### Table of Contents

<table>
<thead>
<tr>
<th>Setting Up Your</th>
<th>The Race Venues</th>
</tr>
</thead>
<tbody>
<tr>
<td>PlayStation 2 System</td>
<td>18</td>
</tr>
<tr>
<td>Memory Card</td>
<td>4</td>
</tr>
<tr>
<td>Controller Diagram</td>
<td>4</td>
</tr>
<tr>
<td>Controls</td>
<td>5</td>
</tr>
<tr>
<td>Menu Controls</td>
<td>5</td>
</tr>
<tr>
<td>Watercraft Controls</td>
<td>5</td>
</tr>
<tr>
<td>Trick Controls</td>
<td>5</td>
</tr>
<tr>
<td>Shred the Hard Water</td>
<td>6</td>
</tr>
<tr>
<td>Game Screen</td>
<td>7</td>
</tr>
<tr>
<td>Starting the Game</td>
<td>9</td>
</tr>
<tr>
<td>Main Menu</td>
<td>9</td>
</tr>
<tr>
<td>Single Event</td>
<td>9</td>
</tr>
<tr>
<td>World Tour</td>
<td>9</td>
</tr>
<tr>
<td>Setting Game Options</td>
<td>9</td>
</tr>
<tr>
<td>Playing Competition H₂O</td>
<td>11</td>
</tr>
<tr>
<td>Competition Types</td>
<td>11</td>
</tr>
<tr>
<td>Difficulty Levels</td>
<td>12</td>
</tr>
<tr>
<td>2 Player Competitions</td>
<td>12</td>
</tr>
<tr>
<td>Controlling Your PWC</td>
<td>12</td>
</tr>
<tr>
<td>Steering and Power</td>
<td>12</td>
</tr>
<tr>
<td>Shifting Your Weight</td>
<td>12</td>
</tr>
<tr>
<td>Forward or Back</td>
<td>13</td>
</tr>
<tr>
<td>Jumping</td>
<td>13</td>
</tr>
<tr>
<td>Subdive and Subdive Jumps</td>
<td>13</td>
</tr>
<tr>
<td>Barrel Rolls and Backflips</td>
<td>13</td>
</tr>
<tr>
<td>Sticking the Tricks</td>
<td>14</td>
</tr>
<tr>
<td>Scoring the Points</td>
<td>14</td>
</tr>
<tr>
<td>Race Results Screen</td>
<td>15</td>
</tr>
<tr>
<td>New Record Entries</td>
<td>15</td>
</tr>
<tr>
<td>After the Race</td>
<td>15</td>
</tr>
<tr>
<td>The World Tour</td>
<td>16</td>
</tr>
<tr>
<td>World Tour Difficulty Levels</td>
<td>16</td>
</tr>
<tr>
<td>Starting the World Tour</td>
<td>16</td>
</tr>
<tr>
<td>Unlocking Race Features</td>
<td>16</td>
</tr>
<tr>
<td>Big Wave Mode</td>
<td>17</td>
</tr>
<tr>
<td>2 Player Games</td>
<td>17</td>
</tr>
</tbody>
</table>
SETTING UP YOUR PLAYSTATION 2 SYSTEM

Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the STANDBY/RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the JETX2™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation 2 computer entertainment system. You can load saved game data from the same card or any memory card (6MB) (for PlayStation®2) containing previously saved JETX2™ games.

CONTROLLER DIAGRAM

These are the default controls. You can select a different preset controller configuration. See “Setting Game Options” on page 9.

Note: The controls are shown using the left analog stick. The directional button can be used in place of the left analog stick for watercraft or menu controls.

