

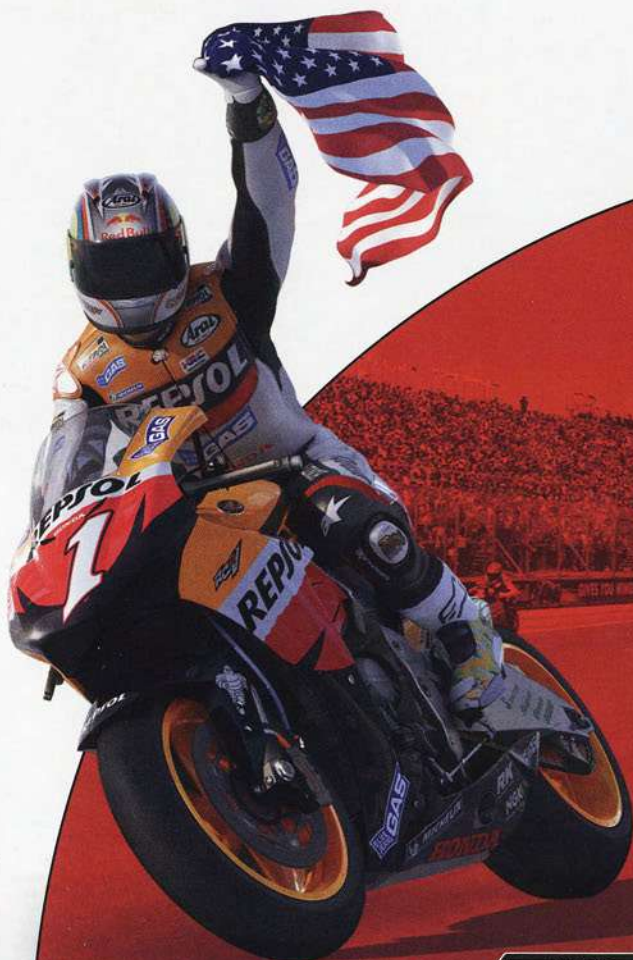


XBOX 360

XBOX
LIVE



MotoGP '07



Game Experience May
Change During Online Play

Instruction Manual



WARNING

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

Important Health Warning About Playing Video Games.

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

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

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

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

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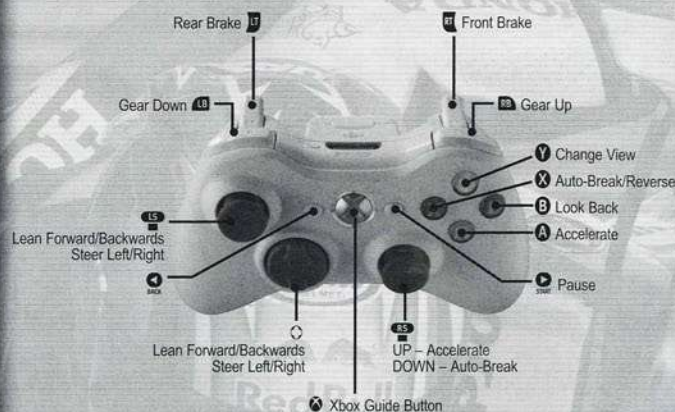
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CONTROLS

MOTOGP '07 STANDARD CONTROLS

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

DEFAULT RACE CONTROLS



POWERSLIDE:

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

Note: Hold the A button then press the Right Bumper to change from reverse to first gear.

GETTING STARTED

SIGN IN

The first thing to do is to sign in. The game will use whichever gamer profile is currently signed in with the Xbox Guide, and will inform you who has been signed in. If this is not the gamer profile with which you'd like to play, then open the Guide with the Xbox Guide Button on your controller and change gamer profile. The game will then restart with your selected profile signed in. If you don't have a gamer profile, you can still play the game, but you will not be able to save your progress and some features, such as Xbox LIVE®, will be disabled.

SAVING THE GAME

MotoGP '07 will always auto save your race history and seeding. The game also allows you to delete the previous race history of a profile. Additional saves occur when the user selects in-game to save their race replay video during replay mode.

