MAIN MENU

Click an area of the following graphic to view pop-up information.

AVAILABLE OPTIONS

DIFFICULTY
The three difficulty levels tell you how good the other riders are.

LAPS PER RACE
Run anything from two-lap sprints to six-lap endurance runs.

TURBO
If you wish to disable the Turbo booster on all the bikes, turn this option off.

GRAPPLE
If you wish to disable the magnetic grapple on all the bikes, turn this option off.

TROPHY PRESENTER
It's your blood, your sweat, your win…so you decide who's bringing you your trophy.

BIKE HUD
HUD stands for "Heads Up Display," which is the panel on the bike that houses the meters and indicators. If you want to remove the HUD from the screen, turn this option off. Also See Racing Display Information

CINEMATIC CAMERA
With this option on, you'll roll with the bike, leaning hard into the turns as the world tilts around you. For a more stable view, turn it off.

STUNT RACE
The Stunt Race remains **inactive** until you accomplish the greatest feat in Jet Moto racing-**winning a Full Season at the Professional level on all ten courses.** Once you've achieved that feat, the Stunt Race option becomes active.

Important: Make sure to save the winning season, as the Stunt Race option will be available when the season is loaded.

With Stunt Race on, your bike gains certain performance enhancements when you complete a daring stunt. No good stunt goes unrewarded. Some get speed, others get extra turbos, and still others get acceleration.

INPUT CONFIGURATION
Follow the on-screen interactions to select a control configuration. See Also Controls

Music And Sound
Move the sliders to adjust the Music, Sound Effects, and the Overall Volume.

Credits
Take a look at the many fine men and women who produced and tested this great game.

Exit
Return to the Main Menu

THE BIKES AND RIDERS

The Jet Moto circuit consists of 20 different riders from four teams. Each rider has his or her own bike with its own special attributes. You can read about each rider and bike in the informative descriptions presented on the screen. These descriptions give you a good idea of what to expect when you select that rider and bike.

- To change teams, click on the **left** or **right** arrow
- To change riders, click on the **up** or **down** arrow

The four attribute curves offer a graphic analysis of the four performance categories.

Handling
Exactly what it sounds like. The better the handling, the more responsive a bike is. The lighter bikes are generally a little more agile and jumpy while heavier bikes are more stable and require a power-slide mentality.

Acceleration
Acceleration is rated from standing start to top speed. However, a bike's mass, lift, and handling may result in some unexpected advantages and weaknesses. Some bikes may have great jump off the line with no mid-range, others may start slow but really hop to top speed in a short time. Don't be afraid to experiment with the different bikes.

Mass
The mass, or weight of a bike influences its overall stability and handling. The heavier bikes are less likely to throw you when you get rammed by another rider or run into an obstacle. By the same token, the heavier bikes can more easily unseat or otherwise knock other riders off course when you collide with them.

Lift
Lift rates the strength of the suspension field that supports the bike. Lift is felt most when you go off jumps and hit bumps. The stronger the lift, the more air you'll get off of the elements, especially if you pull back (down arrow) as you take off the ramps. Usually you want to stay close to the ground, but if you know how to use them, bouncier bikes can give you some serious speed.

THE RACES

SINGLE RACE

A Single Race is just that...a one-time competition for all the marbles.

CUSTOM CIRCUIT

The Custom Circuit offers three different racing formats: Rally, Championship, and Elimination. The rules for each format are described on the screen. Before you begin a Custom Circuit, you need to select the order of the tracks. Note that each track can be used only once.

ELIMINATION

The following elimination schedule tells you how many racers are left after each round: 15,12, 10, 8, 7, 6, 5, 4, 3, 3.

FULL SEASON (UNLOCKING THE TRACKS)

The Full Season option sets up a pre-determined Championship Circuit using all the available tracks. Winning the Full Season at a certain difficulty level will unlock more tracks.

To unlock the blue level tracks you must win a full season at the Intermediate level. To unlock the black level tracks you must win a full season at the Professional level.

