</b> | Set how sensitive the powerslide activation is.  |
| <b>VIBRATION</b>              | Set the amount of vibration feedback on the pad. |

## CONTROLS

Set the function you want to be assigned to the D-pads, sticks, triggers and other buttons. Most of these are self-explanatory, but a couple require some explanation:

- |                       |                                                                                                                                                                                                                        |
|-----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>RIDER POSITION</b> | The rider position is the ability to change the rider's sitting position while racing to increase or decrease the aerodynamic drag and aid acceleration and braking. By default this is set to the left stick / d-pad. |
|-----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

- |               |                                                                                                                                       |
|---------------|---------------------------------------------------------------------------------------------------------------------------------------|
| <b>BRAKES</b> | By default, front and back brakes are set to use the analog triggers, and both can be activated simultaneously using the right stick. |
|---------------|---------------------------------------------------------------------------------------------------------------------------------------|

## DISPLAY OPTIONS

The following options in the Settings screen affect what is shown on screen during a race.

- |                            |                                                               |
|----------------------------|---------------------------------------------------------------|
| <b>RIDERS' NAMES</b>       | Enable or disable the names that float above riders' heads.   |
| <b>INDICATOR ARROWS</b>    | Enable or disable the driver aid corner indicator arrows.     |
| <b>DISPLAY CIRCUIT MAP</b> | Enable or disable the in-game map.                            |
| <b>SPEEDOMETER</b>         | Toggle between MPH and KPH.                                   |
| <b>HUD VISIBILITY</b>      | Edit the in game's HUD (heads up display) transparency level. |

## SPECTATOR (XBOX LIVE ONLY)

Normally when you join a game in progress you will be asked if you want to wait in the lobby or if you want to join as a spectator. If this option is set to "yes", then you will not be asked, and will always join as a spectator. This only applies when waiting for a race to finish – you will still be able to race normally once the next race starts, as usual.

# HOW TO RIDE

When racing in the MotoGP season you will be riding the most powerful motorbikes on the planet, so it would be good to know some of the fundamentals of racing before taking them out on the track. This section will cover the basics.

Any controls referred to in this section are for the default control settings.

## RIDER POSITION

As well as leaning into turns, the rider can lean forwards or backwards on the bike, using the left stick. Leaning forwards reduces drag and so aids acceleration and top speed. Leaning backwards increases drag and puts more weight on the back wheel, aiding braking. Get into the habit of doing both, and you'll see the benefits in lap times.

## CORNERING

Using the whole road is essential to keeping a good speed through a corner: approach on the opposite side of the track, brake, then cut in as closely to the corner (apex) as possible. As you exit the corner start to accelerate again, so that your path takes you as close the far side of the road once more. The "racing line" is the combination of lines required for any sequence of corners. If the following corner goes in the opposite direction, you'll generally need

to go slower on the first corner to avoid "going narrow" on the second. If the following corner goes in the same direction, you may be able to string both corners together into one long turn.

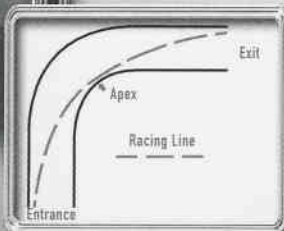
## BRAKING

Motorbikes have independent front and rear brakes: the front brake is the most effective way of stopping, but the rear brake can be used to initiate a powerslide. Use both together for the most powerful braking possible.

## POWERSLIDE

Powersliding involves making the back wheel lose traction, to enable you to 'skid' the bike round a corner, improving your turning circle at the expense of stability. Initiate by tapping the back brake during a corner or by double-tapping the accelerator.

Warning: Extreme bikes are set up to powerslide but GP bikes aren't, and so you risk highsidings the bike. Powerslide in GP races with caution.



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