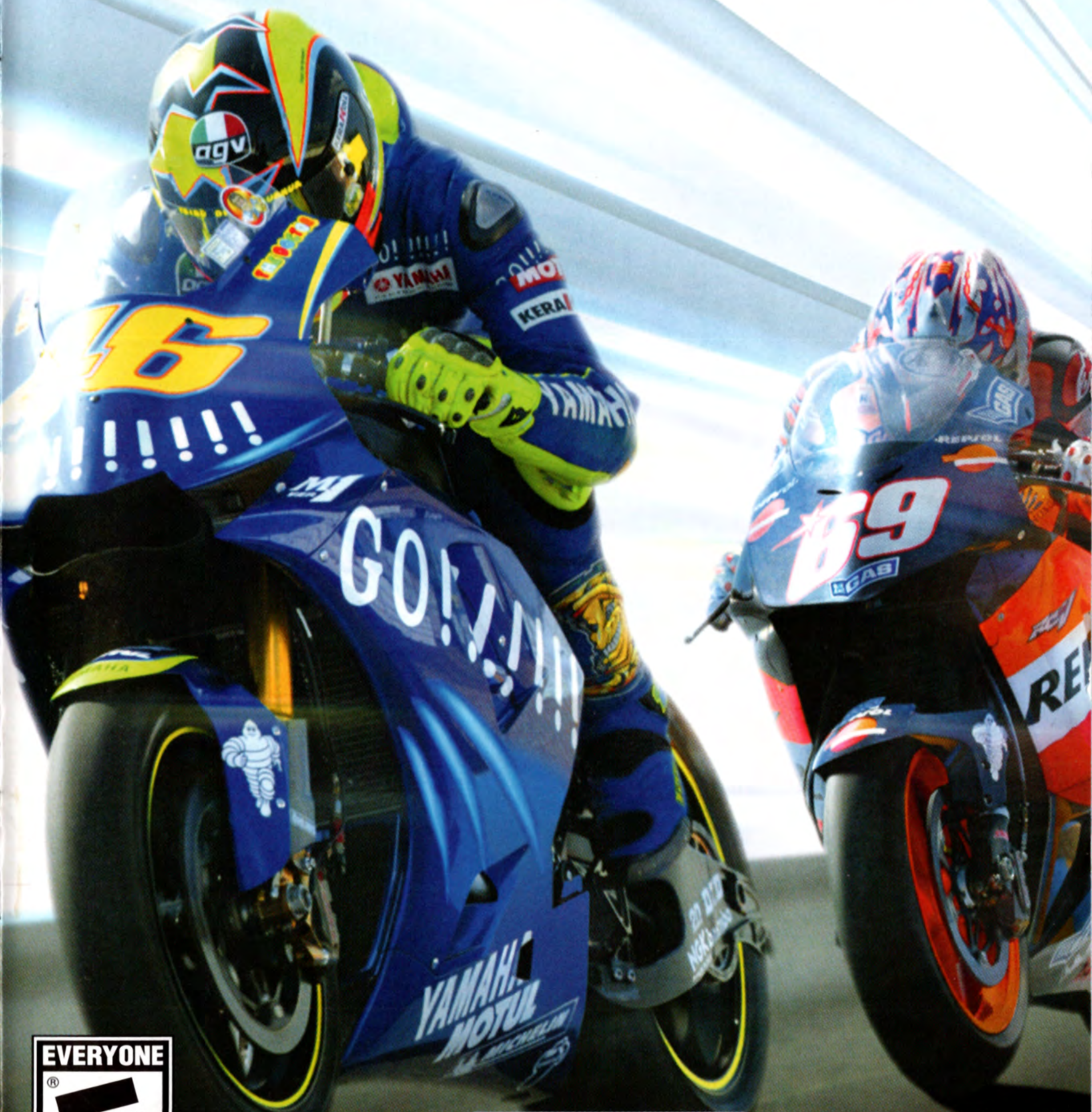


MotoGP 4

Official Game Of MotoGP



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.