MENU CONTROLS

Start/Pause game, .................. START button
Highlight menu item, .............. left analog stick
Select menu item, .................. ◇ button
Previous screen, .................... ◇ button
Open Options Menu from
Anywhere in front end .............. ◇ button

WATERCRAFT CONTROLS

Accelerate, ......................... ◇ button
Turbo, ............................. ◇ button
Sliding Turn, ........................ left analog stick \\
Tight Turn, ........................ left analog stick \\
Lean forward/back hydroplane ...... left analog stick \\
Lean left/right ........................ left analog stick \\
Camera ............................ ◇ button

Note: See Controlling Your PWC for steering information on page 12.

Subdive, ............................ Snap the left analog stick quickly ◇ down, then ◇
Subdive jump, ...................... Snap the left analog stick quickly ◇ down, then ◇, then ◇
Barrel roll, ........................ Snap left analog stick ◇ then ◇, or ◇ then ◇ quickly while airborne
Flip, ................................ left analog stick ◇ then ◇, or ◇ then ◇ quickly while airborne

TRICK CONTROLS

Trick, .............................. L1, R1, L2, or R2 buttons
Trick Modifier, ...................... ◇ button
Character specific tricks, ........... ◇ button + other trick controls
when Turbo Power Gauge reaches Mega (red zone)

Note: See “Sticking the Tricks” on page 14.
SHRED THE HARD WATER

Bored with flat-water lap races? JetX2O puts the fear back into personal watercraft racing with eight of the most exotic and tricky locales ever discovered. Each race is a fierce one-way ticket down torturous river routes fighting turbulent rapids, rocks and a rowdy crew of tough competitors. Burn through lava tubes on a hell-raising Hawaiian vacation, or hustle around ancient ruins trying not to tattoo your face on a half-submerged relic. Shoot crazy boulder-infested rapids at a turbo-charged 50 miles per hour or dash through urban waterways trying to sniff out that race winning secret route. You won't doze on these courses. Take a bad hop in choppy water or hit another rider's wake and you're flossing with the handlebars.

JetX2O keeps you stoked on competitions including Trick Only, Race Only or a combination of both World Tour careers or Player duels. Cruise to victory or oblivion on ten high-tech machines ranging from solid production racers to insane concept rigs. Each machine is powered by our highly experimental (but clean-burning!) next-gen hydrogen fuel, named JetX2O.

You've shown you're crazy enough for these races by just showing up. Now prove you're outrageous enough to win.

GAME SCREEN

- Race Position/Total Racers
- Trick Points
- Trick Points Total
- Boost Gauge
- Course Progress Bar
- Race Time
- Current Trick
- Speedometer

RACE POSITION/TOTAL NUMBER OF RACERS
Your place in the race is updated in real time and displayed here with the total number of racers.

CURRENT TRICK AND CURRENT TRICK POINTS
Each time you perform a trick or combo combination, its name appears at the bottom of the screen. The score for a trick or combo adds up as you perform the trick. The Current Trick Points display when you hit the water.

- If the Current Trick Points is GREEN, you nailed the tricks with a good landing and the score is added to your Trick Points Total.
- If the Current Trick Points is RED, you bailed on the landing and these points are lost.

TRICK POINT MODIFIER
Trick point modifiers multiply the score every time you stick a combo.

- 2 trick combo = score x 1.5
- 3 trick combo = score x 2
- 4 trick combo = score x 3
- 5 trick combo = score x 4
TRICK POINTS TOTAL
Total trick points earned during the current event.

RACE TIME
This is your total elapsed time.

SPEEDOMETER
Your speed in miles per hour or kilometers per hour. You can change this setting on the Options Menu.

COURSE PROGRESS BAR
The progress bar shows your current position in relation to the other racers on the course. The top of the line is the race finish line. Your position is marked by an arrow. Other riders are marked by red lines.

BOOST GATES
Find gates throughout each course. Pass between the posts of the gates to get a Turbo Power Boost. Shortcuts and secret routes may also have gates. Each time you pass through a gate, your Turbo Power Gauge is partially charged. Many gates are located in harder to reach places or in locations that are off of the main racing course. Some gates give more of a boost than others.

