

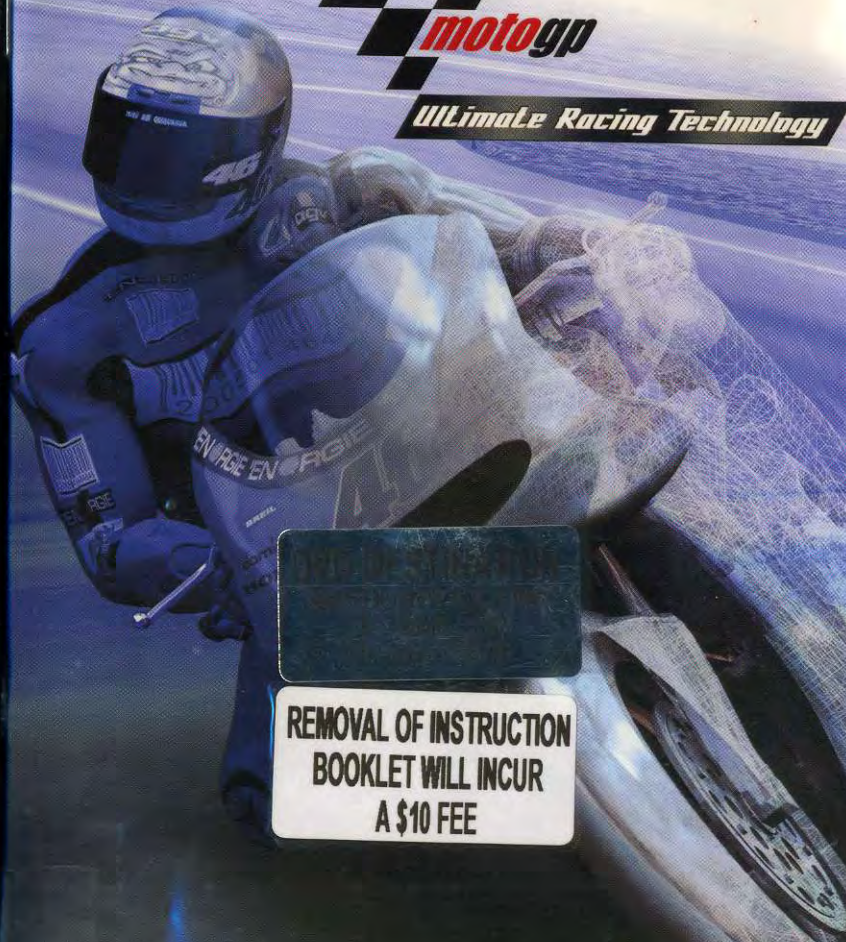
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XBOX



motogp

Ultimate Racing Technology



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SAFETY INFORMATION

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

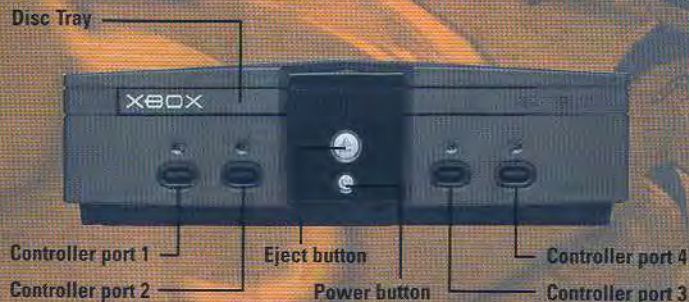
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Using the Xbox Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the MotoGP: Ultimate Racing Technology disc on the disc tray with the label facing up and close the disc tray.
5. Follow all on-screen instructions and refer to this manual for more information about playing MotoGP: Ultimate Racing Technology.



Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Insert the Xbox Controller into any controller port on the Xbox console. For multiple players, insert any additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into the Controller expansion slots as appropriate.
3. Follow all on-screen instructions and refer to this manual for more information about using the Xbox Controller to play MotoGP: Ultimate Racing Technology.



MotoGP: Ultimate Racing Technology Standard Controls

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

Steering and Rider Control - Left Thumbstick/ D-pad

Left Thumbstick / D-pad LEFT /RIGHT to steer and lean the bike round corners
Left Thumbstick / D-pad UP /DOWN to control the rider's positioning on the bike.

Tip: lean forward for greater speed and stability on straights; lean back to slow down and perform wheelies!

Acceleration and Braking - Right Thumbstick

Right Thumbstick FORWARD to accelerate.
Right Thumbstick PULL BACK to apply front and rear brakes evenly.
Right Thumbstick PULL BACK when the bike is stationary, this will cause the rider to 'walk' the bike backwards

Acceleration - A Button

Acceleration can also be controlled by pressing the A button.

Tip: Power slide around corners by fully releasing the accelerator (A Button or Right Thumbstick) before immediately reapplying. This will cause the rear wheel to spin and allow you drift the rear end of the bike.

Braking - X Button

Braking can also be controlled by pressing the X button.
Reversing can also be performed by pressing the X button when the bike is stationary.