TABLE OF CONTENTS

GETTING STARTED

2

STARTING UP

3

GAME CONTROLS

6

BEGINNING THE GAME

9

MAIN MENU

10

GAME MODES

11

OPTIONS MENU

22

PAUSE MENU

23

PLAYING THE GAME

23

RIDERS TO WATCH

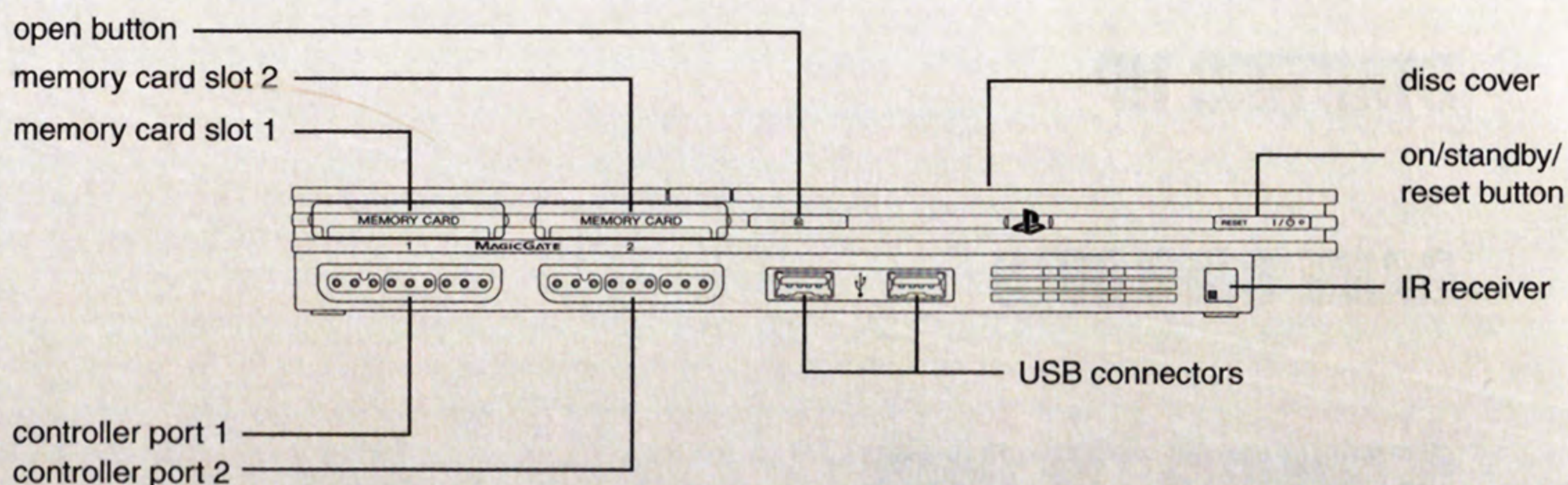
24

CREDITS

29



GETTING STARTED*

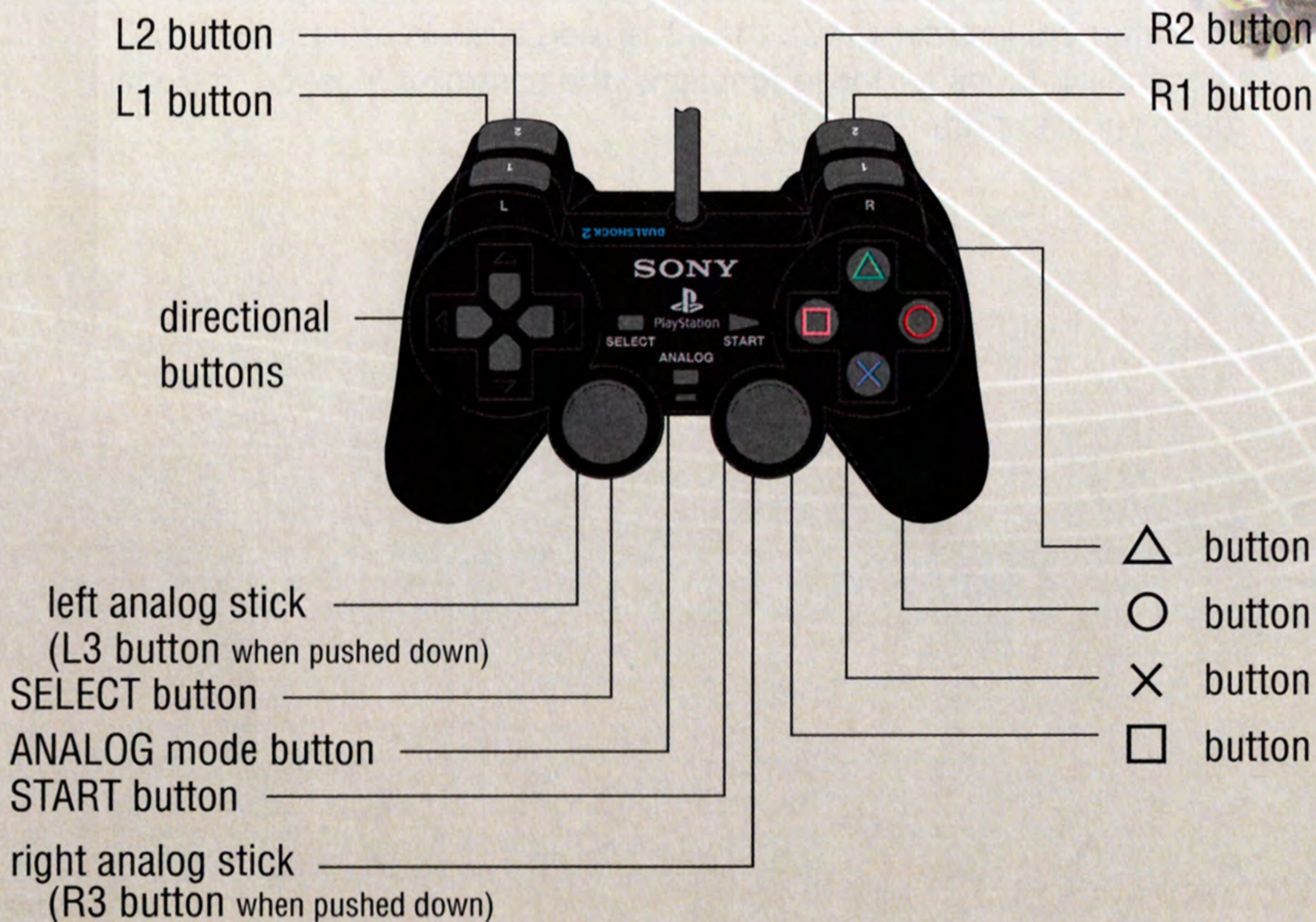


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the MotoGP 4 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.

STARTING UP



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ← or → etc. are used to denote the direction of the directional buttons, unless stated otherwise. In order to use the left and right analog sticks, the DUALSHOCK®2 analog controller must be in analog mode (indicator: red). Although any controller can be used to play MotoGP 4, it is recommended that a DUALSHOCK®2 analog controller be used to enjoy the analog button capabilities of this product.



NOTE: Throughout this manual when referring to the steering, weight shift and special tricks features, the controller must be in analog mode (indicator:red) in order to use the left analog stick. In order to use the directional buttons for these functions, the controller must be in digital mode (indicator:off).



■// USING A MULTITAP (for PlayStation®2)

PLEASE NOTE: In this manual, the term “Multitap” is used to describe the Multitap (for PlayStation®2) - (product code SCPH-10090U).

