

MotoGP™ 15



MotoGP™15 Game Manual



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WELCOME

Thank you for purchasing MotoGP™15. In this manual you'll find all the information you need to get the most from your new game.

The first section guides you through installation and configuration procedures for PC, and later sections cover gameplay, options, and features.

Keep track of RIDE updates - follow us on:

OFFICIAL SITE: <http://motogpvideogame.com/>

FACEBOOK: <https://www.facebook.com/motoGPVideogame?fref=ts>

YOUTUBE: <https://www.youtube.com/user/MotoGPVideogame>

TWITTER: <https://twitter.com/MilestoneItaly> hashtag [#MotoGPvideogame](https://twitter.com/MilestoneItaly)

INSTALLATION

SYSTEM REQUIREMENTS

Minimum:

- OS: Windows Vista SP2 / Windows 7 SP1 / Windows 8 / Windows 8.1
- Processor: Intel Core i3-530 @ 2.93 GHz / AMD Phenom II X4 850 @ 2.93 GHz
- Memory: 4 GB RAM
- Graphics: NVIDIA GeForce GTX 460 @ 1GB / ATI Radeon HD 6790 @ 1GB*
- DirectX: Version 10
- Hard Drive: 30 GB available space
- Sound Card: DirectX compatible

*Laptop versions of graphics cards may work but are not officially supported.

Recommended:

- OS: Windows 7 SP1 64-Bit / Windows 8 64-Bit / Windows 8.1 64-Bit
- Processor: Intel Core i7-3770 @ 3.4 GHz / AMD FX-8350 @ 4.0 GHz
- Memory: 8 GB RAM
- Graphics: NVIDIA GeForce GTX 780 / AMD Radeon R9 290X*
- DirectX: Version 11

**Laptop versions of graphics cards may work but are not officially supported.*

Game installs to the following folder by default:

C:\Program Files (x86)\Milestone

where you can also find the readme.txt file.

All saves and configuration files are here:

C:\Users\“username”\AppData\Roaming\Milestone\MotoGP15

to access this file you'll need to click Show Hidden Files and Folders in Windows Explorer.

To play MotoGP™15 you'll need to have Microsoft Visual C++ 2013 Redistributable Package (select the correct package):

<http://www.microsoft.com/en-US/download/details.aspx?id=40784>

Always make sure your video drivers are updated

AMD: <http://support.amd.com/en-us/download>

or

Nvidia: <http://www.nvidia.com/content/global/global.php>

GAME SETTINGS

When you start the game you can customise various aspects via the launcher, including language, graphics and audio options, and online settings.

LANGUAGES

MotoGP™15 is playable in nine languages. Click the flag to start the game with text and voiceovers in:

1. UK English
2. Italian
3. German
4. Spanish
5. French
6. Polish
7. Latin American Spanish
8. Brazilian Portuguese
9. American English

VIDEO SETTINGS:

- Device Description: If you're using more than one video card you can choose which card to use.
- Monitor: If you have more than one monitor you can select which screen to play the game on.
- Resolution: Select game resolution from here.
- Refresh: These values are set automatically on the basis of your monitor. If it is possible to choose from multiple parameters, check your monitor features to find out which one is supported.
- Wait for VSync: Choose from three levels:
 - Off
 - Half Rate: lock at 30 fps
 - Full Rate: lock at 60 fps
- Windowed: If this option is selected the game will start in windowed mode.
- Antialiasing: There are four filtering levels, from off to 8x.

GRAPHIC CONFIGURATION:

- High Quality AFX: Select to activate advanced After Effects, ensuring better visual quality.
- High Resolution Textures: Select to force the highest texture resolution.
- Motion Blur: Select to activate motion blur.
- Track Textures: You can define how much video memory to dedicate to the tracks. There are 8 levels, from Auto to 4GB. We recommend selecting a value equal to 50%-75% of your video card's dedicated video memory.
- Reflection Quality: There are 3 levels. This value affects the amount and quality of reflections.
- AI Bike Details: There are 3 levels. This value affects the switch distance and quality of your rivals' bikes.