Important: You need to save the winning season and return to the Main Menu to open the new tracks.
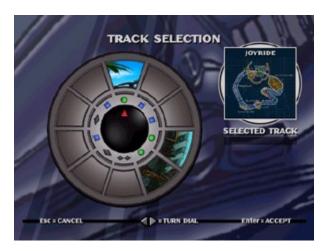
Practice

In Practice mode, you're on a solo run against the clock. You can select any of the tracks that you've earned so far. Make sure to load a saved season to make those additional tracks available.

SAVING A GAME

If you wish to save a Season or Circuit, first select Save Game at the end of a race, and then highlight Empty Slot. Enter a name for the saved game.

THE TRACKS

Jet Moto offers nine tracks and a special bonus track. Each track presents its own unique difficulties and challenges, and some are easier than others. The more you practice, the better you'll be able to handle all the obstacle at the high speed it takes to win. You must win a Full Season at a certain difficulty level to unlock tracks at a higher level of difficulty. Also see The Races.

The tracks are divided into three levels of difficulty:
1.   Green Circles are the easiest.
2.   Blue Squares are intermediate.
3.   Black Diamonds are the hardest.

TRACK SELECTION

To choose a track click on the left or right arrow, spinning the wheel until the desired track is highlighted.

RACING DISPLAY INFORMATION

Click an area of the following graphic to view pop-up information.

BIKE INSTRUMENTATION

Click an area of the following graphic to view pop-up information.

ON THE BIKE

You'll need to master all the controls to compete against the veteran Jet Moto racers. Also see <u>Controls.</u>

ACCELERATE

You've got to burn it to earn it--and the "it" is the gas. Of course, you'll need to back off on the accelerator from time to time to avoid slamming into obstacles or careening off the track.

BRAKE

Use the brake strategically. While you will be leaning on the gas most of the time, if you don't know how and when to use the brake, all of the time you gain will be lost while you recover from a bone crushing wreck.

Turbo

The bikes hold a maximum of four turbo boosts. You begin each race with all four, and they are replenished each time you complete a lap. The green lights on the HUD show you how many you have left. Each turbo boost gives you a short but violent burst of speed, and they're best used in straight-aways or cornered sections that you know very well. Use them wisely, but always use them. It's hard to win without strategic employment of your Turbo boosts.

Magnetic Grapple

Certain turns offer a red energy pole that allows you to activate the magnetic grapple and swing around the turn without losing much speed. Note that the grapple can pass through solid objects and other riders.

When you press the grappling button the grapple engages when you're in range. As soon as you release the button, the grapple disengages. If you're too close to the magnetic pole when you engage, you might swing around too fast and hit a barrier.

The yellow energy bar on your HUD shows you how much grappling energy you have left. The energy replenishes slowly as you go. Be advised that collisions with other riders can knock you off your bike while you're grappling. Also see <u>Strategy.</u>

Lean Forward/Lean Back

Leaning forward lowers your wind-resistance and offers a little extra speed and extra stability. But if you overuse the lean you might not be able to take air when it's time to take air. Leaning back transfers your weight to the rear of the bike and gives you greater lift off of bumps and jumps, but it reduces your overall stability.

Sharp Turn

When you execute a sharp turn, the bike leans way down so you can really crank a turn. This slows the bike down, so don't overuse it.

Mid-Air Stunts

Mid-Air stunts bring applause and other crowd reactions. When you're in Stunt Race mode (after you've won a Full Season with all the tracks at the Professional level), Mid-Air stunts give you temporary bike enhancements.

CONTROLS

Keyboard:
Turn Left – Left Arrow
Turn Right – Right Arrow
Tighten Turn – D
Lean Back – Down Arrow
Lean Forward – Up Arrow
Roll Left – Q
Roll Right – E
Accelerator – W
Turbo – A
Brake – S
Grapple – Space
Change View – Page Up

Joystick:
Windows 95 supports a wide range of peripherals that can be used in Jet Moto. If Windows 95 supports your controller, Jet Moto can easily be configured to utilize your controller to its fullest capabilities. However, before your controller can be used, it must be calibrated in Windows 95. Click here for instructions to Calibrate the Joystick.

CALIBRATE JOYSTICK

In the Windows 95 "Control Panel", double-click on "Joystick." If the "Joystick" applet is not present you will need to install the Control Panel Joystick Applet .