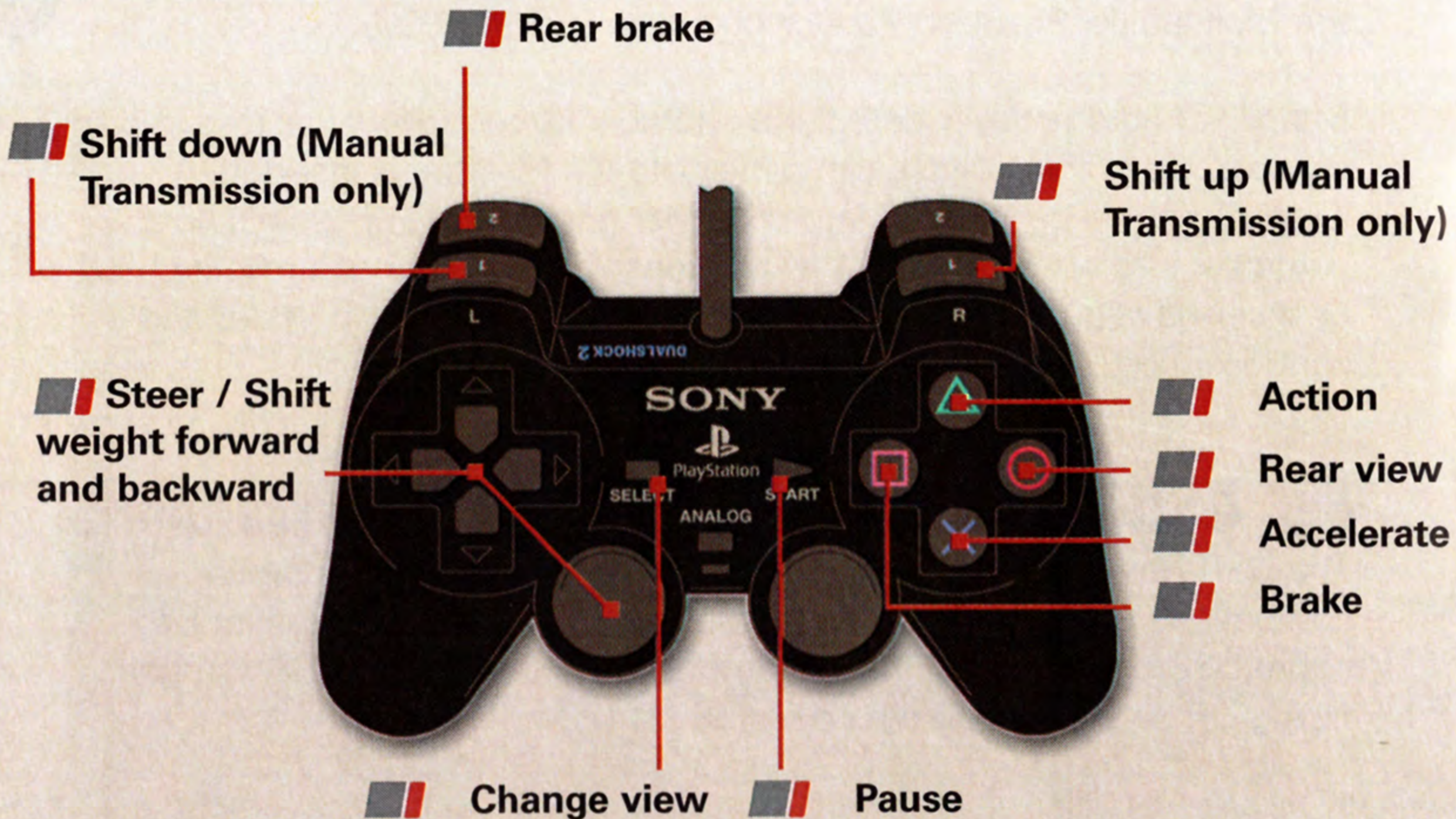
MotoGP 4 automatically detects the number of controllers inserted into the console. Up to four players can participate if a Multitap is inserted. A Multitap should be inserted into controller port 2 of the console, and a controller into controller port 1 of the console. Any other controllers should be inserted sequentially into controller port 2-A, controller port 2-B and controller port 2-C of the Multitap.

■// USING THE USB HEADSET (for PlayStation®2)

The USB Headset (for PlayStation®2) can be used to talk to human competitors during Internet multiplayer games. Insert the Headset into either USB connector on the front of the console with the USB symbol facing UP, before turning the power on.



GAME CONTROLS



NOTE: Front and Rear Braking and Weight Shift settings can be adjusted in the "Controller Configuration" section of the Options Menu. See the "Options Menu" section elsewhere in this manual for more information.

ADVANCED CONTROLS

SPECIAL TRICKS

Mid-Race

Discard Visor

Taunt

Wheelie

Stoppie

△ button (tap)

△ button (hold)

↓ + × button + △ button (when Weight Shift is ON)

↓ + × button (when Weight Shift is OFF)

↑ + □ button + △ button (when Weight Shift is ON)

↑ + ○ button (when Weight Shift is OFF)

After Finish

Victory Pose

Sore Loser

△ button (when in 1st place in Multiplayer Mode or in 2nd place or lower in other modes)

△ button (when in 2nd place or lower in Multiplayer Mode)



WEIGHT SHIFT

Weight Shift can be turned ON in the "Controller Configuration" section of the Options Menu. See the "Options Menu" section elsewhere in this manual for more information.

Leaning weight towards the front or rear affects the bike's response and gives the rider greater control, particularly when cornering. Shifting weight forwards improves cornering response but results in reduced acceleration when leaving a corner. Shifting weight backwards reduces cornering response but improves acceleration when leaving a corner.

ADVANCED BRAKING

Front and Rear Braking can be selected from the "Controller Configuration" section of the Options Menu. See the "Options Menu" section elsewhere in this manual more information.

When Front and Rear Braking is selected in the Controller Configuration Menu, press the  button to operate the front brake and press the **L2** button to operate the rear brake during races.