AUDIO SETTINGS

Select this option to turn off the game audio.

Performance Support

If game performance on your computer is not satisfactory you can alter the game's default parameters, in particular:

- In the "Video Settings" section
- Check you have selected the correct refresh rate
- Disable or reduce VSync
- Disable or reduce Antialiasing
- In the "Graphics Configuration" section
- Deselect all the options
- Leave "Track Textures" set to "Auto"
- Reduce "Reflection Quality" and "AI Bike Details" values

NETWORK

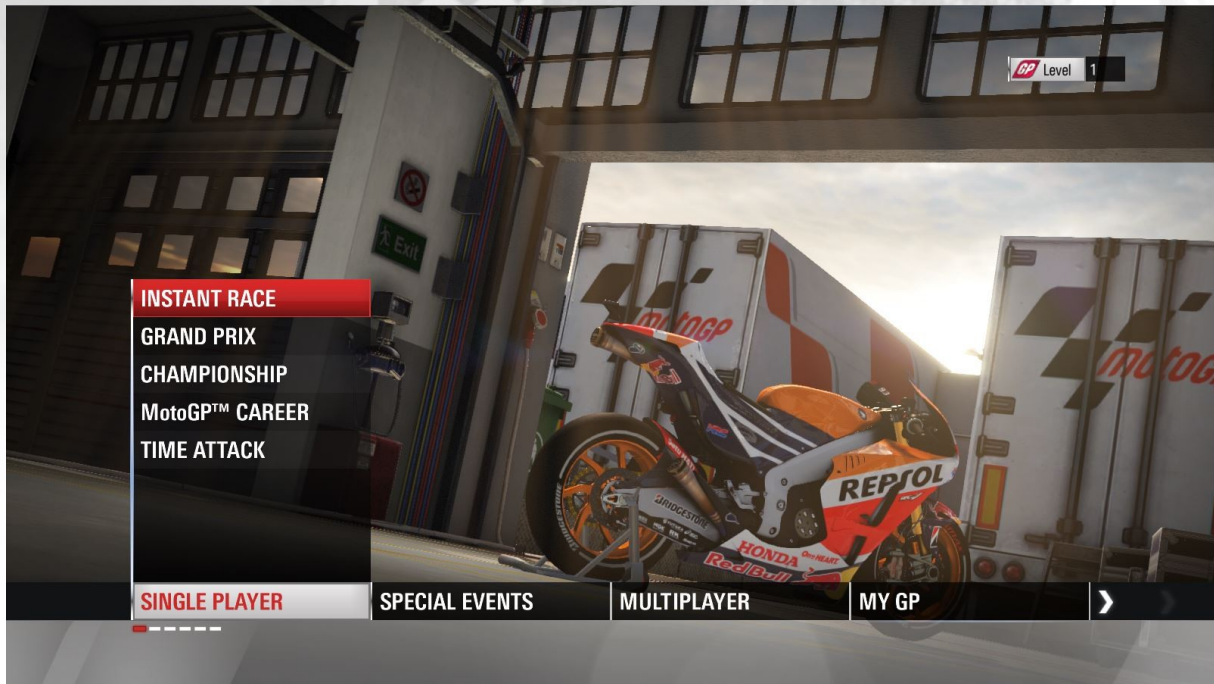
MotoGP™15 uses a peer-to-peer connection for online play. Stability and lag depend on the participating players' connections.

To play online you have to create an account and then log in every time you launch the game. Follow these steps.

1. Create an Account
2. Go to "Network"
3. Click on "Create Account"
4. A window will open and you have to fill in:
 - a. your online-id
 - b. your email address
 - c. your password
 - d. your password again
5. Click "OK"
6. A confirmation email will then be sent to your email address. Click on the link in the email in order to confirm your account. Please note that some email providers are not compatible with the system (for example @hotmail.com or @gmx.de email addresses may not work, while @gmail.com does work). You may want to try to register with another email address if you do not receive the confirmation email within 15 minutes - remember to check your spam inbox. Once you have confirmed your account, check that your data in the launcher "Network" window is the same as the data you supplied at point 4.
7. Click "Validate Login"
8. Play the game

Playing online

If you have already created an account the game will remember your data. To play online, just click "Validate Login" and then launch MotoGP™15.