Manual Brakes - Left / Right Trigger Buttons

The LEFT and RIGHT Trigger buttons apply manual brakes to the rear and front wheels respectively, giving you more control over your bike.

Tip: Applying the rear brake (LEFT Trigger) allows the rider to skid the rear end of his/her bike.

Tip: Applying the front brake (RIGHT Trigger) allows the rider to perform tricks such as endos and burnouts (see later for full details).

Rear View - B Button

If you want to check visually who's behind you in a race press the B button.

Viewpoint Toggle - Y Button

The Y button toggles through a selection of preset in-game viewpoints. (Note that in certain menu screens the Y button performs other special functions.)

Pause Game - START Button

Press START in-game to access the in-game Options Menu screen.

Confirm Selection - START Button

Press START (or the A button) in all Menu selection screens to confirm a selection.

Return to Previous Menu Screen - BACK Button

Press the BACK button to return to the previous Menu screen (or the B button).

Introduction

Feel the thrill of riding the world's fastest motorbikes, locked in a pack of 20 riders only centimetres away from your deadliest rivals, totally exposed to danger, nothing but a leather skin to protect you, knowing that you're only ever seconds away from spectacular and terrifying crashes. This is *MotoGP: Ultimate Racing Technology*, an ultra-realistic bike racing game. A racing game that puts you astride the meanest, fastest, most thrilling machines ever built. With its innovative gameplay, and revolutionary graphical and technical features only now possible on the Xbox console, *MotoGP: Ultimate Racing Technology* brings the speed, the style, and technology of the world's most exciting sport right into your hands. And there's more! Experience the glamour and the glitz of being a top bike rider, recreating those moments that have thrilled over hundreds of millions of television viewers and trackside spectators. Have you got the guts to take it on?

MotoGP: Ultimate Racing Technology.

The fastest bikes in the world, now in your hands for the ride of your life!

The Race Screens

MotoGP: Ultimate Racing Technology has a number of different and exciting game modes; from the Quick Race blast around the track to the intense competition of the complete Grand Prix Series or the vastly entertaining Multiplayer mode. These are the in-game screens for all available *MotoGP: Ultimate Racing Technology* modes. Study them carefully and get to know where everything is, because at the speeds you'll be travelling you'll need to absorb the information they give you at a glance!

Quick Race

Jump right into the action and take part in a three-lap race on your choice of track. Only the first three tracks in the Championship, or tracks unlocked in the Arcade Championship or the Grand Prix Series game modes are available for selection.



Lap and Position Indicator

Shows the rider's current lap, race position and name.

Player Assist Arrow

Gives suggested bike speed on specific bends and the type/direction of the turns themselves. The arrow only appears when approaching bends and remains on-screen for the duration of the manoeuvre. The arrow border changes to red if you are approaching a bend too fast, indicating that you should slow down. A double arrow sign indicates that you're riding in an opponents slipstream – this will merit a subtle boost in speed and acceleration.

Map and Rider Position

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

Rev Counter

Indicates the current engine revs of the bike.

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 numeral shows how far behind the next competitor you are, whilst a minus sign preceding the numerals indicates how far behind the nearest rider is.

Current and Best Lap Times

Indicates your rider's best and current lap times.

Speed

Shows how fast you are travelling.

Current Gear

Shows what gear your bike is in.

Engine Heat

The Engine Heat Indicator shows the temperature of your bike's engine. The temperature will increase as the race heats up, aggressive driving or crashes will make the engine heat rise alarmingly and you will see a drop in bike performance (less power, smoke and engine misfiring).

Arcade Championship

Race through all the tracks in the 2001 MotoGP season! It's a challenge against the clock and all the other top bike riders as you try to hit those checkpoints in time. Good scores will unlock extra *MotoGP: Ultimate Racing Technology* game features (see later).

Time Remaining



Arcade Score Total

Bonus Points

Arcade Score Total

Running tally of points scored in Arcade mode.

Bonus Points

Points awarded in Arcade mode for stunts or tricks performed (see later), waiting to be added to the Arcade Score Total.

Grand Prix Series

A complete simulation of the 2001 MotoGP Grand Prix Series, with the full race-weekend events, taking place on the real tracks from all around the world. You can also create your own rider in this mode, a rider who can be used in all of the other *MotoGP: Ultimate Racing Technology* modes and you can improve your bike riding skills using the interactive experience credit award system (see later).

Practice



Qualify

Rider and Helmet Indicators

Qualifying Time Remaining



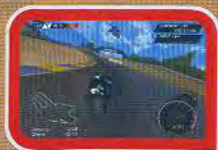
Rider and Helmet Indicators

The position of the rider is shown along with colour-coded helmet icons:

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

The helmet icons are linked to checkpoints around the track and show your cumulative time up to that point.

Race



Training

Improve your bike racing skills by taking on a number of mission-based training challenges! You'll learn specific aspects of effective bike handling, with the bonus of good performances winning 'rider credit' awards.

Challenge Time Remaining



Challenge Success/Fail Messages

Challenge Time Remaining

This shows the time remaining on a Challenge in Training mode, will flash red when a time penalty is incurred.