Controlling the brakes independently gives greater control over the bike's response. Rear braking is much less efficient than full braking, resulting in greatly increased stopping distances. It is useful for making subtle adjustments to bike speed, particularly when cornering. Front braking gives much shorter stopping distances than rear braking, but is less suitable for use when cornering.

THE RACE SCREEN



- 1 Map
- 2 Position
- 3 Lap Count
- 4 Acceleration / Brake
- 5 Course Records
- 6 Lap Time
- 7 Tachometer
- 8 Current Gear
- 9 Speedometer (mph or km/h)
- 10 Excessive Speed Lamp



1. Map

The outline of the entire circuit, marked with the position of the currently controlled rider (in red) and the race leader (in blue).

2. Position

The race position of the currently controlled rider.

3. Lap Count

The current lap number and total number of laps required.

4. Acceleration / Brake

The amount of acceleration or brake being applied. Only displayed when acceleration and braking are set to analog in the "Controller Configuration" section of the Options Menu.

5. Circuit Record

The all-time fastest lap recorded on the current circuit in the selected class.

6. Lap Time

The time taken for each lap.

7. Tachometer

The current RPM of the engine.

8. Current Gear

The currently selected gear.

9. Speedometer

The current speed, displayed in mph (default) or km/h. The speedometer format can be adjusted in the Race Screen Menu. See the "Options Menu" section elsewhere in this manual for further information.

10. Excessive Speed Lamp

Lights up when a corner is approached at too fast a speed.

NOTE: The Race Screen can be tailored to suit individual tastes. See the "Options Menu" section elsewhere in this manual for further information.



■// USING MENU SCREENS

Press the **↑**, **↓**, **←** or **→** directional buttons to highlight an option, then press the **⊗** button or the **⊙** button to confirm. To return to the previous menu screen, press the **△** button or the **■** button.

■// BEGINNING THE GAME

■// THE TITLE SCREEN

On boot-up the Title Screen will be displayed. Press the  button to proceed to the Main Menu. Any previously saved MotoGP 4 data present on the Memory Card inserted in MEMORY CARD slot 1 will be loaded automatically.

A short cinematic sequence will be displayed if the  button is not pressed within a short period of time. Press the  button to quit the cinematic sequence and return to the Title Screen.

If there is no MotoGP 4 data present on the Memory Card inserted in MEMORY CARD slot 1, users will be asked whether MotoGP 4 is the first title in the MotoGP series they have played. Either select YES to be offered an explanation of the different game modes, or select NO to be offered an explanation of the new features of MotoGP 4. In both cases, press **↑** or **↓** to highlight the desired response and press the **⊗** button or the **⊙** button to confirm the selection and either view the requested explanation or proceed to the Auto-Save Screen.

■// AUTO-SAVE

After any explanations of game modes have been displayed, the Auto-Save Screen will be displayed. Select YES to turn auto-save ON. If auto-save is turned ON, any progress or changes to settings will be automatically saved to the Memory Card inserted in MEMORY CARD slot 1.

If auto-save is turned ON, a save file will be created on the Memory Card inserted in MEMORY CARD slot 1, providing there is sufficient free space. Select YES to confirm the creation of a MotoGP 4 save file or select NO to cancel. At least 140KB of free space is required to save game settings and progress.

■// FASTEST TRAIL IMAGE AUTO-SAVE

Fastest Trail Images can be auto-saved to the Memory Card. Select YES to turn Fastest Trail Image auto-save ON. See the "Time Trial Mode" section of this manual for more information on Trail Images.



MAIN MENU



SINGLE PLAYER

SEASON

The ultimate test of riding skill: join a team in the 125cc class and compete on the world circuit, with the final goal of rising through the classes and winning the MotoGP Championship.

ARCADE

Compete in a single race, starting last on the grid and advancing through the pack aiming for victory.

TIME TRIAL

With no opponents to cause a distraction, attempt to achieve the fastest lap time on the selected circuit.

CHALLENGE

Attempt various challenges, competing in different situations and with different conditions to unlock new items and features.

PADDOCK

View replays, records and bikes, or spend GP points earned in other single player modes to unlock great new content.

MULTIPLAYER

Take part in intense multiplayer competitions for up to eight players.



TRAINING

Undergo some basic training that will set beginners on the road to becoming riding experts.

OPTIONS

Adjust various settings, set rider registration details and manage saved game data.

GAME MODES

SEASON MODE

Select New Game to begin a new season or select Continue to resume a previously saved season. To continue a saved season, a Memory Card with previously saved MotoGP 4 season data must be inserted into MEMORY CARD slot 1.

When beginning a new game in Season Mode, users can choose whether to compete in the MotoGP using their own details, rising through the ranks and classes in search of success, or using a real rider from MotoGP. Real riders can only be selected once unlocked from the Shop and only a single season will be contested when a real rider is selected.

The following settings can be altered when beginning a new season:

DIFFICULTY

Choose from Easy, Normal or Hard. When Hard difficulty is selected, riders will be penalized for taking shortcuts during races. The difficulty level also determines which teams can be initially joined when competing with a user-created rider.

SIMULATION

If Simulation is turned ON, bike handling will be much more realistic and qualifying time requirements must be met to participate in each championship race.

WEATHER

Select Dry, Wet or Random weather conditions.

LAPS

Select the number of laps to be completed during a championship race: Two, Five or Full Laps. If Full Laps is selected, the number of laps will be equal to those in the final round of an actual Grand Prix.



RIDER AND TEAM SELECTION

COMPETING WITH A USER-CREATED RIDER

Press **↑**, **↓**, **←** or **→** to cycle through the different classes and select a team. Press the **⊗** button or the **⊙** button to confirm selection.

When a new game in Season Mode is begun with a user-created rider, only teams in the 125cc class can be selected. In addition, the difficulty level selected determines which teams within that class can be initially joined:

EASY	=	Teams of level A, B or C
NORMAL	=	Teams of level B or C
HARD	=	Level C teams only

Success in the 125cc class will open up the chance to represent higher level teams and compete in higher classes. There is an opportunity to switch teams at the end of each season.