BOOST GAUGE
When the Boost Gauge is charged, you can hit the Boost button @, for a heavy boost of JetXO fuel. Boost is charged when you pass between the red, orange, or yellow posts of each gate along the course AND when you pull tricks during a trick competition. The more tricks you nail in a jump, the more fuel is added to the Boost Gauge. When the Boost Gauge hits Mega (the red zone), the boost is extreme. Mega Boost power drains gradually whether you hit the @ button or not, so use it or lose it.

Note: When the Boost Gauge reaches the Mega zone, awesome character specific tricks become possible. Press the @ button during tricks to discover these moves.

COURSE GUIDES
Course guides always point to the finish line.

STARTING THE GAME

Press the START button to display the title screen. Press the START button again to display the Main Menu.

Use the left analog stick ↑/↓ and press the button to select menu options.

Use the left analog stick ←/→ to change a setting.

MAIN MENU

SINGLE EVENT
One or two players compete in a single race, trick competition or combination of both on any unlocked venue. 2 Player games are played on a split-screen.

WORLD TOUR
Race the most exotic watercraft locales on the planet. Select Race Season, Trick Season or a combination of both. Compete in AMATEUR, PRO or EXPERT difficulty levels.

SETTING GAME OPTIONS
Press the button on the Main Menu or the Select Venue Screen to view the Options Menu. Press the left analog stick ←/→ to change a setting.

SOUND
Make sound adjustments and music choices on this menu. Press the left analog stick ↑/↓ to highlight a setting and ←/→ to change it.

Preset
Select preset sound f/K and music volume combinations. You can view the changes for each combination as you highlight it by viewing the other volume options. NORMAL sets the default volume for all races. If you change individual volumes, the setting changes to CUSTOM.
Music, Voices, Announcer, Sound FX and Engine Noise
Change the volumes. Any adjustments causes the Settings to change to CUSTOM.

Mode
Set to MONO, STEREO or SURROUND depending on your sound system.

GAME
Units
Set measurements to Miles Per Hour or Kilometers Per Hour.

Widescreen
Set Widescreen ON or OFF. If set to ON, the Split Screen setting below will lock the Vertical setting.

Split Screen
Set the 2 Player Split Screen display to VERTICAL or HORIZONTAL.

CONTROLLER

/// View controller layout

/// Turn the Vibration function on analog controllers (DUALSHOCK®2) ON or OFF.

MEMORY CARD

Save Data
Save data to a player file that contains World Tour Season. You must have created a player file in order to save data.

Load Player File
Load a saved World Tour Season.

Delete Player files
Delete a saved World Tour Season.

Load Records
Loads a records file which includes top five times and points for each venue.

Reset Records
Resets the records file. Any stored record files are lost.

Note: See “Saving Data” on page 25 for more saving options.

VIEW RECORDS
View the top five times and trick points for each venue.

PLAYING COMPETITION X²O

Compete in JetX²O racing or trick events. In the World Tour, compete in racing events only.

COMPETITION TYPES
JetX²O features three types of competition.

COMBO MODE
Complete the course in the shortest elapsed time while tricking as much as possible.

/// Stomp tricks or pass through gates to boost your Turbo Power Gauge.

TRICK MODE
Go for trick points while the clock counts down.

/// You must jump through the floating “X” positioned near jumps AND be sticking a trick when you do it.

/// Start the trick session with the allotted amount of time.

/// Trick points add seconds to the clock.

/// Trick points boost your Turbo Power Gauge.

/// When the clock runs out, you’re done.

RACE MODE
Compete for the fastest time and don’t sweat the tricks.

/// Pass through gates to boost your Turbo Power Gauge and steal boost from your buddy to be first at the finish line.

/// Ramps are removed except when they are needed to jump to a shortcut.
DIFFICULTY LEVELS
Select AMATEUR, PRO, or EXPERT. As you increase in difficulty:

- Computer riders become tougher to beat.
- Obstacles become more numerous and tougher to maneuver around.
- The current becomes stronger and harder to navigate.