XBOX LIVE®

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

CONNECTING

Before you can use Xbox LIVE®, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE® member. For more information about connecting, and to determine whether Xbox LIVE® is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

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

MAIN MENU

At this point the options available are:

- Single player
- Multiplayer
- Settings
- Extras

SEEDING

MotoGP '07 uses a Seeding system to rank riders. You start off at Seed 100, and must climb the ranks to become Seed 1 – the greatest rider in the world. A rider's seeding is a measurement of their ability. It fluctuates as they win or lose, and is a mark of how far they have come in their racing career.

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

RACING CAREER

When you select Racing Career from the single player menu you will be presented with two initial choices, Grand Prix & Training. Training is recommended if you've never played a MotoGP game before. An Extreme mode is available after a GP championship has been completed. There is also the Challenges option, which lets you play any of the challenges you have reached in a championship season. Initially this is locked, as you have yet to play any championship events.

Before you can start an Extreme season you must first complete a Grand Prix season. After that, your rider can start either an Extreme or Grand Prix career, switching between them at any point from the career menu. When you start a new season, either Grand Prix or Extreme, you are prompted for the difficulty at which you want to start playing. It is recommended that you match your difficulty for your current seeding: new players should start with the Rookie difficulty.

GRAND PRIX

Race against the bikes and riders of the 2007 MotoGP season on the full complement of 18 professional race circuits from around the world.

In Grand Prix you take part in the real world championship over 18 rounds, fighting to become world champion. In addition to racing you can choose any of the MotoGP '07 bikes that have been unlocked and change their setup. On race day prior to starting, you are given the option to look for similar Xbox LIVE™ events presently available online. If a race containing similar seeds is presently set up, you can choose to participate and earn seeds and points as part of your race season.

EXTREME

Race against the most formidable underground riders on streets all across the globe. Starting with a modest sum of cash, buy your first bike and enter the championship. With good results you will earn cash which you can use to upgrade and customize your bike, as well as add new bikes to your collection.

DIFFICULTIES

Rookie	Recommended for Seeds 100 to 71
Pro	Recommended for Seeds 70 to 51
Champion	Recommended for Seeds 50 to 31
Legend	Recommended for Seeds 30 to 1

CREATE RIDER SCREEN

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



CUSTOMIZATION

Helmet Design

Choose a Crash Helmet from a number of custom helmet designs.

Rider Leathers

Customize the appearance of your rider by selecting one of many unique designs.

Player Logo

Allows you to create your own unique logo, which can be applied to both bike and leathers.

Team Name

Enter a name for your team.

Racing Number

Choose a racing number for your rider.

Nationality

Select your country of birth or association.

RIDER ATTRIBUTE POINTS

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

CORNERING

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

BRAKING

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

TOP SPEED

These motorcycle engines have incredible power meaning that throttle control is a very precise technique: a fraction too much, and the bike will throw you, a fraction too little and the competition will leave you behind. Increasing the rider's Top Speed will give your rider the ability to manage this powerful machine, allowing you to achieve the maximum performance out of the engine.

ACCELERATION

Effective acceleration on a motorcycle means shifting through the gears as quickly as possible. The biggest concern for a rider is the loss of time in shifting, so to achieve top speeds you must change through the gears efficiently. In MotoGP '07, a rider with improved Acceleration ability performs fewer 'accidental' wheelies, and has more power when it's needed (i.e. when exiting corners). The degree of stability as the rider shifts up and down gears is also increased, meaning a smoother ride at more consistent speeds.

LOGO EDITING

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

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

WORKSHOP

The workshop is used to store and maintain the collection of bikes that you acquire throughout the game. The options available in the workshop differ between Grand Prix and Extreme Mode, as GP mode doesn't allow you to buy, sell or modify bikes.

VIEW BIKES

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

BUY BIKES (EXTREME MODE ONLY)

When you have earned enough money through racing in Extreme races, you may choose to invest in a better bike. There are five manufacturers, each with a range of four different bikes.

SWAP PARTS (EXTREME MODE ONLY)

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

Wheels

Change these primarily for decoration although some effects to cornering and braking can also take place. Mag & Carbon wheels are available.