When a team is highlighted during team selection, the contract conditions for that team will be displayed at the bottom of the screen. The contract conditions stipulate the minimum position in the end of season Championship Standings acceptable to the team. If these requirements are not met, the team will not be prepared to renew the rider's contract.

COMPETING WITH A REAL MOTOGP RIDER

Press **↑**, **↓**, **←** or **→** to cycle through the different classes and select a rider. Press the **⊗** button or the **⊙** button to confirm selection. A class will only be accessible if at least one rider from that class has been unlocked.

SEASON PROGRESS SCREEN





FREE PRACTICE

Take part in a solo practice run on the current circuit. Lap times will not effect qualification for the next Championship Race.

QUALIFYING PRACTICE

Participate in a three-lap qualifying round to determine starting grid position in the next Championship Race. Results will be displayed once Qualifying Practice has been completed, with riders ranked according to the fastest single lap time achieved by them during qualification.

NOTE: If Simulation Mode is turned ON, user-controlled riders must qualify successfully for each Championship Race. If Simulation Mode is turned OFF, Qualifying Practice is optional, and riders will begin the Championship Race in 21st place if Qualifying Practice is not completed.

RACE

Compete in the next Championship Race. At the end of the race, the full results will be displayed. Points are awarded according to finishing position in a Championship Race as follows:

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

SETTINGS

Adjust bike performance by fine-tuning settings. Increasing performance in one area will decrease performance in another area, so experienced MotoGP riders will seek the combination best suited to each circuit. Press **↑** or **↓** to highlight an option and press **←** or **→** to adjust the following settings:



TRANSMISSION

Adjust gear ratio. Higher levels increase top speed at the expense of acceleration; lower levels increase acceleration but reduce the top speed. Automatic (AT) or Manual (MT) transmission can also be selected.

HANDLING

Cornering response can be improved at the expense of bike stability.

ACCELERATION

Adjust engine output response. Higher values will improve acceleration but decrease bike stability.

BRAKES

Adjust brake response. Higher values improve braking times but reduce steering response.

BRAKE ASSIST

Turn Brake Assist ON or OFF. If Brake Assist is ON, bike speed will automatically decrease during cornering.

STANDINGS

View the current Championship Standings, the points awarded in each round and the total points for each rider. Press ◀ or ▶ to view the points awarded in each round.

BGM

Select the background music.

SINGLE PLAYER MENU

Return to the Single Player Menu. Season progress will not be lost unless the console is switched off or a new season is begun before the current season is saved.

ARCANE MODE

SELECT CLASS SCREEN

Select the engine class for the race. Choose MotoGP, 250cc or 125cc to compete in the selected class, or choose Legends to compete against some of the legends of MotoGP.



■/ SELECT MOTORCYCLE SCREEN

Press **↑** or **↓** to highlight a setting and press **←** or **→** to scroll through the options for that setting. Press the **⊗** button or the **⦿** button to proceed to the Select Circuit Screen.

TYPE

Press **←** or **→** to compete either using the user-created rider registered to the current saved profile, or using a real MotoGP rider unlocked in the Shop. Only the user-created rider will be selectable until at least one real MotoGP rider has been unlocked.

Then use **←** or **→** to select a team, if Player is selected, or a rider, if 2004 Riders is selected.

TUNING

Select Standard to use a motorcycle with default tuning, or Tuned to use a machine tuned in Season Mode. Tuned cannot be selected when racing using a real MotoGP rider.

TRANSMISSION

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

SIMULATION

Turning Simulation ON gives a more realistic and challenging riding experience.

BRAKE ASSIST

Turning Brake Assist ON will cause bike speed to decrease automatically during cornering.

■/ SELECT CIRCUIT SCREEN

Press **↑** or **↓** to select a setting and press **←** or **→** to scroll through options for that setting. Press the **⊗** button or the **⦿** button to proceed to the race.

CIRCUIT

Press **←** or **→** to scroll through the available circuits. A description and preview of the circuit will be displayed.

LAPS

Select the number of laps to be completed during the race.

DIFFICULTY

Select either Easy, Normal or Hard.



WEATHER

Select either Dry or Wet weather conditions.

MELEE MODE

Turn Melee Mode ON or OFF. If Melee Mode is ON, riders will begin the race packed closely together, resulting in an even more exciting and competitive race.

The Grid setting can also be adjusted if Melee Mode is turned ON.

GRID

If Melee Mode is ON, select a position on the starting grid, from 1st to 21st. If Melee Mode is OFF, the Grid setting cannot be adjusted and the starting position will be 21st.

BGM

Select the background music to be played during the race.

TIME TRIAL MODE

Select a class, motorcycle, team or rider and circuit as in Arcade Mode, as detailed elsewhere in this manual. In addition, Trail Image settings can be adjusted, as described in the "About Trail Images" section of this manual. Press the  button or the  button to begin the Time Trial.

ABOUT TRAIL IMAGES

Trail Images are accurately reproduced "Ghost Images" of previous runs on a selected circuit that can be competed against in a bid to improve performance or beat lap records on the selected circuit.

TRAIL IMAGE TYPE

UPDATED

If the Trail Image's time is beaten during the Time Trial, a Trail Image of the new fastest time will be displayed. This new Trail Image will be displayed until either the Time Trial ends or the new time is bettered.

FIXED

The chosen Trail Image will be displayed for the whole Time Trial.

OFF

Trail Images will not be displayed.



TRAIL IMAGE DISPLAY

GHOST

The Trail Image displayed will be the Trail Image chosen on the Select Trail Image Screen.

LINE

The Trail Image will display the Racing Line followed during the fastest lap recorded on the current circuit.

GHOST AND LINE

Both the selected Trail Image and the Racing Line will be displayed.