1.   In the Joystick Properties menu, select Joystick 1 and choose the controller you are using under "Joystick selection". Jet Moto only supports the Joystick configured as Joystick 1.
2.   Select "Calibrate" to calibrate the controller.
3.   Leave the controller's handle centered and press a controller button to center.
4.   Move your controller's handle around in complete circles, encompassing the full range of movements. Press a controller button when you have made a few complete circles.
5.   To confirm that your controller is centered, leave the controller's handle centered, and press a controller button.
6.   If you have a throttle, and you are prompted to calibrate the throttle, move the throttle up and down a few times. Press a controller button when you have moved the throttle up and down a few times.
7.   If your controller includes a hat switch, and you are prompted to calibrate the hat switch, move and hold the hat switch in the position prompted and press "Enter." Continue until the hat switch is calibrated.
8.   Choose "Test" if you want to test the controller's calibration. Select "Finish" when you have completed the calibration.
9.   Select "OK" to save the calibration and return to the Windows 95 desktop.

If your controller is not listed in the "Joystick selection" under Start/Settings/Control Panel/Joystick, you will have to install new Windows 95 drivers for your controller or use the Custom selection to setup your joysticks capabilities. The new Windows 95 drivers may be included with your controller. In the event the drivers are not included with your controller, you will have to contact your controller's manufacturer or connect via the Internet to the manufacturer's web site, if available, for the drivers or for information to customize the joystick settings in Windows 95 for your controller.

In most cases, you would run the "drivers" setup program to install your controller drivers. After you install the drivers, calibrate your controller. If you have any questions or problems installing the drivers, refer to the controller's manual or call the manufacturer of your controller for assistance.

Note: The .B50 and .M50 files for the Thrustmaster F-16 FLCS are located in the directory "X:\misc" where X is the drive letter of your CD-ROM drive with the Jet Moto CD loaded.

STRATEGY

Ø   Remember, Jet Moto is a **TruePhysics™ Design.** This means that almost anything you can think of that works in real life will work in Jet Moto. The surfaces are all a little different. In general, the harder surfaces (like concrete) are faster and the softer surfaces (like water) are slower. The Jet Moto bike's suspension fields react differently to each surface, influencing both traction and grip. Experienced racers will soon learn that the fastest route is not always the shortest one.

Ø   Every bike has its own special characteristics, and some are more distinctive than others are. In general, the **heavy bikes** are more stable and massive and can travel quickly over small obstacles. Heavy bikes are best suited for plowing through waves and bumps. The best strategy for the heavy bikes? Take the corners wider than you would on the light bikes, and use the magnetic grapple liberally to minimize hard turning. Going wider is longer, but you'll hold your speed better.

Ø   **Light bikes** are more maneuverable than their heavy counterparts, but they are also more vulnerable to collision and ramming. They thrive on going through tight obstacle areas, and their high acceleration lets them shoot out of tight corners. Light bikes also respond well to racers who know how to use the jumps to their advantage.

Ø   **Magnetic Grappling** is the single most important skill in Jet Moto. It's all a question of guts. The closer you are to the post, the faster you'll go around it. If you release too late, you'll smash into a barrier so hard, you won't know what hit you. When Magnetic Grappling, start wide on the corners, get a feel for the range of the post, and develop a knack for letting go at the right time. Amateurs often forget to turn with the grapple. What good is going around the post if you come out facing the wrong way? Experiment with different orientations and release times to maximize your speed. A good grapple technique can send you out of the turn faster than your top speed, even faster than a turbo boost.
     The bottom line? It's a rhythm thing. When you're in the zone while grappling, you're unstoppable.

Ø   Use your **mass** to your advantage. If you've gone through the trouble of learning a heavy bike, use it and smash up those light bikes!

Ø   Riders of light bikes do not necessarily have to fear bike-to-bike contact. This is a TruePhysics game; so remember, momentum is a product of both mass and velocity. If you angle it right and you're going fast enough, you can unseat the rider of a heavy bike with a much lighter bike.