MOTOGP™15

The new **MotoGP™15** is the third instalment of the motorcycle racing series dedicated to the most adrenalin-charged championship in the world. Faithfulness to the official teams of the championship and a highly realistic riding system allow for full immersion in the world of the MotoGP™.

GETTING STARTED

To begin the game, create your virtual alter ego by choosing a name, surname, and nickname, and customising your riding gear. If this is your first time playing the game we recommend starting with the Tutorial to learn the basics, and to introduce the main features of the game.

In MotoGP™ you can access all the bike categories featured in the game immediately: the MotoGP™, Moto2, and Moto3 categories from the 2015 and 2014 seasons, as well as the irreplaceable 2-Stroke bikes from 1994 to 2001. The best advice we can give you is to start with the Moto3 bikes: they are great for familiarising yourself with the game mechanics, and at the same time offer a compelling challenge without being too difficult for rookies.

MotoGP™ CAREER

Career Mode brings a whole new experience to the MotoGP™ world. Set out on the road to joining the ranks of the great MotoGP™ riders, beginning in the lower categories. Starting off in Moto3, advance through Moto2 to the MotoGP™ category by winning races and signing up with more prestigious teams. The main focus is the rider: your virtual alter ego is constantly interacting with all the elements that make up the world of the MotoGP™, from engineers to team managers, in a variety of environments, such as your personal motorhome and the pit. Make the most of these interactions to pursue your personal objectives.

MotoGP™15 gives you the opportunity to create your own Private Team, customise your bikes, and ride them in races against Official Teams in Career Mode. Instead of accepting offers from real teams, you can sign sponsorship deals with a range of sponsors, and do your best to fulfil their objectives during the season.

PRIVATE TEAM

Use this menu to manage all the information about your private team.

You can change the team name, choose a logo, buy new bikes, or customise your current bikes.

Team Name: choose the name of your Private Team.

Logo: select your favourite logo to put on the bike.

Bikes: buy the best bikes in each category, and customise them with unique liveries and colours.

TOUCHSCREEN

The Touchscreen is the control centre of your career. Check offers from other teams or sponsors, manage your communications via email, monitor your progress, and read what journalists, fans and other riders are saying about you.

BEDROOM

In your bedroom you will find everything you need to customise your rider. You can change your rider information, and equip your unlocked helmets, boots and gloves.

MULTIMEDIA

If you need to relax, access the *multimedia* section. Here you can access the pictures and watch the videos you have unlocked on your journey through the world of MotoGP™.

OFFLINE GAME MODES

TUTORIAL

The tutorial is a special race designed to teach players how to ride MotoGP™ motorbikes.

A narrator and 3D overprints guide players step by step as they race, teaching them how to take advantage of the various bike physics levels used in the game, and how to deal with particular race situations such as sudden braking manoeuvres or trajectory corrections. It also gives advice on how to approach corners, leaning the bike, and TCS (traction control system) usage. The Tutorial begins after the start page when you first boot up the game. The race is preceded by an informative loading screen with the layout of the currently used controller. The tutorial can be re-played from the My GP menu.

GRAND PRIX

In Grand Prix mode, the player chooses the race options and hits the track. The options available customise the race experience, from a simple quick race to a full race weekend with all the sessions from the real thing. There are 18 tracks available, with about 200 riders from the MotoGP™, Moto2, Moto3, and Champions categories.

WORLD CHAMPIONSHIP

MotoGP™ features teams and riders from the 2015 MotoGP™, Moto2 and Moto3 categories. In World Championship mode the player races a season as a real MotoGP™ rider.