Challenge Success/ Fail Messages

Tells you if your rider has failed or completed a Challenge successfully in Training mode.

Time Trial

Race against the clock to get the fastest lap times ever! Featuring the 'ghost bike' (might be worth checking the legals on the term 'ghost bike') option that lets you race against your best track times. Note that only tracks unlocked in the Arcade Championship or Grand Prix Series are available in Time Trial.

Lap Time Best Lap Difference



Multiplayer Screen

Take on the challenge of real life opponents in a series of races on your choice of track. Play in Split Screen mode (2 to 4 riders) or using the 16 player maximum Xbox System Link Play.



Getting Started

The Game Menu Screen

After the opening screens and animations you will get to the Game Menu screen where you can choose the type of MotoGP: Ultimate Racing Technology mode you want to play or check the settings in the game Options menu.

- Cycle through the available game modes using the D-Pad or Left Thumbstick UP/DOWN.
- Press the A button to select a mode (if you make a mistake you can press the B button to go back one screen).

Quick Race

Jump right into the action! This is a quick fix, three-lap single race adrenaline rush for anyone who hasn't got the time to take on the Arcade Championship or Grand Prix Series modes. Quick Race lets you race using tracks, bikes and riders 'unlocked' in other game modes.

- Select Quick Race.
- Choose a Difficulty Level.
- Choose a Bike & Rider.
- Choose a Track.

You'll start a Quick Race in a random position on the first two rows of the starting grid.

Riders

There are 29 riders available in MotoGP: Ultimate Racing Technology from the real 2001 season, plus any other riders that you may have created within the Grand Prix Series (and saved on the Xbox hard disk) plus any rider imported from a Memory Unit (using the Guest Rider feature in the Options menu).

Tracks

Choose from the first 3 tracks featured in the game, plus any tracks previously unlocked in either the Arcade Championship or Grand Prix Series.

Bike and Rider Selection

The Bike and Rider Selection screen is the same in all game modes but the Grand Prix Series and Training modes also feature a Create Rider screen.



On the left of the screen is a list of the riders, showing their team and bike for use in the game. Custom riders created by you are shown at the start of the list, followed by the names of real MotoGP riders. Locked (or unavailable) riders are indicated by a padlock symbol and the word 'Locked' in the bottom left of the screen.

You can cycle through the list of names and faces and a large window on the right shows the rider and bike, the crash helmet and the team logo.

The lower panel shows the rider's experience credits; the yellow bars indicating the riders' level of experience in:

- Cornering
- Braking
- Top Speed
- Acceleration.

- Cycle through the available list of riders using the D-Pad or Left Thumbstick LEFT/RIGHT.
- Use the RIGHT THUMBSTICK to zoom in and out on the on-screen bike and rider.
- Press the A button to select the on-screen bike and rider.

Track Selection

The track selection screen is used in Quick Race and Time Trial game modes.



In the centre of the screen is the track graphic with name, location, length, number of bends and fastest lap information plus the host nation's flag.

Cycle through the available tracks, those that have been unlocked in the Arcade Championship or Grand Prix Series modes. Tracks that have not been unlocked are 'greyed out'.

To the right of the track graphic are the selectable race weather conditions:

- Sunny: sunny weather with dazzling sunshine.
- Clear: standard conditions, cloud cover with intermittent sunshine.
- Raining: cloud cover, light fog and rain with a partially wet track.

- D-Pad or Left Thumbstick LEFT and RIGHT cycles through the weather conditions.
- Press the A button to confirm.

Alternately:

- Press the Y button to select a random track from those that are currently unlocked, and random weather conditions.

Ready to Quick Race

Once you have made your selections, your bike and rider will appear on the starting grid ready for the off. Check your bike controls, wait for the lights to change and then accelerate! Push forward on the right Thumbstick or press the A button. Remember not to over rev on the starting grid as you may end up wheel spinning – instead, only hit open up the throttle once the lights have gone out. At the end of the race you will see a results screen showing all the riders' finishing positions.

Arcade Championship

The Arcade Championship gives you a quick and simple 'arcade style' charge through the *MotoGP* Championship, allowing you to race on all the tracks available in the game in three-lap races using a checkpoint system.

Checkpoints

To succeed in Arcade Championship mode you will have to finish each lap of the track inside an allotted time. Note that any time remaining on the counter as you cross a checkpoint is added to the total time limit required to get to the next checkpoint.

When your time limit dips below ten seconds a countdown timer will appear onscreen and, if time runs out, the race is over.

Points

Any time left on your checkpoint clock at the end each lap is converted into points, which are used to unlock extra features in the game, such as extra riders and bikes (see later). Your finishing position in the race also determines your starting grid position in the next race.

Bonus Points

During an Arcade Championship race you can also pick up bonus points if you perform tricks, stunts or excellent riding skills. Tricks possible are: wheelies, endos, clean sections (staying on the track), burnout, overtake, power slide and jump. These bonuses are added to a running total Arcade score that's updated throughout the race.