Ø   Experiment with **pulling back and leaning forward.** By pulling back on the nose you take more air off the jumps. This is not only fun, but if you know how to finesse it, you can even get a little extra speed out of it. For example, if you repeatedly plow into the faces of the ocean waves, you'll be slower than racers who get the rhythm of jumping off the face of one wave and landing on the backside of another.

Ø   Orient your bike in mid-air so that when you land your bike it is perpendicular to the racing surface. Once again, TruePhysics applies.

Ø   Some of the tracks contain brief **short cuts** through corners. Also there are certain mid-air grapple turns that give you more than you'd have expected if you stayed on the racing surface.

STARTING THE GAME

To set up Jet Moto using Microsoft® Windows® 95:

1.   Turn on your computer and start Microsoft Windows 95.
2.   Place the Jet Moto CD-ROM in the CD-ROM drive.
3.   When the Autoplay menu appears, click **Install**.

If you have already loaded Jet Moto on your computer, start Jet Moto from the Windows 95 desktop.

CONTROL PANEL JOYSTICK APPLET

Note: This procedure will require the Microsoft Windows 95 CD.

1. In the Control Panel, double click on "Add New Hardware". The Add New Hardware Wizard appears on the screen.
2. Click on the "Next" button. You will be asked if you want Windows to search for the new hardware.
3. Select "No", and click on the "Next" button. The wizard displays a list of hardware to choose from.
4. Select "Sound, video and game controllers" in the list and click on the "Next" button. The wizard displays a list of Manufacturers and Models.
5. Select the manufacturer "Microsoft" and the model "Gameport Joystick", then click on the "Next" button. The wizard displays the default port setting used for the joystick. If these settings are not correct, you may follow the listed instructions to configure your joystick correctly after the drivers are installed.
6. Press the "Next" button. The wizard installs the default joystick drivers and the Control Panel Joystick Applet. The wizard displays a dialog informing you that it has finished installing the software to support the new hardware.
7. Press the "Finish" button to finish installing the new hardware. You will be asked to restart your computer so the new settings can take effect.
8. When your computer restarts you should have a joystick icon for the Joystick Applet in the control panel.

IMPROVING GAME PERFORMANCE

There are many factors that influence the performance of Jet Moto on your system. These include: CPU speed, video card performance, sound card performance, and game installation. System performance will influence the amount of time it takes to load game components, the quality and smoothness of video sequences, and most importantly, the update rate or frame rate of the game during gameplay. Jet Moto is a true 3D game with complete freedom of movement within the boundaries of the 3D environment. Frame rate is the number of times each second that the game can reposition and redraw all the components of the game including your vehicle, other vehicles, the 3D environment or world, weapons, and special effects such as explosions and smoke. Higher update rate equates to smoother driving control, less eye fatigue, and more accurate calculations of colliding objects during gameplay.

Because there is such a wide range in performance between PC systems, options are provided which allow you to tune the game to best fit the system being used. If you select options that significantly reduce the update rate of the game (such as choosing High Resolution and/or High Detail on a slow system), it can severely impact gameplay. At low update rates, the calculations of how moving objects collide with other objects are impacted. As the update rate decreases, bullets and other weapons may pass through objects rather than collide with them. It may also be possible for your vehicle to break out of the 3D gaming environment. These game options are saved to disk when you exit Jet Moto, and restored the next time you play the game.

The following are suggestions to increase game performance:

Ø   Increase the amount of available system resources by closing any open applications running concurrently with Jet Moto. Running applications are visible on the toolbar. If other applications are active while Jet Moto is executing, they may periodically steal processing cycles away from the Jet Moto application. This may cause fluctuations in the update rate of Jet Moto.

Ø   Decrease the detail level to low in the Jet Moto Game Options menu.

Ø   Decrease the resolution option to low in the Jet Moto Game Options menu

Ø   Decrease the viewport resolution using the Alt and "-" key on the numeric keypad. Increase the viewport resolution using the Alt and "+" key.

Ø   Reinstall Jet Moto and select the Custom Installation option. Make sure Sound Files, Database Files, and Shell Files have been selected. Follow the prompts. This will not affect the performance during gameplay, but it will decrease the loading times when navigating through the Jet Moto shell screens.

