

 SUZUKI[®]
super-bikes
RIDING CHALLENGE



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.

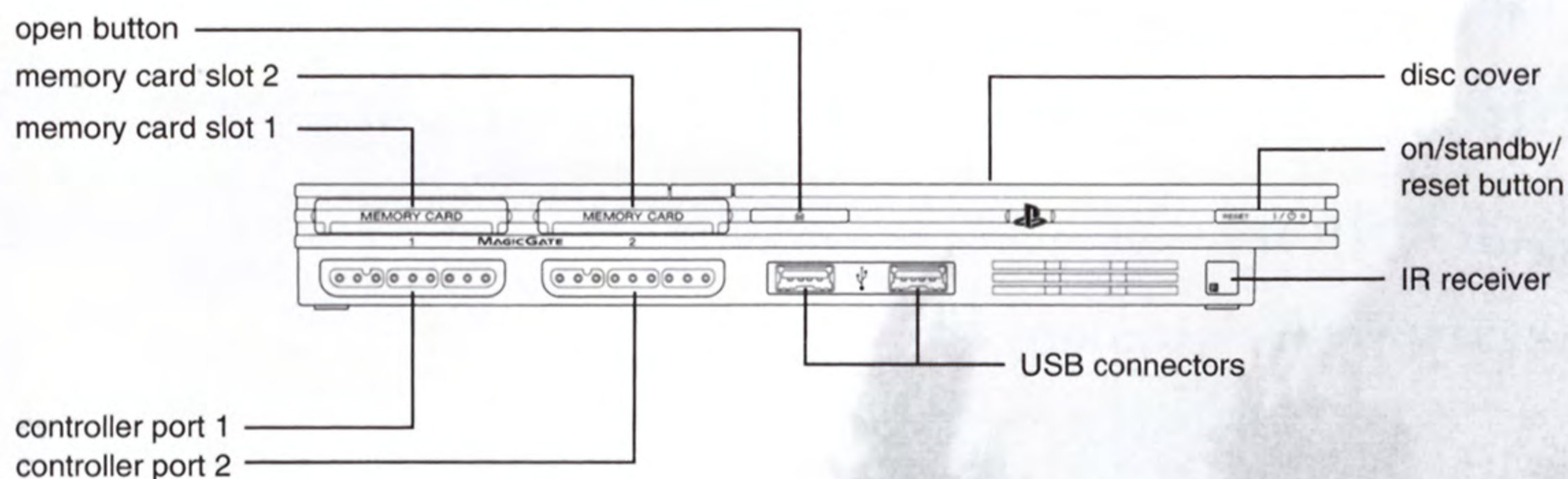
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WARNING

The motorcycles in this game may differ from the actual vehicles in movement and performance. Do not copy or imitate the riding maneuvers shown in this game. Always remember that when riding a bike in real life to drive/ride safely and show consideration for other road users. Always obey posted speed limits and traffic signals and local traffic laws.

GETTING STARTED



Set up your PlayStation(R)2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Suzuki Superbikes II Riding Challenge disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