Starting Off

- Select the Arcade Championship mode from the Game Menu and you will be shown the Load/Create Game screen.

This allows you to either continue with a previously saved game (a maximum of ten saves is allowed), or to start a new game using an empty save slot. You can also delete saves (by pressing the Y button).

- Select Start A New Game.

You will go to the Select Difficulty Level screen, and then to the Bike and Rider Options screen.

There are 29 riders featured in the game from the real sport (excluding those locked until in-game objectives have been completed), plus any other riders that you may have previously created in the Grand Prix Series and saved on a Memory Unit or on the Xbox hard disk.

Once you've chosen a rider he is placed on the starting grid at the first track of the *MotoGP: Ultimate Racing Technology* Arcade Championship, waiting for the lights to change to begin the first race.

Race Results

At the end of the race you are shown the finishing positions and times of all riders who took place in the race. This is followed by a score screen, where your race score is added to your total score.

Saving the Game

At the end of the race the game will autosave your progress to that point, and you will have the option to 'continue' or 'quit'.

You can then continue to the next round, or return to the Game Menu screen.

Winning the Arcade Championship

Your finishing position in the previous race always determines your starting position on the grid for the next round, or if it's the final round, your overall Championship position. At the end of the Arcade Championship, you can return to any track to re-race and try to improve your score. Now you will be able to see the highest score achieved on each track, plus your own personal best score per track.

Grand Prix Series

- Select Grand Prix Series in the Game Menu screen and you will be shown the Load/Create Rider screen that allows you to continue on the Grand Prix Series with a previously saved rider (from a maximum of 10 save slots) or start a new rider.
- In the Create/Load Rider screen customised riders can be deleted by highlighting the desired rider and pressing the Y button.

Continuing with a previously saved rider will take you to either the Grand Prix Status screen (if the saved game is about to start a new Grand Prix round) or the Race Schedule screen (if the saved game is in the middle of a Grand Prix round)

Selecting a new rider will take you to the Create Rider screen, allowing you to create your own rider with which to race, specifying appearance, name, nationality, and team.

Create Rider Screen

This option is only available in the Grand Prix Series and Training modes.



Here you can customise your rider and then save the information (physical appearance, experience credits and progress in the Grand Prix Series Championship) for future use in all game modes.

Customising a Rider

Customisations are not purely aesthetic as liveries are matched with bikes, but riders created here will develop in skill and increase in ability (as long as your race performance is good).

- Name – enter a rider name (up to 20 characters).
- Age – choose the rider's age (16 to 39).
- Country – choose your rider's nationality.
- Leathers – choose a design for his leathers. The colours used within the design are customisable; a colour 'picker' is provided for each of the three colours incorporated in the design.
- Number – Choose a racing number for your rider
- Bike – choose the bike model and the fairing style from a selection of different designs. The colours used within the design are customisable; a colour 'picker' is provided for each of the three colours incorporated in the design.
- Team Name – choose a name for your team (up to 30 characters).

Rider Credit Distribution Screen

This screen appears after the Create Rider screen, and after a race (if your rider has been placed in the top 15) in the Grand Prix Series and Training modes. Here you are given 10 rider experience credits to distribute amongst the four areas of rider ability: Cornering, Braking, Top Speed and Acceleration.

Cornering

The ability to corner well, and push the bike to its absolute limit, is crucial to the success of any rider. To corner with optimum efficiency the rider needs to enter the corner wide (as if they're about to run off the road), then drop the bike on its side at a horrifyingly acute angle before accelerating hard out of the turn and allowing the rear end to slip and slide until the machine is pointed in the right direction. The further the bike can be leaned over, the greater the possible turning circle and cornering force the vehicle can attain.

Rider dexterity also has a significant effect upon the speed at which the bike can be leaned, with an immense amount of force being placed on the rider during these manoeuvres; only the most dextrous riders can handle these machines at anywhere near their maximum potential. Cornering force and stability increases in accordance with the rider's Cornering Ability and allows him to take corners at a greater speed, edging in front of less experienced riders.

Braking

Ultimately, the brakes are what keep the rider from flying off the road and the faster the bike is moving, the greater the braking force required to slow it down. But the bike's brakes are only as good as the rider who controls them. Stopping power is limited not only by the overall design of the motorcycle, but also by the riders' skill and ability to keep the bike upright during extreme braking conditions.

An increase in the rider's Braking ability allows you to use the vehicle's brakes to the maximum limit. Responsiveness is improved, increasing the speed at which the brakes are applied. The overall strength or power of the brakes is also increased, allowing the player to brake harder without 'high-siding' or losing control of the bike. An increase in Braking ability means you can approach bends faster, brake later and harder to get ahead of the pack, before accelerating out of the bend.

Top Speed

A Grand Prix motorcycle engine has incredible power; bikes can weigh 130 kg and produce up to 180bhp. 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. This will mean you'll be able to reach higher speeds, using the power of the bike to its maximum potential.