2 PLAYER COMPETITIONS

- Go head-to-head with another player in single event split screen games.
- Compete on any tracks unlocked during 1 Player World Tour competition.

YOUR ANNOUNCER
Former extreme sports legend Malcolm is your JetX2D announcer. He loves hassling riders, but knows a great performance when he sees one. Scramble hard or nail some quality tricks and he'll show his appreciation until you screw up the next time.

CONTROLLING YOUR PWC

STEERING AND POWER
To steer your personal watercraft it must be powered up. Press the \( \text{\textdollar} \) button to accelerate and steer using the left analog stick or directional buttons \( \rightarrow/\leftarrow \). The stern (rear) of your PWC turns first. Steering is influenced by surface swells, choppy water, currents, the wakes of other PWCs and most of all, the balance of your PWC.

SHIFTING YOUR WEIGHT FORWARD OR BACK
Shifting your rider's weight forward or back changes PWC handling characteristics. Shift the rider's weight forward or back by pressing the left analog stick \( \uparrow/\downarrow \) while steering. Learn to balance the craft for the type of turns you want to make.

- Pressing \( \uparrow \) pushes the bow of the craft down, enabling it to make extremely tight turns. However, if you bury the bow in the water, your turns may be so sharp that the craft is hard to control at higher speeds. Top speed is also reduced when the rider's weight is pitched forward.
- Pressing \( \downarrow \) shifts the rider's weight to the stern and pulls the bow out of the water. When the rider's weight is shifted back, the craft tends to slide into turns. Maximum speed increases due to hydroplaning which occurs when there is less contact (friction) between the hull of the craft and the water.

JUMPING
Use ramps to jump by hitting them at high-speed. Using Turbo Power (@ button) when you hit a ramp is sometimes the only way to jump to elevated routes in the game.

RECOVERING FROM JUMPS
After a huge jump over a waterfall, for example, the PWC and rider plunge deep into the water. Putting around underwater like a submarine costs valuable time. Hit the water with the bow up (left analog stick \( \downarrow \)) to help the craft power out when you hit the water.

SUBDIVE AND SUBDIVE JUMPS
A subdive rams your PWC and rider underwater. Snap the left analog stick quickly \( \downarrow \), then \( \uparrow \) to sink below the surface. Your machine will quickly resurface. A subdive jump shoots the PWC out of the water after a dive.

BARREL ROLLS AND BACK/FRONT FLIPS

- Pull barrel rolls through the air by using the left analog stick \( \rightarrow/\leftarrow \). Snap one way and quickly back the other way. Hold in the final position to continue rolling.
- To back and front flip in the air, snap the left analog stick \( \uparrow/\downarrow \) quickly. Snap one way and quickly back the other way. Hold in the final position for multiple flips.

WHEELIE
If your Turbo power is juiced, you can pull a Wheelie. Use the left analog stick \( \downarrow \) and press the @ button.
STICKING THE TRICKS

Once you have some hang time start cranking out tricks using the L1, L2, R1 and R2 buttons. Press the button as a modifier to stomp even more tricks. Grab as much air time for tricks as possible by hitting ramps with good speed. Ramps are positioned throughout each course to supply air for tricks or a jump shot at alternate routes. Look for naturally occurring ramps too. Boulders sticking out of the water supply great jumps if they are angled correctly, as can old pieces of sheet metal.

**Note:** In race mode, most ramps are removed.

- Trick combos multiply points earned.
- For even more insane tricks, press the button while you have Mega Boost (red zone of the Turbo Power Gauge) for character-specific tricks.
- Experiment with chaining together tricks by using a subdive after your first trick.
- The more trick points you earn, the more turbo power you have to burn during Time and Trick or Trick Only races.