World Championship mode features a wealth of information, including manufacturers' standings, rider standings, race results, and victories.

TIME ATTACK

Time Attack allows players to test their performance on a circuit without opponents, in order to attain the best possible bike setup, or to set a time for the online leaderboards.

REAL EVENTS 2014 AND 2-STROKE EVENTS

Relive the best moments of the real 2014 MotoGP™ season with the Real Events game mode!

These quick and satisfying challenges were designed to let you jump in and enjoy a quick game whenever you want.

Each event is introduced with official MotoGP™ film footage of that particular moment, handing full control over to the player without breaking the flow of the experience.

If you would prefer to experience the rivalry between MotoGP™ champions of the past, try the Challenge The Champions Mode: this features the same game mechanics and quick challenges, but with fictional events.

BEAT THE TIME

In this game mode the player tries to beat a time record on a track using a specific bike. A lot of these bikes live in the shadow of their more famous stablemates: discover and ride a whole new world of factory, open and legendary bikes! There is a Beat the Time challenge for each track.

SPLIT SCREEN

In Split Screen mode, two players race in a competitive head-to-head race on the same screen. This mode is available on all tracks. The screen is divided vertically, with specific HUDs for each player.

ONLINE GAME MODES

ONLINE GRAND PRIX

The Online Grand Prix has the same rules as an offline Grand Prix: players start together and battle it out for the podium. Online players can use their custom rider or one of the official riders.

ONLINE CHAMPIONSHIP

Players battle it out through a series of races to complete an entire Championship. The Host selects how many race weekends are needed to complete the championship.

MOTOGP™ SPRINT SEASON

The Sprint Season is divided into 3 sections, corresponding to the 3 categories. The objective is to reach the MotoGP™ section and win the championship. To do so, players need to collect a required number of points in a required number of races in each section.

SPLIT TIMES

In this game mode riders have a limited time to complete as many laps as possible. The objective is to set the best time in each Split Time section. Split Times mode creates a tense battle between riders as they continually challenge each other's section times. At the end of the race, the player who recorded the most top Split Times is the winner.

CONTROLS

Keyboard

DEVICE	KEYBOARD		
FRONT BRAKE/REVERSE	Z	GEAR DOWN	X
REWIND	D	REAR BRAKE	ALT
WEIGHT BACKWARD	Freccia GIÙ	VIEW BACK	F
WEIGHT FORWARD	Freccia SU	VIEW LEFT	4 (Tn)
STEER LEFT	Freccia SINISTRA	VIEW RIGHT	6 (Tn)
STEER RIGHT	Freccia DESTRA	VIEW UP	8 (Tn)
INCREASE TCS	T	PAUSE	ESC
DECREASE TCS	G	RESET TO DEFAULT	
CHANGE CAMERA	C		
ACCELERATE	A		
CHAT	TAB		
TUCK-IN	W		
GEAR UP	S		
Controls			

Joypad

DEVICE	JOYPAD 1		
FRONT BRAKE/REVERSE	BUTT 6	GEAR DOWN	BUTT 4
REWIND	BUTT 8	REAR BRAKE	BUTT 2
WEIGHT BACKWARD	JOY YL	VIEW BACK	BUTT 11
WEIGHT FORWARD	JOY YH	VIEW LEFT	JOY RXL
STEER LEFT	JOY XL	VIEW RIGHT	JOY RXH
STEER RIGHT	JOY XH	VIEW UP	JOY RYH
INCREASE TCS	POV FORWARD	PAUSE	BUTT 0
DECREASE TCS	POV BACKWARD	RESET TO DEFAULT	
CHANGE CAMERA	BUTT 1		
ACCELERATE	BUTT 7		
CHAT	BUTT 9		
TUCK-IN	BUTT 5		
GEAR UP	BUTT 3		
Controls			

RIDING SYSTEM

MotoGP™15 offers three different simulation levels to suit every kind of rider: **Standard, Semi Pro and Pro.**

Select the bike physics level appropriate for your riding skills. At the Pro level, the bike reacts realistically, and you'll have to use all your expertise to tame it, while at the lower levels the riding model is more forgiving. Furthermore, at higher levels, some of the other options will be automatically locked to predefined values.