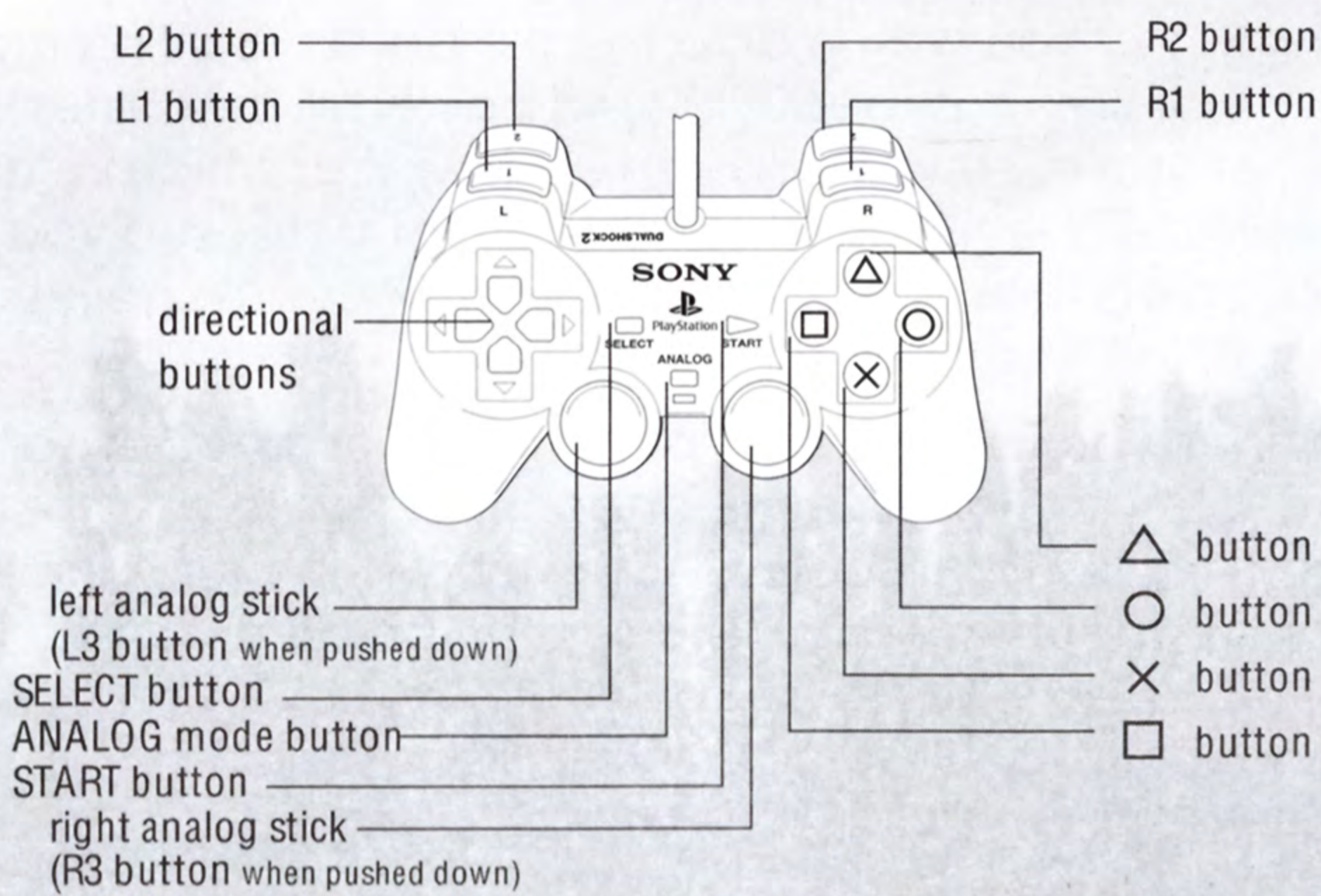
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

This title will autoload a previously saved game when it first starts, allowing you to continue your progress automatically.

CONTROLS

DUALSHOCK² ANALOG CONTROLLER CONFIGURATIONS



Directional buttons	menu and item selection
Left analog stick	steer bike
× button	accelerate
× button non-race	confirm/select highlighted menu item
□ button	front brake (both brakes if linked)
○ button	gesture

△ button	reverse
△ button non-race	return to previous screen
L1 button	gear shift down
L2 button	rear view
R1 button	gear shift up
R2 button	rear brake
START button	in-game pause menu

These are the default controls, and can be changed using the options menu.

Note: If you intend to play two player mode, please ensure that two controllers are attached prior to turning on your console.

INTRODUCTION

WELCOME TO SUZUKI SUPER-BIKES II RIDING CHALLENGE!

In Riding Challenge you will be able to take part in exciting motorcycle races on some of the most beautiful and powerfull machines ever developed. As you race you will earn experience, which in turn increases your rider's level. As your rider's level increased you will be awarded skill points that you can spend in various catagories, improving your rider's abilities.

As a racing rider, you will not only have to race on a variety of fast and exciting bike, but you will have the chance to create and then develop your rider from rookie to a legend. Riding Challenge fully simulates the different abilities that a rider must possess to win on a variety of circuits: you have to ride fast while staying on your bike, and intimidate your opponents on the track while countering their pressure.

Also, you need to make the best out of the slipstream effect, and you have to anticipate your own and your opponents' mistakes. Furthermore, to overtake your opponents you will have to get to know them, understand their riding style and promptly react to it. Yes, the professional motorcycle racing world is demanding, and the skills that you have to master are many, but the reward is worth every bit of effort!