Brakes

A range of different brake kits including race spec and carbon sets are available in order to improve braking performance.

Swingarm

A range of swingarms are available, with potential effects in all areas of the bike's performance.

Exhausts

Choose from a variety of exhausts, cans and systems in order to boost performance.

Tires

It's not all about speed. Control is everything. Maximize your bike's level of grip by fitting a selection of race and sports specification tires.

Bodywork

Alternative lightweight bodywork options are available in order to reduce your bike's weight, with a selection of aesthetic options as well.

Suspension

On the unpredictable street circuits, track surfaces are always changing. For this reason, upgrading the forks and shocks can help your bike tame the streets.

Engine

Everything from cams to pistons, jetting and mapping can be upgraded, in order to transform that stock engine into a customized powerhouse.



As you browse through the wide selection of parts, an on screen display will inform you of each part's characteristics, ensuring that you buy the parts that are best for your bike. Purchased parts can be swapped at any time via the Swap Parts screen.

BIKE SETUP

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

Tire Compound You can change the front and back tires independently. A softer tire compound gives more stability and grip in the corners, while a harder compound allows faster speed on the straight.

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

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

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

NEXT ROUND SCREEN

The next round screen tracks your current progress through your selected season. The current round in the season is always shown when you enter this menu. From here, you can choose to change your bike settings or appearance prior to the race. This screen shows the championship points you have earned to date and your position in the currently selected championship.

GRAND PRIX WEEKEND

Upon entering each round of the season, you can select the following items in the Race Schedule itinerary: Challenges, Practice, Quality and Race.

CHALLENGES

Challenges are short tests of riding skill which reward you with rider credits if completed. Each track has three challenges, set at different points of that track. These challenges are:

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

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

Follow The Leader You need to race a single rider round the track, and finish within 5 seconds of the rider to pass these challenges.

Each challenge has three different pass levels—gold, silver and bronze. For each track, you will receive rider credits based upon your performance in the challenges.

Three Gold Medals	3 rider credits
Three Silver Medals	2 rider credits
Three Bronze Medals	1 rider credit.

PRACTICE DAY

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

QUALIFY DAY

You have a maximum of 10 minutes to achieve the best lap time possible, with competitors' times determining the final grid positions in the race. When you enter the qualifying screen the results from your competitors start rolling in. Competitors start from a staggered start on the track and at the end of every lap you are shown the lap time and qualifying position relative to all the other riders for that lap. When you have finished qualifying, you will be shown the name, time and position of your rider.

RACE

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

CHAMPIONSHIP MODE

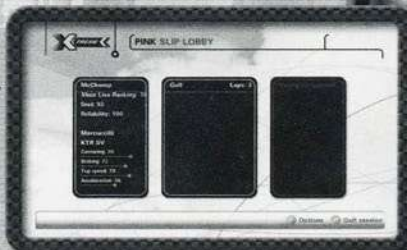
Championship Mode is a brand new game mode which enables players to take part in the full 2007 MotoGP season racing as their favorite rider. Now you can step into the boots of Nicky Hayden, Valentino Rossi, Dani Pedrosa and all the other MotoGP superstars over the course of a full season. Championship Mode plays like the Grand Prix Career option, though you will not be able to customize your bike or take part in challenges.

PINK SLIP RACING

Pink Slip racing is a brand new feature for MotoGP '07 which allows players to take their customized Extreme bikes on Xbox LIVE® and gamble them in high stakes one-on-one races. In order to compete in a Pink Slip race, you must select the "Pink Slip Match" option within the Ranked Match menu screen. From here, you can create or join a Pink Slip race.

CREATING A PINK SLIP RACE

With the Create Match option selected, you will be able to determine the skill level of your potential opponent before entering the game lobby. Wait in the lobby for an opponent to join your game and then decide whether to accept the challenge and start racing.



JOINING A PINK SLIP RACE

With the Custom Match option selected, you will be able to determine the skill level of your potential opponent before searching for Pink Slip races. When the search is complete, you will be able to check each Pink Slip race online, in order to see the caliber of bike being offered by your potential opponent. If you wish to join the race, it will begin once both you and your opponent agree to start.