BASIC MANOEUVRES: THE IDEAL TRAJECTORY

If this is your first riding game, it's better to start playing with the assistance of the ideal trajectory. Activate the ideal trajectory option and it will appear on the surface of the track as coloured arrows. The arrows follow the route of the best riding line, so try to follow them at all times. The colour of the arrows refers to your speed: when they are blue, you are riding at the ideal speed, when they are yellow you are going too fast, and if they turn red it means you'll need to get ready for some hard braking.

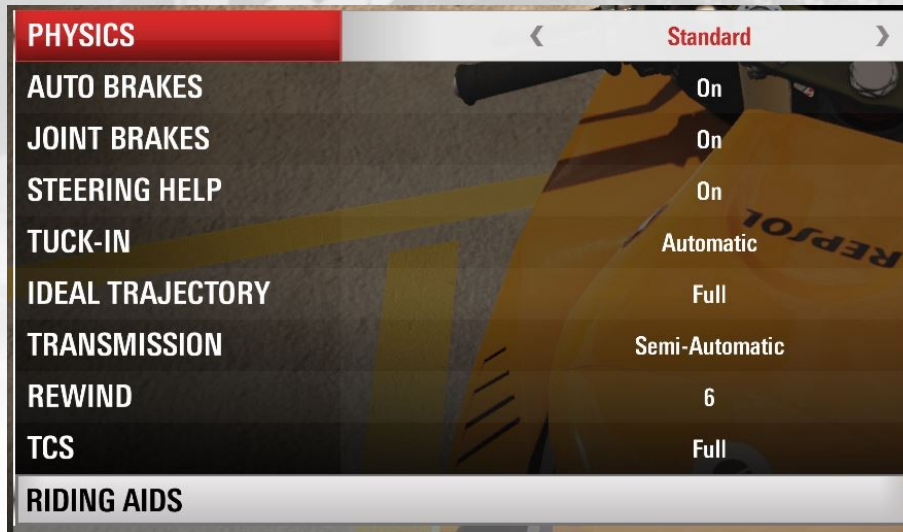
ADVANCED MANOEUVRES: SLOWING DOWN, LEAN ANGLES, AND COMING OUT OF CORNERS

The first step in controlling your bike is learning how to take corners correctly. When approaching a corner, move your bike towards the outside edge of the track and let your rider sit up a little, raising their torso to create more drag, which will help you slow down. At this point you can hold down the brake button, while the bike is still upright. To identify the best **braking point** (that is, where to start braking) you'll need to get a bit of experience: use objects along the side of the track (such as posts or signs) as a visual reference, just like a real rider.

After braking, enter the corner: lean the bike into the corner and try to follow the racing line (the ideal trajectory). During this phase it is better to lay off the brakes, to avoid risking a fall. You should, however, gently ease off the throttle if you feel your bike is losing grip.

Coming out of the corner, try to right your bike as soon as you can and open the throttle, in order to pick up speed for the upcoming straight.

RIDING AIDS



Auto brakes: Activate or deactivate auto brakes. This aid is particularly useful if you don't know the tracks and you still don't know where to start braking before a corner.

Joint brakes: Activate or deactivate joint brakes. If you activate this option you won't have to worry about manual control of the rear brake.

Steering Help: Activate or deactivate steering help. With this option active you will be helped in setting the trajectory of corners and direction changes.

Tuck-in: Set rider tuck-in position control. If you choose Automatic the rider will tuck in behind the fairing automatically to reduce drag. If you choose Manual you'll have to control your position yourself by pressing the dedicated button.

Ideal trajectory: Choose whether you would prefer to see the ideal trajectory along the whole track, only near corners, or to deactivate it completely.

Transmission: Choose manual transmission or automatic transmission.