Only the best driver will be able to complete the Riding Challenge!

PROFILE MANAGEMENT

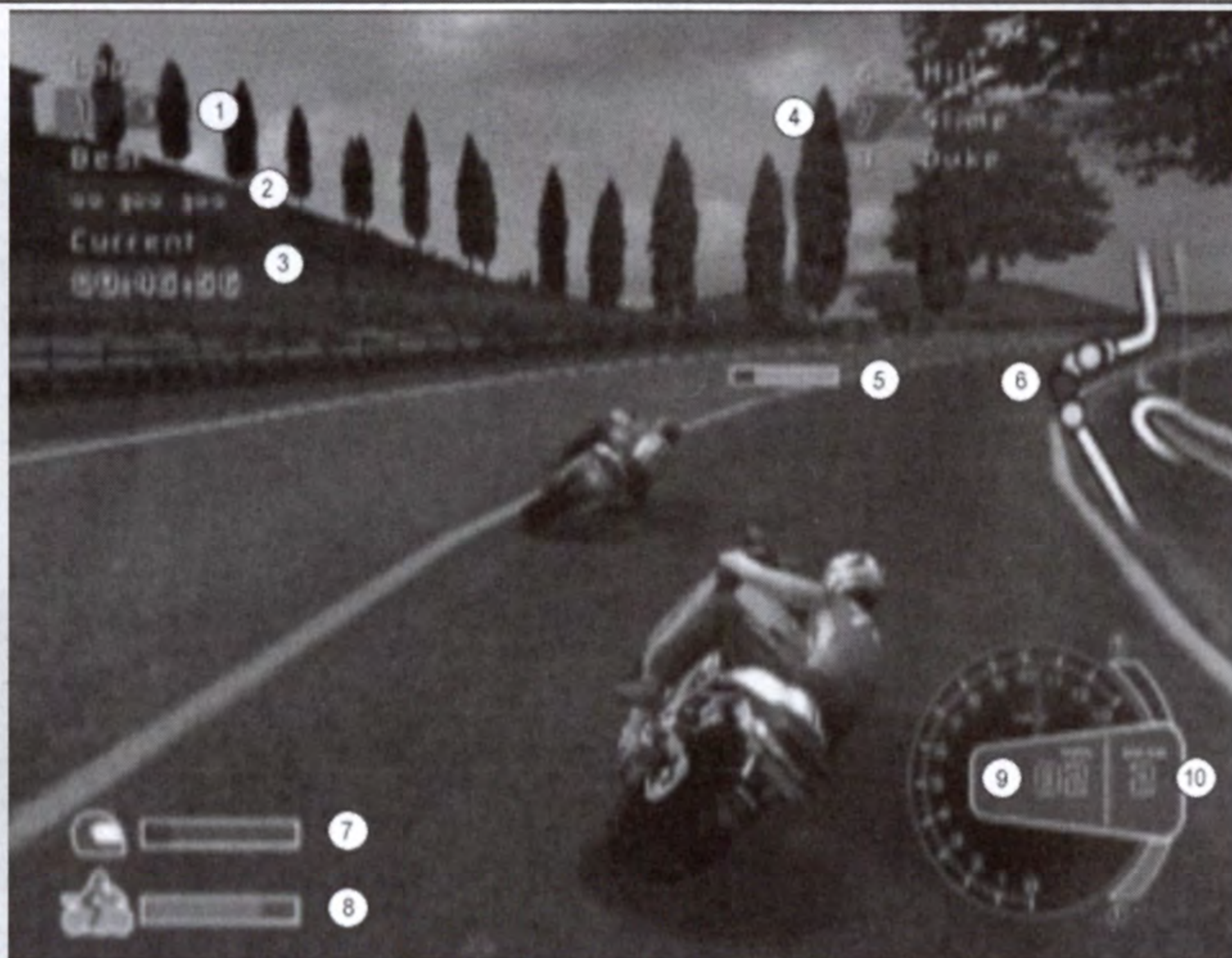
You can have up to five profiles saved on one memory card (8MB) (for PlayStation®2). Use the Rider Selection option on the main menu to load, save or delete a profile. To create a new profile, decide if that profile is to be used for Trophy or Career racing, select the appropriate entry under **NEW PROFILE** and press X

When you finish a race, your current profile is automatically saved with the results, however if you make any changes to your driver or settings, they will not be saved until you either finish a race, or return to Rider Selection and save your profile.