RULES & RESTRICTIONS

Pink Slip races are between two players and last 3 laps. In order to enter a Pink Slip race, you must have at least two Extreme bikes in your garage. Losing the race will result in you losing your chosen Extreme bike to your opponent. Likewise, winning an Extreme race will result in you being awarded the bike chosen by your opponent.

ONLINE TOURNAMENTS

Another new feature for MotoGP '07 allows players to enter online tournaments with their extreme bikes, with Xbox LIVE® achievements awarded to the winners.

In order to compete in an online tournament, you must select the "Online Tournament" option within the Ranked Match menu screen. From here, you can create or join an online tournament.

CREATING AN ONLINE TOURNAMENT

With the Create Match option selected, you will be able to select from one of the five different online tournaments, as follows:

Open International	A tournament open to all Extreme bikes.
European Classic	A tournament limited to Marcuccilli & Vechioni Extreme bikes only.
All Nippon Series	A tournament limited to Ishikawa, Kimura & Kurosawa bikes only.
Race Club	A tournament limited to race style (full fairing) bikes only.
Fight Club	A tournament limited to fighter style (part or no fairing) bikes only.

JOINING AN ONLINE TOURNAMENT

With the Custom Match option selected, you will be able to determine the skill level of your potential opponent before searching for online tournaments. When the search is complete, you will be able to check each online tournament found before deciding on which one to enter.

HOW TO RIDE

When racing in the MotoGP '07 season you will be riding the most powerful motorbikes on the planet, so it would be good to know some of the fundamentals of racing before taking them out on the track. This section will cover the basics. Any controls referred to in this section are for the default control settings.

RIDER POSITION

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

CORNERING

Using the whole road is essential to keeping a good speed through a corner: approach on the opposite side of the track, brake, then cut in as closely to the corner (apex) as possible. As you exit the corner start to accelerate again, so that your path takes you as close to the far side of the road once more. The "racing line" is the combination of lines required for any sequence of corners. If the following corner goes in the opposite direction, you'll generally need to go slower on the first corner to avoid "going narrow" on the second. If the following corner goes in the same direction, you may be able to string both corners together into one long turn.

BRAKING

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

POWERSLIDE

Powersliding involves making the back wheel lose traction, to enable you to "skid" the bike round a corner, improving your turning circle at the expense of stability. Initiate by tapping the back brake during a corner or by double tapping the accelerator. Warning: Extreme bikes are set up to powerslide but GP bikes are not, and therefore the GP bikes are susceptible to "highsiding" (where the rider is catapulted over the bike during a crash). Powerslide GP bikes with caution.

SLIPSTREAMING

A crucial strategy in all forms of motor racing is "slipstreaming," the technique by which a bike is able to gain speed by following in the wake of a rival. Bikes can gain several miles an hour in speed by using this technique. Slipstreaming is only effective at high speeds. To do this, try to follow another bike as closely as possible. You will notice an arrow indicator on the HUD to show that you are slipstreaming. The boost in speed you will experience can be enough to overtake the bike ahead.

TELEMETRY

A brand new feature for MotoGP '07 is the inclusion of a telemetry function which can be used to analyze your performance on each track. During gameplay, access the "Race Telemetry" option in the Pause menu.

RACE TELEMETRY

When this option is selected, you will be able to view a complete record of each lap you have raced in this game session. As well as lap times, you will be able to view a color coded display of each lap, indicating your performance through each segment of the track. The display is color coded as follows:

Red Segment	Indicates an area of the track in which you have crashed.
Blue Segment	Indicates an area of the track in which you have gone off track or in some way incurred a time penalty.
Yellow Segment	Indicates an area of the track which you have completed cleanly, albeit in a slower time than your personal best.
Green Segment	Indicates an area of the track which you have completed cleanly, while setting a personal best time.

Helmet indicators will appear on your HUD as you're qualifying. These helmet icons are linked to checkpoints around the track and show your cumulative time up to that point:

Grey Helmet	Below personal best
Blue Helmet	Personal best time
Red Helmet	Pole Position