SCORING THE POINTS

To score the points you have to stick the landing. A GREEN score appears when you hit the water with a successful landing after pulling tricks. Those points are added to your Trick Total. If you blow the landing the score appears in RED. Those points are lost.

TRICK MODE

To score during a trick only event you must pull the trick as you pass through the “X”s that hover above the ramps. This usually requires good jump speed. Jack up your score 2X, 3X, or 4X depending on the color of the “X” you pass through.

- Dark Blue = 2X
- Medium Blue = 3X
- Light Blue = 4X

Race Results Screen

After you hit the finish line the Race Results Screen displays stats. Your results are listed in yellow type. In World Tour competition this states whether you have qualified for the next race.

- **Rank** – Your place in the race.
- **Name** – In Single Race Mode your name will be either Player 1 or Player 2. In Season Mode, your entered racer name will appear.
- **With** – This is the racer you selected before the event.
- **Time** – Your elapsed time to finish the race.

NEW RECORD ENTRIES

If you set a new record, enter your name at the bottom of the screen.

1. Use the left analog stick to highlight a character and press the button to enter it. Press the button to delete an entered character.
2. When you are finished, select DONE and press the button to register your name.

AFTER THE RACE

After closing the Results screen or Record Entry screen select one of the options:

- **CONTINUE** – Continue World Tour play or return to the Main Menu in Single Event play.
- **RESTART** – Repeat the race at the same venue.
- **SAVE** – Save any new data from the race.
THE WORLD TOUR

WORLD TOUR DIFFICULTY LEVELS
JetX2O features three difficulty levels for World Tour play:

- Amateur: Four races at four different venues
- Pro: Six races at six different venues
- Expert: Eight races at all eight venues

STARTING THE WORLD TOUR
To compete in a new World Tour racing season:

1. On the Main Menu select WORLD TOUR.
2. Select START NEW SEASON.
3. Enter your season name. Use the left analog stick to highlight a character and press the button to enter it. Press the button to delete an entered character.
   When you are finished, select DONE and press the button to register your name.
4. Select a rider. Press the left analog stick to view the riders. More riders can be unlocked during World Tour competition.
5. Select a craft. Press the left analog stick to view the craft. Additional PWC’s can be unlocked during World Tour Competition.
6. Select a difficulty.
7. Press the button to set up at the starting line and press again to start the countdown clock.

UNLOCKING RACE FEATURES
The World Tour is where you unlock hidden game features for other play modes. Win races to unlock new features including:

- Craft decals
- New PWC’s
- New riders
- New wetsuits
- Craft attributes

BIG WAVE MODE
Check your pride at the door. This is where you just cruise around without fear of being judged. Jet around anywhere throughout this wide open area and practice your turning, sub-diving, and tricking. Malcolm will be in your ear to help you out if you get in a jam.

2 PLAYER GAMES
Two player compete with any unlocked Riders and PWC’s on any available track. To begin a 2 Player game:

1. On the Menu select SINGLE EVENT.
2. Select TRICK AND TIME, TRICK ONLY or TIME ONLY
3. Select TWO PLAYER.
4. Select a rider and craft. Player 1 selects first.
5. On the Venue Select Screen select the TRACK, DIFFICULTY and EVENT.
6. Press the button to set up at the starting line.
7. When both players have pressed the button, the race countdown begins.
THE RACE VENUES

Each race is a one-way trek down-river. All routes lead to the same finish line on each race so find the quickest path to a win. In Single Player Mode, only four venues are open until you unlock additional venues in World Tour Mode.

**SlicStream**
The serene scene, the quiet stillness, the misty morning dew - enjoy its beauty while you can. Once you get ripping down this fast flowing river, blast into chains of lakes, and fly over the dam, you won’t have a chance to grab another glimpse. So soak it all up while you can!

**DeltaFaktor**
Muddy shallows and plenty of places to run aground will make you wish you had a dirt bike strapped to your back. This dark and stump infested course features some confusing backwater routes so keep an eye out for course guides.