Acceleration

Effective acceleration on a Grand Prix motorcycle means shifting through the gears as quickly as possible. The biggest concern for a rider is the loss of time in shifting, and to achieve the speeds you require you must change through the gears efficiently, picking the appropriate gear for any given corner and changing up and down at precisely the right moment. In *MotoGP: Ultimate Racing Technology*, 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.

Grand Prix Status Screen

Once you have chosen your rider and distributed experience credits to him you will be taken to the Grand Prix Status screen showing:

- all Grand Prix events on a World Grand Prix Map with individual rounds shown as Locked, Failed, Completed, or Current (next).
- the amount of rider experience credits gained alongside each completed Grand Prix, as part of the total number possible.
- information on your Grand Prix status, with the next (or current) round highlighted plus your rider's overall rankings.

This screen also allows you to race on tracks previously raced in the Grand Prix Series to help you gain more rider experience credits.

Race Schedule Screen

Once you have selected to enter a Grand Prix from the Grand Prix Status screen, you will be taken to the Race Schedule screen that shows an overview of the three weekend Grand Prix events:

Free Practise

This is an opportunity to familiarise yourself with the track and weather conditions but is not compulsory.

Qualifying Race

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. Competitors start from a staggered, rolling 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.

Main Race

This is the main event of the Grand Prix, where you will have to complete 5 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 20th place on the starting grid.

Championship Points System

Your progress to the Championship is defined in terms of points gained at each race event, this is based on the scoring system of the real *MotoGP* sport.

1st place	-----	25pts
2nd place	-----	20pts
3rd place	-----	16pts
4th place	-----	13pts
5th place	-----	11pts
6th place	-----	10pts
7th place	-----	9pts
8th place	-----	8pts

9th place	-----	7pts
10th place	-----	6pts
11th place	-----	5pts
12th place	-----	4pts
13th place	-----	3pts
14th place	-----	2pts
15th place	-----	1pt

To win the *MotoGP* championship, you must gain more points than the other competitors after all races have been completed.

Gaining Rider Experience

Rider experience credits are awarded to riders finishing in the top fifteen in a Grand Prix event:

1st Place	-----	6 Credits
2nd Place	-----	5 Credits
3rd Place	-----	4 Credits
4th Place	-----	3 Credits
5th Place	-----	2 Credits
6th to 15th Place	-----	1 Credit
Over 15th Place	-----	0 Credits

Once they have been awarded, you can distribute these credits amongst the four rider abilities (see above). With ten races in the Series, there are a maximum of sixty credits available from the racing events. There are 10 'starter' credits given to you when you initially set up your rider, enabling you to set a driving style from the outset, and 40 extra credits are also available in Training mode. This means that the total number of credits attainable within the game is 110.

Although you can distribute awarded credits as you see fit, there is a maximum limit to the amount of credits that you can assign for each ability. When starting the game, the maximum limit is set to 20 credits per ability and this figure increases by one point as each Grand Prix is completed. So, upon completion

of all Grand Prix, the maximum credit limit for each of the rider experience abilities is 30.

Completing the Grand Prix Series

If you complete the first Grand Prix Series, you will be allowed to continue into the next season; to race the entire Grand Prix series again using the same rider, further improving your rider's skills.

Training

Training mode (selected from the Main Menu screen or from the Grand Prix Status screen) is the best way to get to grips with the skills you'll require to succeed at *MotoGP: Ultimate Racing Technology*. It features mission-based challenges that focus on specific aspects of bike handling and will reward successful riders with experience credits.

If you select Training from the Main Menu screen you will be asked if you want to select a Current Saved Rider or to Create a New Rider (see above).



The Training Challenge

The Challenges

There are 20 overall challenges in Training mode, each with a difficulty level (Silver = Easy, Gold = Hard). Complete the challenge on Silver to win one experience credit, complete the challenge on Gold to win two credits. Credits are automatically allocated to the appropriate rider ability once you have completed a challenge (i.e. you won't be able to allocate them yourself).

Difficulty Levels

There are five difficulty levels, and there are four Challenges within each difficulty level, each focusing on a specific rider attribute (Braking, Top Speed, Cornering and Acceleration). Each challenge *must* be completed in the correct order to progress to the next level. To progress to the next challenge level you will have to succeed at the minimum at Silver medal on each grade. On completion of each challenge grade a new custom livery is unlocked. There are five in all - one for each difficulty level.

Time Trial

Time Trial mode allows you to practise your skills on any previously raced tracks and to try improve on your best lap times. You will have no distractions from other riders on the track racing against you here.

- Select a Bike, Rider and a Track (from the list of unlocked tracks).

Each Time Trial event consists of a race in which the best total and individual lap times are recorded on the Xbox internal hard disk. You can race an unlimited number of laps and, if you achieve a new lap record, you will be able to place your name alongside the record time.

Time Trial also allows you racing against a 'ghost' bike and rider that recreates your best performance.

Multiplayer Races

- Select the Multiplayer option in the Main Menu screen.
- You can play *MotoGP: Ultimate Racing Technology* in either Split-Screen mode with up to 4 players, or via the Xbox System Link Play with up to 16 players.