Ø   Increase system memory by removing desktop wallpaper designs and by disabling any active Screen Savers applications

Ø   Quit or disable programs that run as background tasks, such as the System Agent from the Microsoft Plus Pack. These programs can steal processing cycles away from Jet Moto and cause pauses in the game.

SOUND PROBLEMS

NO SOUND COMES OUT OF YOUR SPEAKERS WHEN YOU PLAY JET MOTO.

Check the Audio option in Jet Moto. Make sure that the Effects Volume is not set to Low. Verify that the speakers are powered on and the audio jack is connected to the sound card. Double-click on System in the Control Panel to be sure that your sound card is not conflicting with another device or is disabled.

NO MUSIC PLAYS IN JET MOTO, BUT THERE ARE SOUND EFFECTS.

Check the Audio option in Jet Moto. Make sure that the Music Volume is not set to Low. Make sure a CD-ROM audio cable is connected from the CD-ROM drive to the sound card. Refer to your CD-ROM drive manual on how to connect the CD-ROM audio cable.

SOUND EFFECTS VOLUME CONTROL DOES NOT WORK.

The sound effects volume control relies on DirectSound. Unfortunately, on some sound cards, the DirectSound volume control does not work. You can use the Windows 95 volume control, if it is installed, located under Start/Programs/Accessories/Multimedia/Volume Control, to control the sound effects volume.

CD VOLUME CONTROL DOES NOT WORK.

The CD volume control is dependent on the sound card being used, not the CD-ROM drive. Some sound cards do not provide an easy way to discover which internal volume control actually controls the CD volume. If you have this problem, use the Windows 95 volume control, mentioned above, to control the CD volume.

MODEM PROBLEMS

YOUR MODEM DOES NOT RESPOND OR CONFIGURE.

Jet Moto uses the modem as configured in Windows 95. There is no internal configuration in the game. Following these steps to ensure that your modem is installed correctly and is responding:

1. Bring up the Control Panel and run the "Modems" applet. If there is no "Modems" applet in the Control Panel, you do not have a modem installed on your system. Consult the Windows 95 documentation about installing new hardware on your system or click on the "Add New Hardware" applet in the Control Panel and follow the directions listed.
2. Select the "General" properties page by clicking on the tab labeled "General".
3. Select the modem you are using from the list of available modems by clicking on the name in the list. The modem name should be highlighted.
4. Select the "Diagnostics" properties page by clicking on the tab labeled "Diagnostics".
5. Select the COM port that shows your modem installed by clicking on the COM port.
6. Press the "More Info…" button. A dialog box will appear while the modem is queried. If successful, the properties of the installed modem will be listed. This means that Windows is able to communicate with the modem correctly. If an error occurs and the modem could not be accessed, the dialog will display error information. Your machine may have to be restarted if the modem does not respond.

YOUR MODEM WILL NOT ANSWER AN INCOMING CALL.

The DirectPlay modem provider will not answer a call if your machine is setup to be a Dial-up server or other programs are running that will answer the call. The Dial-up Networking Server will answer the call and not the game. The game will appear to answer but will not connect when the Dial-up server is active. Disable the dial-up server when playing a game over the modem.

MODEM DOES NOT CONNECT WHEN DIALING.

On some machines the modem provider will not release the modem after playing a modem game. All attempts to run another modem game result in an error that the modem could not connect (DPERR_NOCONNECTION). To get the modem to reset, quit Jet Moto and restart the application.

VIDEO PROBLEMS

Some video cards may experience problems with Jet Moto and DirectX. Problems include, but are not necessarily limited to, a blank screen while in high resolution, game crashes, or a message stating that there is no DirectDraw hardware support. If you are experiencing any of these problems, first try reinstalling DirectX. If that does not resolve the problem, contact your video card manufacturer to obtain new DirectDraw video drivers. If you have Internet access, you may be able to obtain the latest drivers from your video card manufacturer's Internet WWW or FTP site. Follow their instructions to install the new video drivers.

