



## 1. GAME STORY

**“FEEL THE VIBRATING PULSE OF YOUR BIKE — IT’S ALIVE!”**

This is Motorcross racing like you’ve never seen it before. Brutal all terrain racing. 10 bone-crushing outdoor tracks. Race over LAND, SEA, ICE, and SNOW. Muddy swamps, ice, downhills and choppy seas. Experience 200 foot drops, broken freeways, switchbacks, and suicide tracks. Fight your way through against 20 other riders.

Like an actual jet ski, your unit **VIBRATES**, giving you the real feel of the steering column — with the wind in your hair and your Fate in your hands!

## 2. OBJECT OF THE GAME

**“GET ON TRACK — AND COMPLETE THE CHALLENGE”**

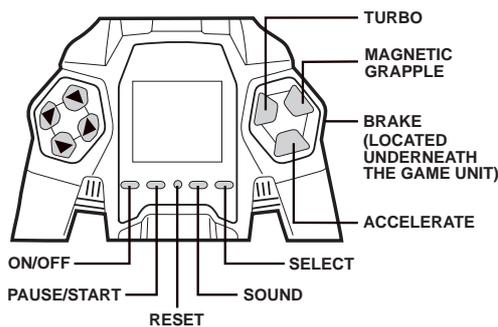
There are three difficulty levels,

↑ (circle) Easiest, ↑ (square) Intermediate and ↑ (diamond) Hardest.

There are also three racing modes, PRACTICE, FULL SEASON and STUNT RACE. In PRACTICE mode, you’re on a solo run against the clock. You race for the best possible time. In FULL SEASON, you race a full season and have to complete 10 different tracks. You WIN the mode if you can finish 1st! In STUNT RACE, you can only choose this mode after you have completed play on all ten tracks of the full season. In stunt race, your bike gains performance enhancements and can do better jumping, twists, and turns. You’ll make moves you never thought possible!

## 3. KEYS TO VICTORY

Your destiny lies with your control keys. Study them. Learn them. Master them.



### ON/OFF

—to turn on/off the unit.

### SELECT

—to select mode.  
—to select difficulty level.  
—to select racing view.  
—to select bike.

### SOUND

—to control sound: on or off.

### PAUSE/START

—to pause the game.  
—to exit pause.  
—to confirm selections and race start automatically.

### TURBO

—to activate turbo boost (Quick and short vibration).

### MAGNETIC GRAPPLE

—to activate magnetic grapple (Quick and short vibration).

### ACCELERATE

—to accelerate.

### BRAKE

—to brake.

“◀”

—to turn left.

“▶”

—to turn right.

“▲”

—to lean forward. (Leaning forward lowers your wind-resistance and offers a little extra speed and extra stability.)

“▼”

—to lean back. (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.)

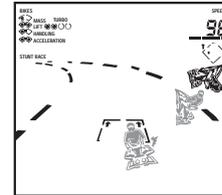
### RESET

—to reset your unit if your game malfunctions.

## 4. HOW TO PLAY

Use the **ON/OFF** button to turn on the game.

Then use the **SELECT** button to select your mode. In the beginning, you can only toggle between the PRACTICE and the FULL SEASON. After you complete the full season, you go automatically to the STUNT RACE.



**IF YOU CAN QUALIFY FOR THE STUNT RACE, YOU’LL SEE YOUR BIKE DO SOME AMAZING THINGS!**

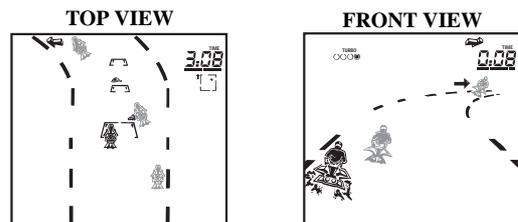
Use the **PAUSE/START** button to confirm your mode selection.

Then use the **SELECT** button to toggle your difficulty level. There are 3

difficulty levels: ↑ (circle) Easiest, ↑ (square) Intermediate and ↑ (diamond) Hardest.

Use the **PAUSE/START** button to confirm your difficulty selection.

Next you choose the racing view for your race. Use the **SELECT** button to choose between TOP VIEW and FRONT VIEW. You can change views during a race.



Use the **PAUSE/START** button to confirm your view selection.

Now choose your bike. Use the **SELECT** button to toggle through six different bikes.

There are three light bikes and three heavy bikes:

3 Heavy bikes (heavy, heavier, heaviest). Heavy bikes are more stable and massive and can travel quickly over small obstacles. They are best suited for plowing through waves and bumps. Take the corners wider than you would on the light bikes. Magnetic grapple frequently to minimize hard turning. Going wider on your turns is longer, but you’ll hold your speed better. Use your mass to your advantage. Smash up those light bikes you’re racing against!