You can save the same profile multiple times on the same memory card. If you do this, use the information in the details window to determine which profile is which.

Highlighting a profile and pressing X will load and use that profile, after a confirmation dialog box.

GAME SCREEN



- 1 - Current lap and how many laps in the race
- 2 - Best lap time for the current race
- 3 - Elapsed time for the current lap
- 4 - Player's current race position and names of closest opponents
- 5 - Opponent's name and rider condition status
- 6 - Short range course map
- 7 - Indication of your rider condition
- 8 - Indication of your bike condition
- 9 - Speedometer/Tachometer
- 10 - Currently selected gear

During a race additional on-screen elements will appear such as, opponent bike & driver condition, checkpoint times, and bonus goal indicators for certain riders. The opponent name and rider condition bar will only appear when you are close to an opponent.

FIRST START UP

After having inserted your game disc into your console, you are requested to select the preferred language. The language selection screen is shown only on the very first time you start the game, as your choice will be saved to the memory card (8MB) (for PlayStation®2) after you create your first profile.

Enter a name for your profile using the left analog controller. Once you are happy with the name, highlight Confirm and press X to create the new profile. This profile will be saved when you finish your first race, or select Save Profile from the Driver Selection menu.

Note: You can change the language used from the Options menu.

MAIN MENU

Free Ride allows you to jump straight into the game and race by picking a bike and a track. There are no role-play elements, however the various bikes and tracks you can select from are unlocked by completing races in Career mode.

You can select the type of bike you want to race, the color, the track, the number of laps and the weather conditions. Use up and down on the left analog stick to highlight an option, and

then push right on the left analog stick to pop-up a list the list of settings. Use up and down on the left analog stick to select the setting you want, and then push left on the left analog stick to lock that setting in. When all the options have been set to your liking, press X to begin the race.

Trophy mode allows you to race in special manufacturer trophy races, and unlock bikes & tracks as you win each event. Note: when you create a profile, you specify if it is for Trophy or Career mode. Trophy mode does not make use of any of the RPG elements that are present in Career mode.

Career mode is the heart and soul of the game, where you compete in multiple tours of increasing difficulty. Earn experience and gain levels while unlocking new circuits and bikes for the other modes. See page 7 for more details.

Multi-player mode enables you to race head to head against a friend. Ensure that two controllers are attached to your console before attempting to play this mode. You can choose 2 different race types: *Single Race* - a standard race with the winner being the 1st to finish. *Tournament* - challenge a friend to a series of races across multiple tracks. There are eight pre-set track combinations available, ranging from a short series of 3 laps on 3 different tracks, to an endurance series of 4 laps on 5 different tracks.

Options is used to adjust various items in the game, such as audio, video settings and realism settings. You can also select from 5 different control schemes and enable or disable vibration for each controller. Use the realism settings to adjust the game difficulty, turning more options to manual or off will increase the realism and make the game more difficult.

Rider Selection is where you chose which profile to use. See the page 4 for more information on profile management.



CAREER MODE

New Career

When you first start a new Career you will be given the option to attend riding school. Here you can learn how to handle your bike, and how some of the special features of this game are presented.

After skipping or completing riding school, you will arrive at the Rider Overview screen. The first thing you should do is spend your four skill points. Notice a pulsing exclamation mark to the right of the skills entry - this shows you that something new has been added to that menu entry.

See page 9 for more details on the individual skills. After spending your skill points your profile is saved and you are ready to begin your new career in Super-Bike racing.

On-going Career

After you have finished creating your new rider, or if you return to continue a previously saved session, you will find yourself back at the Rider Overview. From here you can progress your career.

Season - from this option you can select one of the events in any of the available tours. Use up and down on the left

analog stick to select a championship tour, then push right on the left analog stick to pop-up the event selection menu. The circles to the right of the displayed events show your current achievements, with a gold circle representing 1st place. Use up and down on the left analog stick to select an event, and then press X to enter it. To successfully complete an event you must place 1st, 2nd or 3rd.

Once you complete sufficient tours, you will be eligible to enter the Season Championship. You must finish 1st in the Championship to progress to the next season.

Challenge - use this option to select from the available challenges. Each challenge will improve a particular skill directly if you successfully complete it. There are 7 challenges, and 3 difficulties per challenge.