**Hyperion Gorge**
Get the hole shot on the first turn to avoid clashing with other riders or gurgling through their wake. Dash through the narrow wild-water gorges that are the highlight of this race. Tight quarters bring out the brutality of your competitors making every turn a brawl. Check your jumps because huge air sometimes finishes on top of a boulder. Stay alert for some great dry-rock rides that chip away at your elapsed time.

**Permafrost**
Go gigantic but not Titanic on this frosty arctic run through huge glacial caverns. Scream by the occasional shipwreck grabbing great jumps or nasty wipeouts off huge icebergs. You’ll want to trade in your wetsuit for sled dogs the first time you jam your machine on a frozen chunk. Go for speed whenever you can but be ready for the house-sized snow cone waiting around the next turn.

**Mesotec**
Race through villages and the ancient aqueducts that branch off this raging waterway. Rough water, turbulent narrows and boulders are the primary hazards. The fierce drop in altitude climaxes with a plunge over a huge fall.

**Aquatica**
Ancient half-submerged columns jut out of crystal-clear water where massive statues stand guard over the lost city’s fantastic architecture. Begin by blasting through the narrow run at the top of the course to the ocean below. Once you find the aqueducts, race through the partially sunken palace toward the center of town. The perfect water clarity will trick your eyes and passages barely wider than your craft demand precise driving.

**NeoTropic**
JetHog competition goes volcanic as you shoot fiery lava tubes on this race through paradise. Come out of the hole and continue at top speed until the river narrows and a severe test of your driving skills happen at every turn. Other riders get nasty when the going gets tight. Look out when running the narrow lava chutes. You can lose control, jump out of the chute and land going upstream (the wrong way). Make up for any lost time with lots of turbo applied in the several open water areas.

**Metro Nox**
Brace yourself! This city isn’t meant for those of you with weak stomachs. It’s filled with insane drops, impossible transitions, and dark, tight passages that will test even the toughest of racers. Keep a keen eye out for the crumbled freeway passages. They can save you some valuable time, as well as boost your trick score.
THE PAUSE MENU

RESUME
Continue racing from where you left off.

RESTART
Start the event over from the beginning.

OPTIONS
Make music and sound decisions. See “Setting Game Options” on page 9.

CONTROLLER CONFIG
Select preset controller options or return to default controls.

EXIT
Quit playing and return to the Title screen. When prompted, select YES to end play.

THE RIDERS

Meet the crew of riders ready to take on the JetX 3D challenge. Not all racers are unlocked yet but you can view them all. See what it takes to unlock players by reading the requirements on the locked rider’s screen. Press the left analog stick → on the Rider Select screens.

TAYLOR JORDAN

USA
Age: 27
Balance 5/10
Strength 7/10
Weight 6/10
Tricks 7/10

After dominating for years as a BMX champion, Taylor Jordan shocked the BMX world by switching to watercraft racing. Jordan said he was “bored” and “needed a tan”. Nobody took him seriously until he started defeating seasoned veterans in competition. Now, sporting a nice tan, he is known as a well-rounded player to be reckoned with.

LUC LA MOUCHE

Bouin, France
Age: 19
Balance 6/10
Strength 7/10
Weight 5/10
Tricks 7/10

Luc La Mouches’s brand of bold and aggressive maneuvers has given him a reputation of being reckless. His amazing speed is checked only by his ability to control it. Other riders, such as Vittorio Calabria, dislike his dangerous riding style and erratic after hours behavior.
KARIN NIELSEN
Trollhattan, Sweden
Age: 27
Balance (8/10)
Strength (6/10)
Weight (4/10)
Tricks (7/10)

Karin Nielsen is a former wakeboarding champion. When a knee injury forced her out of the sport last year, she decided to take up racing in the JetX20 challenge. Using her athleticism and trick mastery from wakeboarding, she took PWC racing to a whole new level.