Rewind: When you fall, or just make a mistake, you can press the REWIND button to go back in time and remedy the error. Be careful though: you have a limited number of REWINDs at your disposal.

Traction Control System: The electronic control unit is capable of identifying eventual wheel slippage, and reducing torque and power accordingly, thanks to the Traction Control System (TCS). You can adjust the intensity of the TCS over five levels (Off, Low, Medium, High, and Full). The TCS constantly receives data from sensors on the

wheels, and when it detects slippage, it slows the slipping wheel to regain traction. It therefore reduces rear wheel slippage during acceleration.

RUBBERING IN

The black marks you can see on the tarmac are where the surface has been RUBBERED-IN: the marks are left by bikes riding over the same trajectory again and again.

THE PIT

The pit is where riders get ready before each race, fine-tuning the setup, checking race results, and managing component upgrades.

Engineer

The Engineer offers riders information about MotoGP™ rules, discusses the bike set-up in technical meetings, and gives the player full control of the customisable bike settings.

Technical meetings

The technical meeting is where the player can interact with the engineer to make changes to the bike set-up.

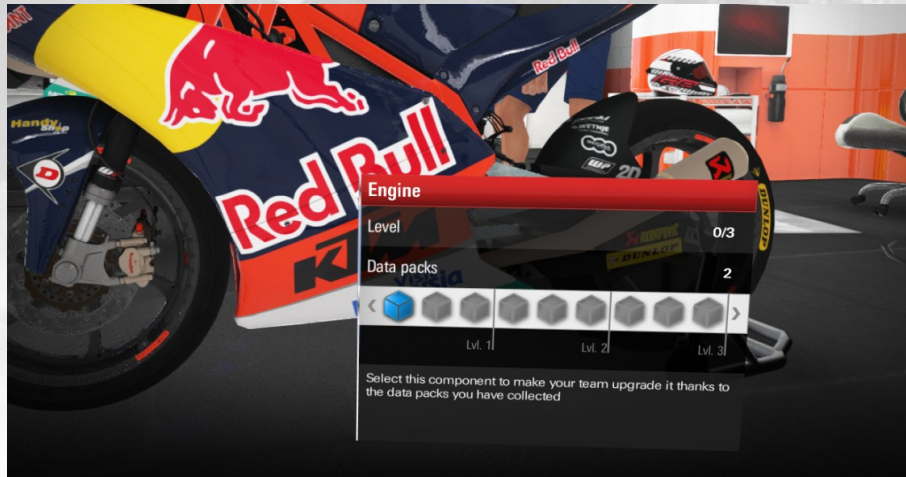
The player interacts with the engineer through a series of intuitive questions and answers to find the perfect combination. Changes are applied automatically by the engineer.

Session Information

The session information monitor contains all the information regarding current and past sessions of the player's race weekend, including:

- Weather
- Riders' times
- Starting grid positions
- Track map

BIKE DEVELOPMENT (Available in MotoGP™ Career mode)



Bike development is where the player can improve their current bike's performance by spending the data packs acquired during races in the MotoGP™ Career.

Each bike has 4 components that can be improved:

- Engine (development not available in Moto2™ due to official regulations)
- Chassis
- Suspension
- Brakes

Each component has an interface showing the level of upgrade, the total data packs available to the player, and the current number of data packs already spent on this component, depicted by blue cubes.

To improve a component, the player must select it and confirm the selection to enable the upgrade interface.

At this point the player can spend data packs by filling the cube bar with the desired amount of data packs and then confirming the choice. Once a component is upgraded (and data packs have been spent), the player cannot undo the action that has just been completed.

BIKE SETTINGS

Players can modify their set-up before each race, to adapt their bike to the track they are about to ride on.

SUSPENSION



Preload

If a bike understeers, it is necessary to lower the front height. If a bike oversteers, it is necessary to lower the rear height. The front and rear height of the bike is determined by the suspension preload. A high preload value increases the height of the bike, a low one reduces it. A taller bike has less grip but leans more, a lower bike has better grip but leans less.