Skills - this option is used to spend any skill points you've earned. Review each skill and read its description before you spend any points. Once spent, points can never be refunded. See page 9 for more information on the individual skills.



CAREER MODE continued

Equipment - use this option to select which items your rider will wear in the upcoming race. More than just fashion, different items provide different skill bonuses and penalties, so chose wisely.

Additional equipment is won when you finish races in 1st position, or when you complete a tour.

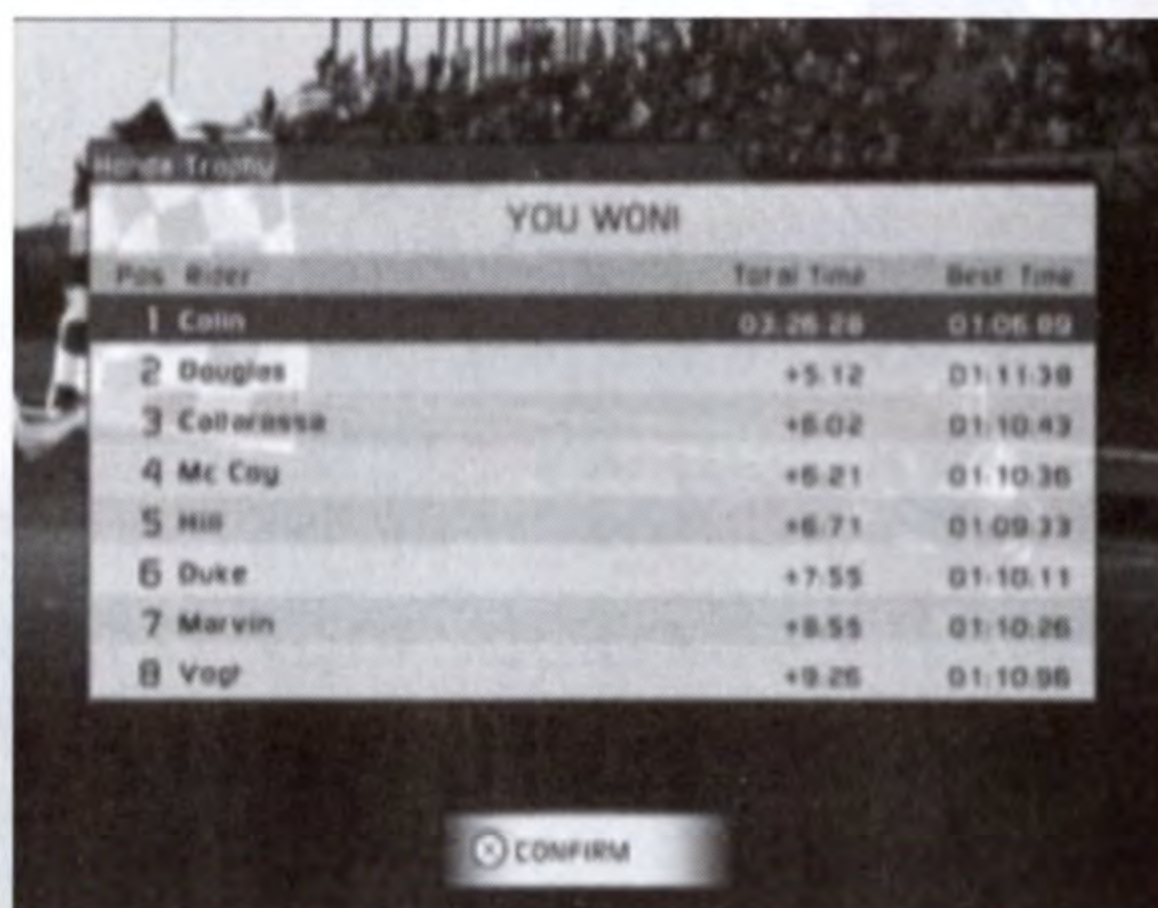
Season Details

There are three Tours within each Season. Each Tour consists of 3 or 4 races. In order to complete a Season you will need to place 1st, 2nd or 3rd in every race within the Tour and then finish by winning the Season Championship