REINSTALLING DIRECTX

You can reinstall DirectX without reinstalling the whole game by following these simple steps:

1. Insert the Jet Moto CD into the CD-ROM drive.
2. Find the Jet Moto icon under "My Computer," right click on it and select "Install DirectX."
3. Select "Reinstall DirectX" in the DXSetup window that appears.
4. Follow the prompts.

UNINSTALLING JET MOTO

Warning: Do not delete the Jet Moto folder before uninstalling Jet Moto. Jet Moto will not be completely removed from Windows 95 if you delete the Jet Moto folder before uninstalling Jet Moto.

To uninstall Jet Moto:

1. Click on the Windows 95 Start bar; Programs; Jet Moto; Uninstall.
2. You will be asked, " Are you sure you want to completely remove the selected application and all of its components?" Click "Yes".

After uninstalling, certain folders and files may still be present in the Jet Moto folder. These can be manually deleted. Be sure to uninstall Jet Moto by following the steps above before deleting the Jet Moto folder.

1. Select "My Computer" in the Windows 95 desktop.
2. Highlight the folder Jet Moto is installed in. The default for this is (assuming Windows is installed on drive C) "C:\Program Files\Jet Moto." If it is not where you installed the game, then it has already been successfully uninstalled.
3. If there are remaining Jet Moto files, select "Delete" under the File menu.
4. Select "Yes" to remove the Jet Moto folder and its components.

DELETING JET MOTO

Warning: Do not delete the Jet Moto folder before uninstalling Jet Moto. Jet Moto will not be completely removed from Windows 95 if you delete the Jet Moto folder before uninstalling Jet Moto.

If you have accidentally deleted Jet Moto before uninstallation, follow these steps to remove Jet Moto completely (you will need your Jet Moto CD in your CD-ROM drive):

1. Reinstall Jet Moto by selecting "Install" in the Jet Moto AutoPlay menu. Follow the installation procedure outlined in Starting the Game .
2. After installing Jet Moto, you may uninstall Jet Moto by following   the uninstallation procedure outlined in Uninstalling Jet Moto.

SPECIAL CODES

Special codes are turned off when you load a saved game. They cannot be saved with your game.

PROBLEMS WITH GAME CONFIGURATION

When exiting Jet Moto, almost all game options are saved to disk. These include joystick, mouse, and keyboard settings, volume levels, game resolution and detail, etc. If for some reason, you want to reset all game options back to the default settings, you can uninstall and then reinstall the game.

ERROR MESSAGES

Listed below are some common errors you may encounter. These errors are categorized by error type. Click on an error type to solve the problem.

- [CD Audio Error](#)

- [Direct_Draw_Error](#)

- [Direct_Sound_Error](#)

- [Movie Error](#)

- [Direct Play Error](#)

CD AUDIO ERROR

Error Description	Possible Causes	Solution
Another program has the CD AUDIO device locked. Please quit any other running CD-ROM programs. Click RETRY to retry or click CANCEL to play without music.	Another program, such as a CD music player, is using the CD audio device.	Quit any other programs that use the CD audio device
There is a problem with your CD AUDIO device. Make sure the CD is in the drive. Click RETRY to retry or click CANCEL to continue.	The CD audio device did not initialize correctly.	Make sure the CD is in the CD drive and no other programs are using it.
The game disk is not in the CD-ROM drive. Please insert the CD-ROM and click RETRY to retry or click CANCEL to quit the program.	The game CD is not in the CD drive.	Put the CD in the CD drive and click RETRY.