Split Screen Lobby

If you select Split Screen mode from the Multiplayer Game screen you will go to the Multiplayer Split Screen Lobby. Here you can set up a split-screen game as follows:

- Player One must press the A button to join in the game shown at the bottom of the screen.
- Player One then goes to the Rider Select screen where he/she can choose from any currently unlocked or saved riders.
- Player One then goes back to the Split Screen Lobby, now displaying information on the selected rider and the game to be played.
- Player One can still change his/her rider (by selecting Rider from the menu) or alter the race settings (by pressing the Y button).
- Additional players (Two, Three or Four) can now join the game by pressing the A button on their own controller.

Multiplayer Race Settings

Any player can alter the race settings once they have selected a rider and are in the Split Screen Lobby Screen. The settings are:

- Track: choose a track to race on from all unlocked tracks.
- Laps per Race: set the number of laps to be raced.
- Weather: choose from Sunny, Cloudy or Rainy.
- Computer Bikes: set computer controlled bikes on or off.
- Show Names: display the names of other riders (on/off/human players only).
- Track Progression: choose from three options:
 - Championship tracks in their correct order.
 - Random tracks from all those available.
 - Race on the same track continuously.
- Scoring: select a scoring method (Arcade or Championship single player rules).

- Press the A button to confirm a settings change.
- Now, return to the Multiplayer Screen Lobby where each player has to confirm the settings by selecting Ready in the menu options before the race can start.

Note that, if any player changes any race settings after another player has already confirmed their individual settings all players will return to the Lobby.

Once all players have accepted the settings, the race will begin. Players will be placed in a random start position on the starting grid.

Screen Splits

- The two-player game has an adjustable horizontal/vertical split.
- The three-player game has a cross split.

Once the race has finished the race results screen will appear on screen.

System Link Play

MotoGP: Ultimate Racing Technology allows multiple Xbox™ video game systems (16 maximum) to be linked together or through a LAN.

- Select System Link Play from the Multiplayer Game screen
- Give the player a name (using the nickname cache provided or by entering a new name).
- Select your rider from the Rider Select screen.

The program will search for a *MotoGP: Ultimate Racing Technology* game already underway for you to join.

If you want to set up (host) your own game, press the A button and you will go to the System Link Lobby Screen. This lists all the linked players and race settings.



- The game will start when all players are ready or when the timer runs out. Information about the current game is displayed on the Lobby screen, as well as a scrollable list of all the players.
- Press the A button when you are ready to play.
- The host of the game (the player who created it) can press the Y button to access the Multiplayer Race Settings screen.
- Press the B button to exit a multiplayer game and return to the Rider Select screen.

Replay Cameras

Replay cameras let you check out those fantastic bike manoeuvres in your current race and watch them again and again from a number of different views, in either normal or slow speed. You will be given the option to watch a replay when you finish a race or directly from the Game Menu (if the replay has been saved). A replay console with VCR-type buttons gives you a number of view options (see below).

- Use D-pad or the Left Thumbstick LEFT/RIGHT & UP/DOWN to highlight an option.
- Press the A button to select.

Playback

- Standard Playback / Slow Motion Playback: press once to play back the race at normal speed, press again to play back the race at half normal speed. Pressing this button again will then resume normal play mode
- Fast Forward: rapidly advance the race, by jumping to the next keyframe when the button is clicked.
- Rewind: the replay will be rewound by jumping to the previous keyframe when the button is clicked.
- Pause: pause the replay. Press Pause again to 'frame step' ahead.
- Stop/Quit: stop the replay with an option to Quit the Replay screen.

Rider Selection

Pressing the A button when this button is highlighted cycles through all the other riders in the race. Pressing B will cycle backwards through the selection. Your rider's name is highlighted and is always the default rider that is initially featured.

Camera Selection

Pressing the A button when this button is highlighted cycles through a variety of different camera angles with which to view the replays. Pressing B will cycle backwards through the selection.

- TRACK: a number of television cameras that are placed around the edge of the track (as featured on TV).
- HELI: an aerial camera view from a helicopter circling the track.
- BIKE 1 to 6: Six slightly different types of camera that rotate around or focus close in on the player-selected rider.
- COCKPIT: viewed from the cockpit (behind the bike windshield) of the selected rider.
- CHASE (3 types): viewed from one of three different third person viewpoints of a selected rider.
- ONBOARD: camera mounted on the front (looking forward) and rear (looking backwards) wheels of the bike.
- REARVIEW: Third person rear view from selected bike.
- AUTOSWITCH: Switches automatically between all cameras.

Information Window

The information window displays the button or option that the player has highlighted. However, for camera and rider selection it displays the appropriate camera or rider selected.

Progress Bar

The progress bar at the top of the replay panel indicates the timeframe of the replay.