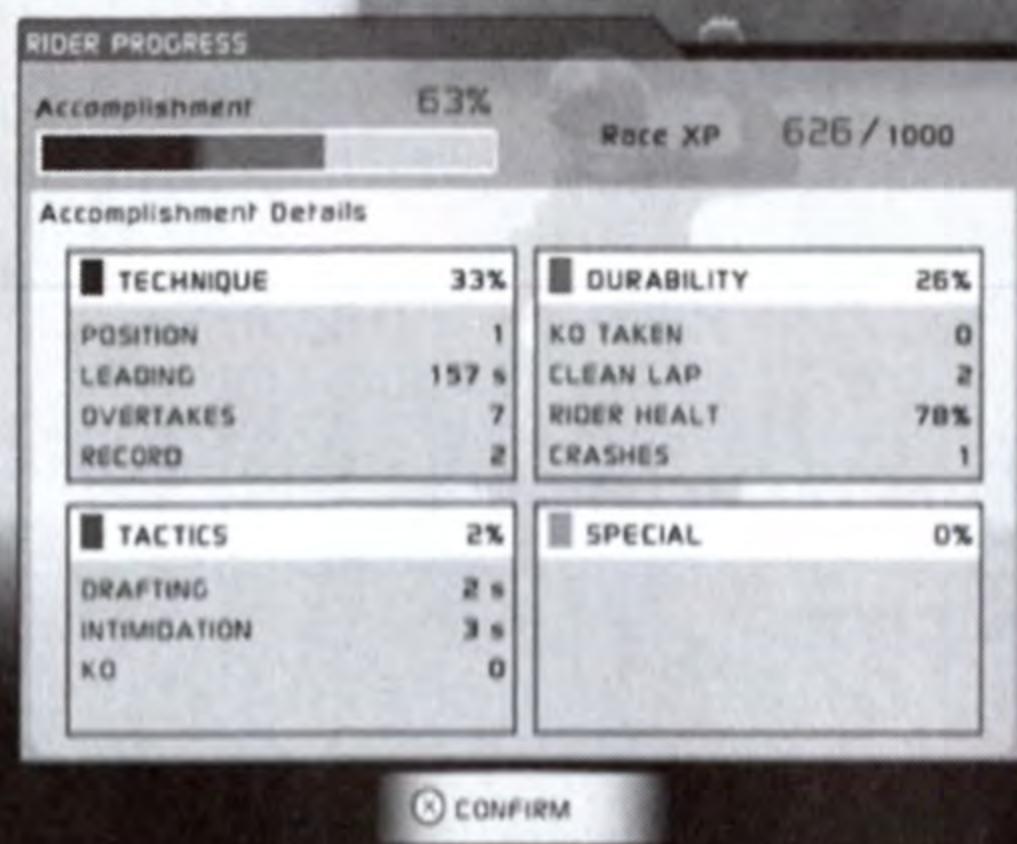
During each race you will earn experience points (XP) and possibly equipment. You can earn better equipment by placing 1st in every race of a Tour.

When you select a Tour event to race in, you will be given the choice of two or more bikes. You can test-ride a bike before racing by selecting TEST from the pop-up menu after you press X. The test ride always occurs on the same track.

When a race is finished, you will see a results screen and an menu giving you the option of watching a replay of the race. When you proceed, you'll come to a Race Result screen, detailing experience earned during the race for various events. You can also see the experience earned by your opponents, and an exclamation point beside their name will indicate they have just gained a level.



Pos	Rider	Total Time	Best Time
1	Coin	03:26.28	01:06.89
2	Douglas	+5.12	01:11.38
3	Coltrassa	+6.02	01:10.43
4	Mc Coy	+6.21	01:10.36
5	Hill	+6.71	01:09.33
6	Duke	+7.55	01:10.11
7	Marvin	+8.55	01:10.26
8	Vogt	+9.26	01:10.96



Accomplishment		Race XP	
63%		626 / 1000	
Accomplishment Details			
TECHNIQUE	33%	DURABILITY	26%
POSITION	1	KO TAKEN	0
LEADING	157 s	CLEAN LAP	2
OVERTAKES	7	RIDER HEALT	78%
RECORD	2	CRASHES	1
TACTICS	2%	SPECIAL	0%
DRAFTING	2 s		
INTIMIDATION	3 s		
KO	0		

Upon returning to the Rider Overview screen, your current profile will be saved if auto-save is enabled. At this time you can spend any skill points you may have earned or wear any new equipment you have won. Note that your profile is not automatically saved after spending skill points or wearing equipment, but you can do that either by finishing another race, or using the Save option in the Rider Selection

menu.