Spring Stiffness

Stiffer damping makes the bike precise but unstable, while softer damping makes it more stable but less precise. Body movements and track irregularities have consequences on how the bike responds. Regulating damping stiffness affects these consequences.

Compression Damping

Increasing the damping means making the bike more responsive but less stable. Less damping makes for a less responsive but more stable bike. Track irregularities, as well as body movements, cause vibrations that can be lessened by working on the bike's compression and rebound damping.

Rebound Damping

Increasing the damping means making the bike more responsive but less stable. Less damping makes for a less responsive but more stable bike. Track irregularities, as well as body movements, cause vibrations that can be lessened by working on the bike's compression and rebound damping.

HANDLEBARS



Increasing the rake and the trail makes the bike more stable but less responsive. Reducing the rake and the trail will improve responsiveness. The rake is the tilt angle of the steering axis. It is measured by following a straight line down the steering axis to where it intersects with the ground, and measuring the resulting angle from a vertical coming up from this point. The trail is the distance between this point and the contact point of the wheel with the ground.

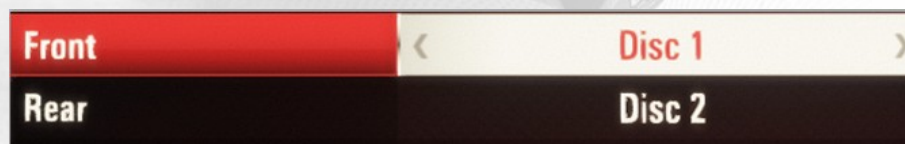
GEARS



Lowering the final ratio gives you more acceleration, increasing it gives you greater speed.

With a lower ratio the engine responds much faster when you accelerate or decelerate, so the bike will be more aggressive and you will have to ride more carefully. By using very high ratios you will be able to reach greater speeds while avoiding abrupt reactions when the bike is accelerating. Remember that you can change your final ratio if you are not satisfied with the difference between each gear.

BRAKES

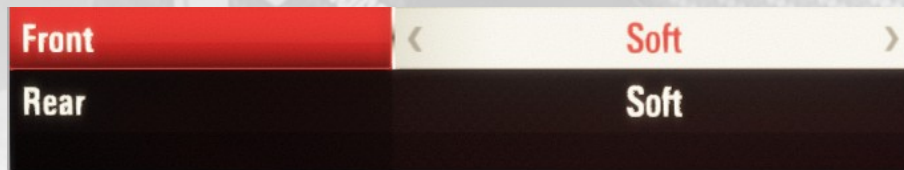


A powerful front brake reduces the speed of the bike more quickly, but may lead to the bike understeering on corners.

There are two different types of brake discs available.

The first (Disc 1) gives you more braking power but is less modular, while the second (Disc 2) has the opposite effect.

TYRES



Soft slick tyres increase grip but wear out very quickly, especially if it's very hot. Hard tyres wear out very slowly but have less grip.

Choose the right tyres to avoid slipping or abrupt sliding, and to correct possible oversteering or understeering problems. Just remember that you can try out different combinations, with different front and rear rubber compounds, and that if the track is soaked, wet tyres are essential.

DATA

You can save, load and delete all your custom bike settings using the data saving and loading function.

RIDER CUSTOMISATION

Players can customise their riders in a variety of ways: Licence (information such as name, nationality, and so on), Gear (customising the rider's clothing), and Riding Style (customising the way the rider handles the bike).

PROFILE CUSTOMISATION

In MotoGP™15 players create rider avatars that represent them in the game. When creating a profile for the first time, players set some of their avatar's properties:



Rider Portrait

The player can choose from a selection of 20 different portraits. Choose a picture and the 3D face in the helmet changes accordingly.

Rider Name and Surname

The Rider's name and surname are displayed in all the standings, and used in emails sent to the player (MotoGP™ Career Only).

Rider Age

The player can choose how old their rider is (between 16 and 45).

Abbreviation

The Player can type their preferred Rider Short Name (composed of 3 characters). This abbreviation is used in the official race positions list visible during the race.