Unlockables

MotoGP: Ultimate Racing Technology is also packed with a large number of extra features that can be 'unlocked' and enjoyed as you become a better and more skilled rider. The following is what you can look forward to:

- Unlock the Extra Tracks by getting to them in the Arcade or Grand Prix Series games.
- Unlock the Extra Riders by gaining points on specific tracks in Arcade mode.
- Get to race on the Sheridan Training Track by winning the Grand Prix Series Championship at Champion level.
- Get to watch the Credits Video by completing the Grand Prix Series on any difficulty setting.
- Get to see the Race Highlights Video by achieving a podium position (top three) in the Grand Prix Series on any difficulty setting.

The following are 'fun' extras that can be turned on/off in the Unlockables Options menu:

- Get to race against the glamorous Umbrella Girl Riders by scoring a certain amount of points in the Arcade Championship.
- Get to race on Mirrored Tracks by winning the Grand Prix Series at Rookie level.
- Get to race on Reversed Tracks by winning the Grand Prix Series at Pro level.
- Get to race in Wire Frame Mode by scoring a certain amount of points in the Arcade Championship.
- Get to race in Toon Mode by scoring a certain amount of points in the Arcade Championship.
- Get to race in Turbo Mode by scoring a certain amount of points in the Arcade Championship.
- Get to race in Brring a Ding Ding Mode by scoring a certain amount of points in the Arcade Championship.
- Get to race in Sketch Mode by scoring a certain amount of points in the Arcade Championship.
- Get Pop Video Mode by scoring a certain amount of points in the Arcade Championship.

Options Menus

The Options Menu can be accessed from the Game Menu screen and this allows you to adjust various in-game options:

Game Settings

Music Volume (0-100%) - adjust the volume of the in-game music.

Sound FX Volume (0-100%) - adjust the volume of all sound effects.

Player Assist Arrows - switch on/off the graphical player assistance icons.

Vibration - switch on/off the Xbox Controller force feedback function.

Gears - select an Auto or Manual gearbox for your bike.

Display Rider Names - show in-game riders with their names displayed above their heads (On, Grand Prix only, or Off).

Quick Race Laps - set the number of laps in a Quick Race from: 1, 2, 3, 4, 5, 10, 15, 20.

Grand Prix Race Laps - set the number of laps per race (in a Grand Prix Series): 5, 10, 15, 20, or Real (the actual number of laps that are raced on each track).

Control Style

This Option screen allows you to choose from a selection of built-in control styles to suit your way of holding the Controller.

Select Soundtrack

This allows you to choose which music soundtrack is played in-game from:

- *MotoGP: Ultimate Racing Technology* tunes.
- *MotoGP: Ultimate Racing Technology* tunes (shuffled).
- Any player created soundtrack.

- Browse by pressing the D-pad UP/DOWN keys.
- Press the A button to select.

View Replay

View any replays recorded and saved to the Xbox hard disk (see above for details).

Guest Riders

This option allows you to save riders created in Grand Prix or Training modes onto the Xbox Memory Unit (and to load riders from the Memory Unit). In this way you can save a favourite rider and take it to a friend's house for use in Quick Race, Time Trial or Multiplayer modes. You will be asked whether you want to Save or Load a rider.

- If you select to Load a Rider, you will see a list of plugged-in Memory Units.
- Press the A button to select the Memory Unit you want. This shows a list of riders that are saved on that Memory Unit (if any)
- Press the A button again to load the selected rider from that Memory Unit.

If you select to Save a Rider, you will be shown a list of all the saved riders on the Xbox hard disk.

- Selecting one of these riders with the A button brings up the list of Memory Units again.
- Select one of the Memory Units and then press the A button to save that rider to the Memory Unit.

Extras

The Options menu Extras option contains the following screens:

Arcade High Scores

This screen displays a list of all the tracks in the game (including the Sheridan Circuit, if it has been unlocked). The top ten high scores are displayed for the currently highlighted track, and a Championship Total option displays the 10 best overall scores (cumulative over all 10 tracks in Arcade mode).

Lap Records

This displays a list of all the track records in the game, including the Sheridan Circuit, if it is unlocked.

Videos

This displays a list of all unlockable videos from the game, and allows you to view any that have been unlocked (press the A button).

Unlockables

Unlockable modes/features in the game can be accessed and turned on or off from here (see above for details).

Game Credits

This option displays the game credits.

In-Game Options

Press the START button during a game to open the Pause menu and you will see the following options:

- Resume Race: continue racing or 'un-pause' the game.
- Restart Race: restart the current race (not available in the Grand Prix Series mode).
- Music Volume: adjust the volume of the in-game music.
- Sound FX Volume: adjust the volume for all sound effects
- Retire From Race: quit the current race and return to the Main Menu
- View Replay: view a replay of the current race up to that point
- Change Split-Screen (2 player split-screen mode only): toggles between a horizontal and vertical screen split.

- Press START again to return to the race.

Stunts and Special Manoeuvres

A number of exciting bike stunts and special manoeuvres can be carried out in *MotoGP: Ultimate Racing Technology*, these are extremely important in the Training and Arcade modes where points can be picked up for performing the moves correctly.

Powerslide (Spinning the Rear Wheel)

Power slide around corners by fully releasing the accelerator (A Button or Right Thumbstick) before immediately reapplying. This will cause the rear wheel to spin and allow you drift the rear end of the bike. This technique will allow you to corner harsher and faster, and can be used as a precautionary tactic to stop the bike running off the track.