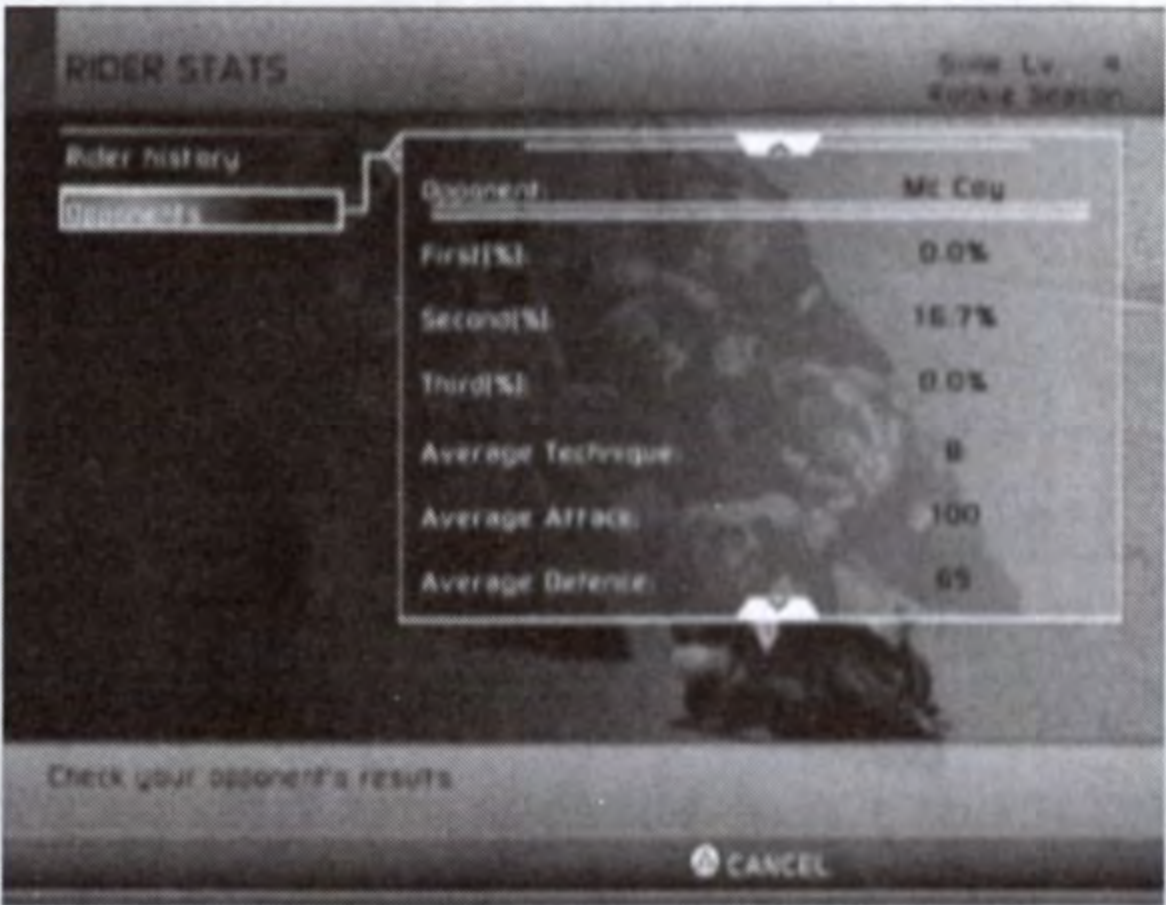
See Page 4 for more information.

OPPONENTS

In Riding Challenge you will find yourself racing against the same opponents with every race. The opponents are set when you start a Season, and grow with you as the season progresses. This way you can get to know them, know their tendencies, know their weaknesses.

Each rider has specific traits that you can look for, such as McCoy, he always chooses the right time to brake, and is a master at cornering, however if you are faster he'll let you go ahead. Or, Hill, a nervous rider who is easily confused in crowded situations.

By studying the different riding styles of your opponent you can determine the best way to pass them.



SKILL SYSTEM

The core of the skill system is the distribution of skills that characterizes the player's character.