DIRECT DRAW ERROR

Error Description	Possible Causes	Solution
A DirectDraw object could not be created (code: xx). You may need to restart your computer and/or reinstall DirectX.	Something prevented DirectDraw from initializing.	You may need to restart your computer and/or reinstall DirectX.
DirectDraw does not appear to be supported. If you are in 16 (4-bit) color mode, please change to at least 256 (8-bit) color mode. Program execution will terminate.	You are running Windows in 16-bit color mode.	Bring up the Windows 95 Display Properties and change the display to at least 256 colors.
(continued)	DirectDraw is not installed.	Reinstall the game or reinstall DirectX.
The program tried changing to an unsupported video mode (mode: ? x ? in ? bit color). Please make sure your that your computer supports the minimum requirements.	Your video card does not support the required video mode.	Jet Moto assumes your video card supports 320x240, 320x200 and 640x480. All SVGA cards should support these modes.
The program could not create a primary surface (code: xx). You may need to restart your computer and/or reinstall DirectX.	There is not enough video memory.	Install a video card with more memory.
(continued)	The computer is in a bad state.	Restart your computer and/or reinstall DirectX.
	Another program is interfering with DirectDraw.	Quit any other games and applications that are using DirectDraw.
The program could not create any back buffers (code: xx). You may need to restart your computer and/or reinstall DirectX.	There is not enough memory for the game.	Try freeing up more memory by quitting all other running programs.
(continued)	The computer is in a bad state.	Restart your computer and/or reinstall the game.
	Another program is interfering with DirectDraw.	Quit any other games and applications that are using DirectDraw.
The program could not set the cooperative level (code: xx). Quit any other DirectDraw programs and try running this game again.	Another program is interfering with DirectDraw.	Quit any other games and applications that are using DirectDraw.
The program could not create a system memory buffer (code: xx). Try quitting all other running programs and rerun this game.	There is not enough memory for the game.	Try freeing up more memory by quitting all other running programs.
There is no DirectDraw hardware support. Changing the video card and not reinstalling DirectX may have caused this or you may not have a video card installed that supports DirectDraw. Try reinstalling the game or getting a new DirectDraw video driver from your video card manufacturer. Program execution will terminate.	This will often be seen two screens into the game, when a movie should play. The DirectDraw driver does not support the currently installed video card.	Reinstall DirectX or get and install a DirectDraw driver from your video card manufacturer.

DIRECT SOUND ERROR

Error Description

DirectSound could not be
initialized. The game will continue
without sound effects.

Possible Causes

There was a problem initializing
DirectSound.

Solution

Quit any other programs that use
DirectSound and make sure you
have a sound card installed.

MOVIE ERROR

Error Description

An error occurred while trying to open the movie "filename". This movie will not be played.

Possible Causes

The movie could not be found.

Solution

Make sure the CD is in the CD drive.

DIRECT PLAY ERROR

Error Description	Possible Causes	Solution
Could not open a DirectPlay game session.	The modems could not connect to each other for some reason.	Make sure the modem is responding, installed and configured correctly.
There was an error trying to enumerate players.	The Network or Modem connection was terminated.	Make sure you are using a modem that supports the minimum baud rate (14.4).
There was an error trying to enumerate sessions.	The Network or Modem connection was terminated	Make sure you are using a modem that supports the minimum baud rate (14.4).
Could not create a DirectPlay object with current provider.	DirectX is not installed correctly or invalid providers exist on the system.	Make sure that DirectX has been installed correctly and that there are no old versions of DirectX drivers remaining.
Network data search encountered an invalid link.	The Network or Modem connection was terminated	Make sure you are using a modem that supports the minimum baud rate (14.4).
Network could not resolve a player ID.	The machine received a packet from an invalid player or the connection to a player was lost.	Make sure you are using a modem that supports the minimum baud rate (14.4).
The Network is not available.	The Network or Modem is not installed or configured correctly.	Make sure the network and modem drivers are installed and functioning properly.

TECHNICAL SUPPORT

Phone: (415) 655-5683
Fax: (415) 655-8031

Technical support representatives are available at the above numbers Monday-Friday, 9am-5pm, Pacific Standard Time.

You may also send your questions or technical problems via e-mail to:
helpline@interactive.sony.com or by writing to:

Sony Interactive PC Software America
Customer Service
919 East Hillsdale Blvd.
Foster City, CA 94404

Elapsed Time

Current Position
(When you pass through a checkpoint your position in the race will appear.)

Current Lap

Laps in Race

Time Behind Leader
(When you pass through a checkpoint you will see the time that separates you from the leader.)

Instrumentation

Turbo Indicator

Speedometer

Magnetic Grapple Meter

YOU

Track Map

Correct Direction Arrow

Get ready to hold your own in grueling 20 rider races.

Networked multiplayer player action.

Click to load a saved game.

Click once to exit Jet Moto

Get ready for networked multi-player action.