Wheelies

To perform a wheelie (make the front wheel rise), you will need to shift the rider into an upright position towards the rear of the bike (using the manual rider control function) while accelerating at full throttle. The front wheel of the bike will then rise, and continue to rise until you shift the rider back to a normal (or central) seating position. This allows the wheelie to be held for as long as the speed of the bike remains constant. If the bike's speed drops, the front wheel will also drop and end the move. When performing a wheelie, the rider can be shifted forward to end the manoeuvre, whilst the speed of the bike remains constant.

Endos

To execute an endo (the rear wheel of the bike rises by a substantial amount), you must slow the bike down to a suitable speed (by either easing off the accelerator or braking gently), before applying the front brake. Slamming on the front brake when travelling too fast may cause you to lose control, while applying the brake too gently when travelling at slow speed will simply cause the bike to stop, without performing the endo. The skill, therefore, in performing a successful endo is to ensure that the correct amount and force of braking is applied to the front wheel, while the bike is travelling at the correct speed.

Doughnuts

To perform a doughnut (turning on the spot) the bike must be stationary or slowing down as the manoeuvre is carried out. First, the front brakes must be applied to lock the front wheel, while the engine is revved to make the rear wheel spin. Turning left or right as you release the brake will then cause the bike to lean and rotate either clockwise (turned right) or anti-clockwise (turned left). The degree of turn applied when performing a doughnut will also control the speed of rotation; gentle turning will mean a slower rotation, but sharper turning will lean the bike over further, giving you a faster rotation. You will then be able to rotate the bike on the spot if the revs are kept up and the turning angle is held.

Rear Wheel Skids

You will be able to perform skids through independent use of the rear brake. Tapping the rear brake button as you go around corners will make the back wheel of the bike slide out a little, allowing you to create a sharper turning circle when navigating bends. This particular manoeuvre can be compared to the 'power sliding' technique often carried out in the races. However, if the rear brake is applied for too long when the bike is turning, it could lock, resulting in a 'low-side'.

You can also use the rear brake to perform dramatic skids when braking in a straight line. If you turn the bike at the same time as skidding the rear wheel, you will be able to swing the wheel around to rotate the bike in a complete circle. Applying the front brake after you have started swinging the bike around in this manner will stop the bike rotating too far. However, if you attempt to execute this particular manoeuvre at too high a speed, the bike may 'high-side'.

Burnouts (Wheel Spins)

Static Burnout (wheel spin on the spot)

The bike must be stationary as the stunt is carried out. First, the front brakes need to be applied to lock the front wheel as the engine is revved to cause the rear wheel to spin.

Rolling Burnout (spinning the rear wheel of the bike as you creep forward)

To perform this stunt, you must apply the front brakes to lock the front wheel, as you rev the engine and make the rear wheel spin. Then you must reduce the amount of pressure applied to the front brake allowing the bike to creep forward as the rear wheel spins frantically.

The MotoGP Tracks

SUZUKA (Japan)



JEREZ (Spain)



LE MANS (France)



MUGELLO (Italy)



ASSEN (Netherlands)



DONNINGTON (Great Britain)



SACHSENRING (Germany)



BRNO (Czech Republic)



VALENCIA (Spain)



Phillip Island (Australia)



Credits

CLIMAX

Rik Alexander
Jon Gibson
Producer

Mike Patrick
Richard Stone
Alastair Cornish, Alkan Hassan

Shawn Hargreaves

Damyan Pepper
Gavin Norman

Programmer
George Foot
Programmer

Peter Pimley
Programmer

Sean Smith
Ross Childs
Adam Sawkins
Flack

Producer
Lead Designer & Associate

Designer
Designer
Additional Design

Lead Programmer
Programmer

Additional Programming
Additional Programming
Additional Programming
Additional Programming

Dr. Chris Caulfield

Jason Green
Boris Lowinger
Craig Gabell
Harvey Parker
Jason McFee
Justin Bravery
Lawrence Elwick
Mark Hill
Pete Butler
Rory Walker
Jez White

Keith Clarke
Adam Pitt

Music:

Game On (Suzuka)
Fever #2 (Jerez)
Dubadebedoom (Le Mans)
Burning Rubber (Mugello)
Power Up (Assen)
Rev It Up (Donington)
Moto Trance (Sachsenring)
Up All Night (Brno)
Miami Sunrise (Valencia)
Pray to the Radio (Phillip Island)
Laugh At You (Sheridan Circuit)
Psy'n' (Menus)
Cookin' on Electric (Credits)

Dyne Physics Engine

Lead Artist
Artist
Artist
Artist
Artist
Artist
Artist
Artist
Artist
Artist
Artist
Additional Artwork

Sound
Sound

Third Girl
Shawn Hargreaves
Shawn Hargreaves
Third Girl
BabyDope
IC One
Third Girl
Subtropic
BabyDope
Shawn Hargreaves
Third Girl
Shawn Hargreaves
Third Girl