VLADI ZAKHAROV
Russia
Age: 35
Balance (4/10)
Strength (6/10)
Weight (3/10)
Tricks (4/10)

Vladi Zakharov is a powerhouse who plows over other players without seeming to even notice. His aggressive style and ability to stay in control make him a winner. He also likes to intimidate challengers with clever insults.

EVA DEL TORO
Spain
Age: 22
Balance (9/10)
Strength (5/10)
Weight (5/10)
Tricks (6/10)

Eva del Toro is calm and cool in a circuit full of show-offs and hotheads. Her less flashy tricks enable her to stomp her landings consistently and continue on her way. She likes night races and solitude. Cunning and often underestimated, del Toro uses her speed to steal the lead.

VITTORIO CALABRIA
Italy
Age: 24
Balance (7/10)
Strength (6/10)
Weight (5/10)
Tricks (7/10)

Vittorio Calabria is here to do more than win. He wants to beat Luc La Mouche. Last year, La Mouche’s reckless riding cost Calabria the victory. Using his consistent jump landings and speed, Calabria has promised spectators a showdown they won’t forget!
LIA CARDOSO

Brazil
Age 15
Balance (8/10)
Strength (4/10)
Weight (4/10)
Tricks (5/10)

Lia Cardoso is the youngest competitor and the undisputed JetK2O trick princess. Her giddy personality shines through with her crazy acrobatics in the air. Don’t let her attitude fool you. She is serious about winning.

KENJI TANAKA

Yokohama, Japan
Age: 17
Balance (8/10)
Strength (4/10)
Weight (5/10)
Tricks (3/10)

Kenji Tanaka is the son of racecar legend, Amano Tanaka. He is a racing prodigy, able to pilot any vehicle on land and sea with incredible speed and flawless trick execution. His small frame, however, is sometimes a disadvantage against rough waters or physically stronger riders. Will he be able to continue the Tanaka dynasty’s dominance in racing?

THE WATERCRAFT

Contest wins in World Tour competition will unlock added features to your PWC and unlock additional PWCs for single races. Start competing with the Crusher. To unlock a better PWC, the Jammer X, complete an amateur world tour. Stomp a pro world tour and you’ll be rewarded with a custom machine. Each machine gets meaner, faster and more agile. As you unlock each watercraft you can check out their specs:

### Handling – The steering response
### Speed – The top speed of the craft
### Accel – How fast the PWC gets to top end
### Stability – How steadily the craft rides in the water

SAVING DATA

After you close the Results Screen, select SAVE and press the \( \text{X} \) button to save race stats or game progress. You may be prompted to overwrite previously saved data. Select YES and press the \( \text{X} \) button. You can save:

### New record times or points for any event
### World Tour progress

LOADING SAVED DATA

JetK2O automatically checks for saved data when you start the game. To Load World Tour Data:

1. On the Main Menu select World Tour.
2. Select LOAD SEASON.
3. Select the Season you want to play.

Note: You can manage the memory card (8MB) (for a PlayStation®2) on the Options Menu. See “Setting Game Options” on page 9.
KILLER GAME

Kyle Avise - 3D Artist
Steve Braski - 3D Artist
Tom Braski
Mick Buckmiller - Lead 3D Artist
Jim Busika - Character Modeler
Jacinda Chew - 3D Artist
Jocelyn Chew
Matt DeVico
John William East
Josh Hassin - Producer
Ron Horn
Cyrus Kornaede
San Young Kim - Character Artist
Caroline Kingery - Artist
Tawn Kramer - Technical Art Director
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Christopher Moran - Level Designer
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Chuck Carr: Openair, B and D, Boat Man
John Goff: Sleepwalker, Breaking the Code, The Way Out Sound
Raftor Roberts: Aquarius, Dirty Feet, Cold Out Here, Intro
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