SELECT TRAIL IMAGE

Once other settings have been adjusted in Time Trial Mode, press the  button or the  button to display the Select Trail Image Screen. Press  or  to highlight the Trail Image to be displayed during the race and press the  button or the  button to begin the Time Trial.

CHALLENGE MODE

There are 125 different challenges to complete in MotoGP 4. Some can be selected and attempted in Challenge Mode, while others require certain achievements in other game modes. Press , ,  or  to highlight a challenge and press the  button or the  button for further information. If the challenge can be attempted in Challenge Mode, challenge information and adjustable Transmission, Simulation and Brake Assist settings will be displayed. Press the  button or the  button to begin the challenge.

Complete as many challenges as possible to unlock exciting extra features and content!

Paddock

SHOP

Spend GP points to unlock new game content, including extra circuits, new bikes, official riders and more. Riders purchased from the Shop can be selected for use in other game modes. For further information see the "GP Points" section elsewhere in this manual.

THEATER

View saved replays and unlocked movies and photos.



/ GARAGE

View the machines of MotoGP in all their glory.

/ HISTORY

View a wide range of statistics for the currently loaded player profile.

/ MULTIPLAYER

/ SPLIT SCREEN – VS

In Split Screen – VS Mode up to four players can compete against each other for glory.

Each player's helmet color is determined by their player number, and on the Circuit Map their position is marked by this same color:

Player 1 = Red

Player 2 = Blue

Player 3 = Green

Player 4 = Yellow

NOTE: Sufficient controllers and a Multitap are required for three and four player competitions.

PLAYER SELECT SCREEN

Select the number of players using the controller inserted in controller port 1. Press the  button or the  button to confirm selection and proceed to the Race Settings Screen.

RACE SETTINGS SCREEN

CIRCUIT

Press  or  to select a circuit.

LAPS

Select the number of laps.

BGM

Select the background music.

COLLISION

Turn bike collision ON or OFF.

SHORTCUT PENALTY

If Shortcut Penalty is turned ON, players will be penalized for attempting to take shortcuts across the circuit.

Press the  button or the  button to proceed to the Select Class Screen. Select the class using the controller inserted in controller port 1 and press the  button or the  button to proceed to the Select Motorcycle Screen for Player 1.

SELECT MOTORCYCLE SCREEN

Motorcycle settings are selected in the same way as in Arcade Mode, with the addition of the Handicap setting, which can be adjusted from one to three or turned off. A high handicap value will allow a player to catch up with other riders much more easily, helping inexperienced riders to compete with MotoGP experts. Once the settings for Player 1 have been satisfactorily adjusted, press the  button or the  button to proceed to the Select Motorcycle Screen for Player 2, and so on. Once the final player has adjusted their settings, press the  button or the  button to begin the race.

■/ SPLIT SCREEN – GRAND PRIX

In Split Screen – Grand Prix Mode, two players can compete for the highest total points across a selected number of circuits. Select either one, three, five or sixteen rounds and adjust the difficulty level, class and bike settings as outlined in the “Arcade Mode” section elsewhere in this manual. Handicap settings can also be adjusted, as detailed in the “Split Screen – VS” section earlier in this manual.

For each round, the circuit, number of laps and background music can be chosen.

SPLIT SCREEN – GRAND PRIX PROGRESS MENU RACE

Begin the next race.

MOTORCYCLE

Adjust bike settings and options such as Transmission and Brake Assist.

STANDINGS

View the current standings, as described in the “Season Mode” section earlier in this manual.

MULTIPLAYER MENU

Return to the Multiplayer Menu.





SETTING UP YOUR PLAYSTATION®2 CONSOLE FOR NETWORK/ONLINE PLAY

MotoGP 4 is compatible with network configuration files from other PlayStation®2 Online games. To play Online with MotoGP 4, you'll need to have a Your Network Configuration file saved on your memory card (8MB) (for PlayStation®2). You can use the network adapter start-up disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration.

You'll need to know the setup information for your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your Internet Service Provider handy when you begin.

To setup your Network/Internet connection, select Network Configuration from the Multiplayer menu. This will open the Network Settings main menu. Select Add Setting to create a new network configuration. Follow the instructions and enter the information requested. When you are done, you will be able to connect your PlayStation®2 console to the MotoGP 4 game servers and play with other players over the Network/Internet. The information for your ISP will be saved on your memory card (8MB) (for PlayStation®2).

By connecting two or more PlayStation®2 consoles via Internet connectivity, up to eight players can use this mode to race against each other. Setting up your PlayStation®2 console for Network/Online play

To play an Internet race, each player must have:

- A PlayStation®2 console

- A TV monitor

- A DUALSHOCK®2 analog controller or compatible controller

- A MotoGP 4 disc

- A memory card (8MB) (for PlayStation®2) containing a saved "Your Network Configuration File"

NOTE: For PlayStation®2 models other than the PlayStation®2 console, product code SCPH-70001, 70012, and 75001 a network adaptor (Ethernet/modem) (for PlayStation®2) (sold separately) is also required to play an Internet Multiplayer race. Install the network adaptor (Ethernet/modem) (for PlayStation®2) into your console according to the instructions in its instruction manual.

In MotoGP 4, network adaptor (Ethernet/modem) (for PlayStation®2) is used for Internet Multiplayer races only.

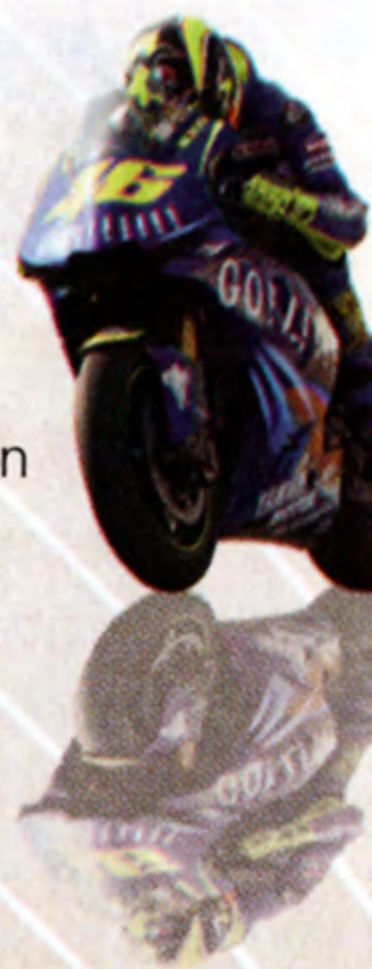
Network setting(s) can be created using the network adapter start-up disc included with the network adaptor (Ethernet/modem) (for PlayStation®2).