3 Light bikes (Light, lighter, lightest). Light bikes thrive in tight obstacle areas. Their high acceleration lets you shoot out of tight corners. They respond well to jumps. They’re more maneuverable than heavy bikes but more vulnerable to collision and ramming. But don’t fear bike-to-bike contact. Momentum is a product of both mass (weight) and velocity (speed). 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!

Confirm your bike selection with the **PAUSE/START** button, and game begin automatically.

To complete a full season, you must complete 10 different tracks. As you complete each race in the full season, you will gradually be eliminating other racers. In the first race, there are 20 racers. There is a different number of racers left after each race:

After Race 1: 15 racers left.

After Race 2: 12 racers left.

After Race 3: 10 racers left.

After Race 4: 8 racers left.

After Race 5: 7 racers left.

After Race 6: 6 racers left.

After Race 7: 5 racers left.

After Race 8: 4 racers left.

After Race 9: 3 racers left.

In the 10th and final race, you also have 3 racers.

Even though you are lowering the number of racers in each race, each race becomes harder, because the remaining racers become more aggressive, trying to knock you over!

You will experience different track surfaces — hard, faster surfaces like CONCRETE, DIRT PATHS, and ICE. Softer, slower surfaces like WATER and SNOW. Your Jet Moto's bike's suspension fields will react differently to each surface, influencing both traction and grip.

Experiment with pulling back and leaning forward! By pulling back, you will "take more air" off the jump for extra speed! Pulling back can help you jump across ocean waves, rather than falling splat! into the water!!!

Completing all ten races, automatically brings you to the STUNT RACE. In the stunt race, your bike can twist and turn in the air, on jumps, and generally has better agility as you race this final race!

## 5. RACING "SMARTS"

Here's some things you need to know for ultimate performance:

### HUD

Your "Heads Up Display shows: Laps in race, current lap, current position, elapsed time (during the Practice mode) and turbo indicator.

### TURBO BOOSTS

Your bike holds a maximum of four turbo boosts (indicated by four dots on screen). You begin each race with all four and they are increased by one each time you complete a lap. Each turbo boost gives you a short but violent burst of speed. Turbo boosts are best used in straight-aways. It's hard to win without strategically using them!

### SPEEDOMETER

Keep track of your speeds during the Full Season mode!

### MAGNETIC GRAPPLE METER

This is the energy bar on your HUD that shows you how much grappling energy you have left. The energy replenishes slowly as you go!

### HANDLING

The better the handling, the more responsive a bike. The lighter bikes are generally a little more agile and jumpy while heavier bikes are more stable.

### 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 (acceleration) but don't hold mid-range speeds well, others may start slow but really move to top speeds in a short time. Don't be afraid to experiment with different bikes!

### MASS

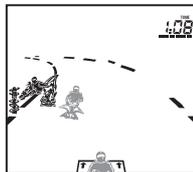
The mass (weight) of a bike influences its overall stability and handling. The heavier bikes are less likely to throw you when you get rammed by another rider or run into an obstacle. Heavier bikes are also more likely to knock other riders off course when you collide with them.

### LIFT

Lift rates the strength of the suspension field that supports the bike. Lift is felt most when you go off jumps and hi bumps. The stronger the lift, the more air you'll get off of the ramps. Usually you'll want to stay close to the ground, but if you know how to use them, bouncer bikes can give you some serious speeds!

### MAGNETIC GRAPPLING

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. 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. Turn with the grapple so you don't go around the post and come out facing the wrong way. A good grapple technique can send you out of the turn faster than your top speed, even faster than a turbo boost!



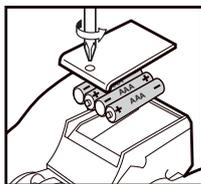
## STEER INTO GRAPPLING POSITION!

### OBSTACLES

- Ramps: Steer onto ramps for jumping.
- Posts: Steer into position to grapple with posts.
- Bumps: Watch out for bumpy surfaces — no matter where you're racing.
- Barriers: Keep control of your bike — or you can lose control and smash!
- Other riders: Knock them off course — before they knock you off first!

## 6. INSERTING THE BATTERIES

1. Switch power off, remove the screws which hold the battery compartment cover in place, then remove the battery compartment cover.
2. Remove the old batteries.
3. Replace the old batteries with new ones.



4. Replace the battery compartment cover and the screws that secure it in place.

## 7. CAUTION/DEFECT OR DAMAGE

- To ensure proper function:
- Do not mix new & old batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (If removable).
- Rechargeable batteries are only to be charged under adult supervision (If removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short circuited.

## 8. 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$12.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

**The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.**

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.  
980 Woodlands Parkway  
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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