Skill Name	Description	Effect
Cornering	The ability to control the lean of the bike into corners	Determines how far the bike can lean as it corners without losing control
Throttle	The ability to accelerate efficiently	Determines how quickly the rider can throttle up and tuck into a tight position
Braking	The ability to brake efficiently	Determines how well the rider can brake and shift balance to keep control.
Intimidation	The ability to intimidate opponents in front of you	Determines how much an opponent's condition is reduced when you intimidate them
Drafting	The ability to effectively draft your opponents	Determines how much of a speed boost you get when in an opponent's slipstream
Will Power	The ability to resist being intimidated by your opponents	Determines how effective an opponent can intimidate you
Fall Control	The ability to minimize injury during a fall	Determines how much endurance you lose when you fall off your bike

EARNING EXPERIENCE

While you play through a season, your rider will earn XP for various achievements as well as finishing a race in 1st, 2nd or 3rd position. As the rider gains experience, they will also gain levels. With an increase in level comes an increase in skill points. These skill points are spent on the different skills listed on the previous page to customize your rider's abilities according to your play style.

XP is awarded for the following achievements:

Overtaking	Drafting
Intimidation (per second)	Knockout
Drafting (per second)	Clean Lap
Clean Laps	Finishing 1st, 2nd or 3rd
Best Lap Time	Best Race Time

There are other ways to earn experience during a race -- see if you can find all of them!

UNLOCKING BIKES AND TRACKS

Bikes and tracks are unlocked for Free Ride and Multiplayer by completing a Career Season's or finishing Manufacturer Trophies.

By completing all the Championship Series in a particular season you will unlock the following season. Can you progress from Rookie to Veteran? Can you discover the hidden season and hidden bikes?

REPLAY MODE

When a race is completed, you can watch a replay, or proceed to the next screen.

During a replay you have various controls available to you, use left and right to select the different controls, and press X to activate the highlighted control. Note, that the control display will remove itself from the screen after a short period without input. Pressing left or right will bring it back.

You can select different views, watch different bikes and also fast forward or pause the display. During fast forward, the sound effects are disabled.

TIPS AND TRICKS

Follow these tips for a better ride!

CORNERING: Brake before you enter a corner, and accelerate out. If you are good, you can brake hard and skip the rear tire around to help you begin your acceleration quicker.

KO: Use this to slow down an AI rider in front of you, however be careful as a KO'd rider may begin to behave somewhat erratically.

DRAFTING: When you are behind an opponent's bike, you can pop out and achieve a slight speed increase. Watch for the word 'drafting' to appear in the bottom left corner of your screen, and pull out when you are close and have a straight piece of track ahead of you.

CHALLENGES: use the challenges to improve your skills as needed. If you find a particular race too tough, take time to use the challenges to improve your skills which should make the race easier for you.

EQUIPMENT: wear the best item you can for each challenge, remembering that a challenge is focused on a particular skill, as should your equipment.

OPPONENTS: get to know your opponents. You'll race a full season against them, pay attention to their behavior and attitudes to anticipate their moves.

INTIMIDATION: if you find a particular AI driver tough or challenging, take advantage of your intimidation and force them into making a mistake.

WEATHER: sometimes you'll find yourself racing on a wet track. This will require you to take additional care with braking and steering as the rain reduces your traction. Try to brake well ahead of the corners and while you are driving straight.

PRACTICE: don't forget to use Free Ride mode to learn a new track, and compare your best times. You can use 'Time Trial' under Advanced Setup to do multiple laps and make sure you are improving.

SURFACES: unlike cars, bikes do not handle well on a variety of surfaces. Do your best to avoid taking your bike off the pavement and if you do find yourself off pavement, try not to lean too far over or you will fall off!

REALISM: You can get more speed and better braking and control by disabling some of the riding aids in the Realism Settings, such as Rider Stance and Brake Pairing. Beware though, these are not for the novice rider!

COLLISIONS: Try and avoid the other bikes, or if you must bump them, do so very carefully. Remember you're also on two wheels and it can be easy to fall off and hard to win a race if you take too many spills.

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2. If the VALCON service technician is unable to solve the problem by email, he/she will instruct you to return the entire GAME DISC to VALCON freight prepaid at your own risk of damage or delivery. We recommend sending your GAME DISC certified mail. Please include your sales slip or proof-of-purchase within the 90-day warranty period to the address given to you by the service technician.

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