A USB Headset (for PlayStation®2) can be used during Internet Multiplayer play to communicate with other players.

SETTING UP AN INTERNET MULTIPLAYER RACE

Select a Network Setting file and press the  button or the  button to confirm. If a network connection is successfully established, the Internet Session Browser will be displayed.

NOTE: The player that creates an Internet Multiplayer Session is known as the "host".



JOINING AN INTERNET MULTIPLAYER SESSION

Details of any active Internet sessions will be displayed in the Internet Session Browser. Press the  button to refresh the list. Press  or  to highlight a session and press the  button or the  button to join the session.

CREATING A NEW INTERNET MULTIPLAYER SESSION

Press the  button in the Internet Session Browser to create a new session. Enter a session name using the virtual keyboard, and select Decide to proceed to the Internet Multiplayer Session Settings Screen.

On the Internet Multiplayer Session Settings Screen a variety of settings can be adjusted to fine-tune the race specifications. Press the  button or the  button to confirm the settings and proceed to the Lobby.

In addition to the class, circuit, race length and multiplayer settings, which can be adjusted as described elsewhere in this manual, the following additional options will be displayed:

Session Capacity

Set the maximum number of players permitted to join the session.

Comment

Select a comment to be displayed next to the session name in the Internet Session Browser, indicating session difficulty, privacy or game length.

Bots

Turn Bots ON to include CPU-controlled riders in the race.

Bots Skill Level

Select the skill level of any CPU-controlled riders.

THE LOBBY

Any players that have joined the session will be displayed in the Lobby, as will the settings selected by the host. All users can press the  button to adjust their bike settings. Some settings may be fixed, depending on the session settings selected by the host. The host can adjust the session settings by pressing the  button. Each user should press the  button or the  button to set their status to Ready when they have adjusted their bike settings. The host should then press the  button to begin the race.

After a race is completed, each player will return to the Lobby. Another race can be started by setting up a session as detailed previously. Alternatively, players can quit the session by pressing the  button.



TRAINING

Complete a series of training drills to improve cornering techniques and race strategy. Press the **X** button or the **Y** button to begin the next drill, and follow the on-screen instructions.

The different drills must be completed in order, but Training Mode progress can be saved to the active profile, so that an objective can be returned to at a later stage.

OPTIONS MENU

SAVE / LOAD

Save or load MotoGP 4 data and turn auto-save ON or OFF.

RIDER DATA

Adjust settings for the user-created rider associated with the currently-loaded MotoGP 4 save file.

Rider Name and Nationality can be set using the virtual keyboard. Press **↑**, **↓**, **←** or **→** to highlight a letter or number and press the **X** button or the **Y** button to confirm the selection.

Press **↑** or **↓** to highlight options and press **←** or **→** to adjust Gender, Helmet Appearance and Riding Form settings. Select Confirm Settings to continue or Cancel to discard any changes made.

CONTROLLER CONFIGURATION

Adjust the button configuration, analog and vibration settings for each controller. Braking can be set to Front and Rear or Single, and Weight Shift can be turned ON or OFF.

SCREEN SETTINGS

RACE SCREEN

Adjust the race screen layout. Press **↑** or **↓** to highlight an option and press **←** or **→** to turn the selected screen element ON or OFF.

SCREEN ADJUST

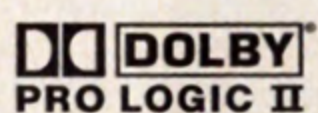
Press **↑**, **↓**, **←** or **→** to adjust the screen position to your satisfaction. Press the **X** button or the **Y** button to confirm or press the **△** button or the **□** button to discard any changes made.

SCREEN TYPE

Select either 4:3 or 16:9 screen aspect ratio. 16:9 aspect ratio is intended for use on widescreen televisions.

SOUND SETTINGS

Adjust the volume of elements of the soundtrack, and select Stereo, Mono or Surround Sound.



Dolby, Pro Logic and the double-D symbol are trademarks of Dolby Laboratories.



PAUSE MENU

CONTINUE

Return to the action at the point the race was paused.

RESTART

Restart the current race.

SELECT MENU

Return to the Select Class Menu.

QUIT

Quit the race. If a race is quit during Season Mode, the rider will not score any championship points in that race.

SINGLE PLAYER MENU

Return to the Single Player Menu.

NOTE: Pause Menu options may vary between different game modes.

PLAYING THE GAME

THE RACING LINE

The racing line is the most efficient route around a given circuit. It is indicated by the darker part of the track, which is the result of many riders taking a very similar path. Following the racing line can prove helpful, particularly on an unfamiliar course.

However, the best riders in the world do not always stick rigidly to the racing line – the best chances to take first place or shave vital seconds off lap times can come in deviating from the line.



GP POINTS

GP points are accrued as progress is made through the various single player modes, with bonus points awarded for particularly impressive achievements. These points can be spent in the Paddock to unlock all kinds of extra content, including riders, circuits, movies and much more.

CLASSES

The three engine classes into which MotoGP competitions are divided are 125cc, 250cc and MotoGP. Traditionally, riders have started their careers in the lowest class, 125cc, and worked their way up to the powerful MotoGP class.

Bikes in the MotoGP class can be fitted with engines of up to 990cc, where once they were restricted to 500cc two-stroke engines. The rise of the 990cc four-stroke machines, permitted since 2002, has changed the MotoGP landscape dramatically, ending the dominance of certain riders and prompting renewed interest in the sport.

The 125cc and 250cc classes are still restricted to two-stroke machines, with 125cc engines permitted one cylinder and 250cc engines permitted two. Though less powerful than the bikes in the MotoGP class, the machines in the lower classes demand a high level of skill from their rider and offer a different challenge from competing in the highest class.

RIDERS TO WATCH

MOTOGP CLASS



Name :	Valentino Rossi
Nationality:	Italian
Bike:	Yamaha YZR-M1
Team:	Yamaha Team

Only the second rider in the history of the sport to have lifted the title in all three classes, Rossi is already a MotoGP legend and firm fan favorite. Son of Graziano Rossi, himself a celebrated MotoGP rider of the Seventies, Valentino is as charming off the circuit as he is competitive on it.

Name: Sete Gibernau
Nationality: Spanish
Bike: Honda RC211V
Team: Telefonica Movistar Honda MotoGP

Gibernau is part of a motorcycling dynasty and truly has the sport in his blood. An excellent rider in wet conditions, he is seen by many to have the best chance at breaking Rossi's dominance of the MotoGP class.



Name: Max Biaggi
Nationality: Italian
Bike: Honda RC211V
Team: Honda Team

Having had great success in the 250cc class, great things were expected of Biaggi when he moved into the MotoGP class. Some excellent results have so far failed to yield the ultimate goal of the MotoGP Championship, but he is considered a rider with the potential to be a winner.



Name: Alex Barros
Nationality: Brazilian
Bike: Honda RC211V
Team: Repsol Honda Team

Barros can call upon fifteen years of experience in the top class of motorcycle racing, making him a constant threat. Having experienced injury problems in previous seasons, his desire to win has been heightened still further and he fears no rider.



Name: Colin Edwards
Nationality: American
Bike: Honda RC211V
Team: Telefonica Movistar Honda MotoGP

Beginning his motor sport career as a promising motocross rider, Edwards was unbeaten at amateur level before he turned pro in 1992. A relative newcomer in the MotoGP class, Edwards is certainly one to watch.



250CC CLASS



Name: Daniel Pedrosa
Nationality: Spanish
Bike: Honda RS-RW
Team: Telefonica Movistar Junior

Since making his World Championship debut in 2001, Pedrosa has improved every season and scored some impressive results. Few observers doubted that this youngster of exceptional talent would easily cope with the transition from 125cc to 250cc. Based on his achievements so far, further success seems to beckon.



Name: Sebastian Porto
Nationality: Argentinian
Bike: Aprilia RSW
Team: Repsol Aspar Team

The only South American in the 250cc class, Porto has had a turbulent career, with successes matched by disappointments. His experience in the class will stand him in good stead, however, and he should not be underestimated.



Name: Randy De Puniet
Nationality: French
Bike: Aprilia RSW
Team: Safilo Oxydo-LCR

A promising Frenchman who began his career racing scooters, De Puniet's performances in the World Championship have been marred by inconsistency, with frequent crashes negating excellent results elsewhere. Improved discipline could yield great success.

Name: Toni Elias
Nationality: Spanish
Bike: Honda RS-RW
Team: Honda Team

With natural talent and fearless aggression, determined young Spaniard Elias was a strong challenger for the title following his successful step up to the 250cc class. He will be keen to erase the disappointment of his crash during the last lap at Rio in 2003, which crushed his Championship hopes for that season.



Name: Alex De Angelis
Nationality: Sammarinese
Bike: Aprilia RSW
Team: Aprilia Racing 250

This former Rookie of the Year from San Marino has suffered in the past from a combination of inexperience and technical failure, but his raw talent is undisputed.



125CC CLASS

Name: Andrea Dovizioso
Nationality: Italian
Bike: Honda RS
Team: Team Scot

Dovizioso is the latest wonderkid to emerge from Italy with hopes of emulating the success of riders like Valentino Rossi, and there are many who believe he has the talent to do just that.



Name: Pablo Nieto
Nationality: Spanish
Bike: Aprilia RSW
Team: Master-MXonda-Aspar Team

Steadily building a reputation as an exciting performer, if this former Rookie of the Year and son of the legendary Angel Nieto can improve his consistency he will become a truly impressive rider.





Name: Roberto Locatelli
Nationality: Italian
Bike: Aprilia RSW
Team: Safilo Oxydo-LCR

Locatelli has yo-yoed between the 250cc and 125cc classes for ten years, and whilst he has at times been inconsistent, he has, as a result, built up far more experience than most other riders competing in the 125cc class.



Name: Jorge Lorenzo
Nationality: Spanish
Bike: Derbi
Team: Derbi Racing Team

This young Spaniard has already achieved a great deal for his age, and is hotly tipped to achieve a great deal more as he hones his raw skill and becomes more familiar with the circuits.



Name: Casey Stoner
Nationality: Australian
Bike: KTM FPR
Team: KTM-Red Bull

Australian MotoGP riders often seem to be a rarity, but when one appears, MotoGP fans have come to expect something special. Given constant support by his enthusiastic family, Stoner is definitely a rider worth keeping an eye on.

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TROUBLE SHOOTING

FIREWALLS

In order to join or host a MOTOGP 4 game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable Port Forwarding. You will need to route, or forward, all data on port UDP 6500 to the IP address assigned to your PlayStation®2 console.

Note: Users using DHCP must ensure that their PlayStation®2 console is always assigned to the IP address specified in the Port Forwarding setup; under these circumstances you may need to change your network configuration from Auto Detect (DHCP) to a Static IP address using the Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your PlayStation®2 console.

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation®2 console directly to your DSL modem, cable modem or other broadband device.

STATUS

You can check the status of the game servers and read news about MOTOGP 4 by visiting www.namcobandaigames.com.

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Namco Bandai Games America Inc.

ATTN: Customer Service

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