Nation

The Player can choose their nationality from a list in alphabetical order. Rider Nationality is displayed in all the standings.

Racing number

The rider race number is displayed on the player's bike. The numbers available are numbers that are not used by real riders in each class.

Font Style

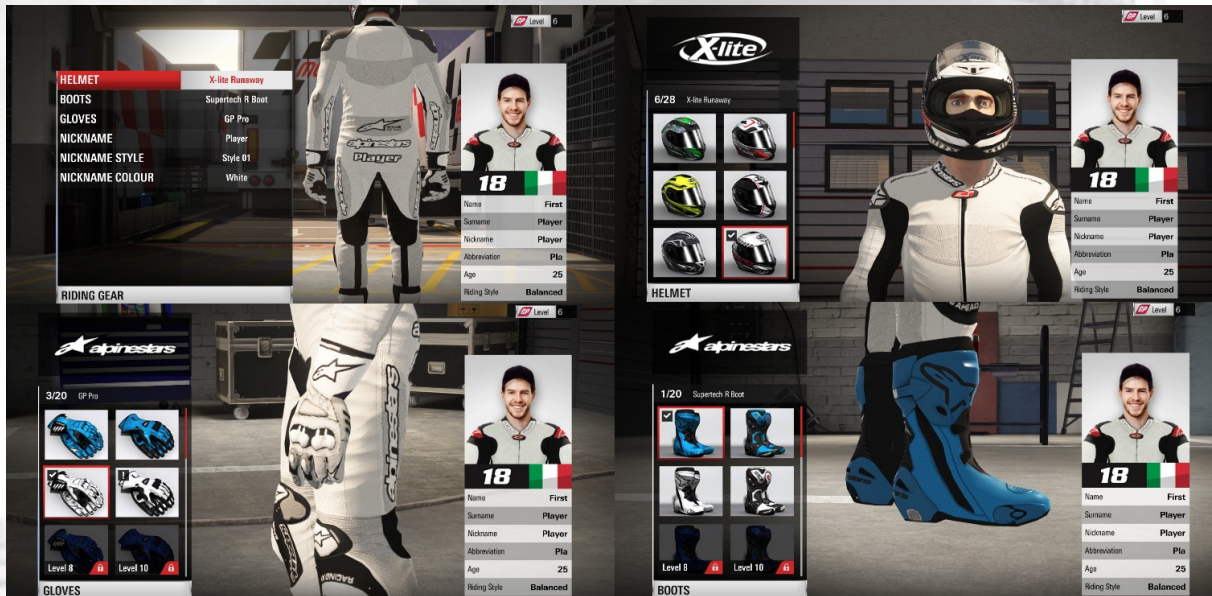
The Player can choose from a selection of 5 different race number fonts.

Race number colour

The Player can choose a colour for their custom number to use on the bike.

RIDING GEAR

MotoGP™15 offers the player a selection of motorbike clothes and accessories from the main brands in the MotoGP™ world, such as Alpinestars, Sidi, Nolan, X-Lite, and so on. Players can change their riders' attire and choose from a selection of different helmets, gloves and boots.



RIDING STYLE

Each rider has a different and personal riding style. The player can choose their favourite from five different styles:

Balanced

The most common racing style, typical of riders like Rossi and Dovizioso. Balanced position in the seat, aiming for maximum fusion between rider and bike.

Elbows To The Ground

This style is increasingly popular with younger riders like Jorge Lorenzo and Pol Espargaro. Riders try to get the perfect lean angle, extending their elbow until it touches the ground.

Shoulders Out

A riding style that began with the modern MotoGP, used by Pedrosa amongst others. The rider leans until the edge of their torso is outside the fairing for really spectacular lean angles.

Body Out

The style made famous by Marc Marquez.

The rider's whole body is held outside the fairing, giving the impression of almost hanging off the bike.

Old School

The style favoured by riders of the past, when riders didn't reach modern lean angles, and the weight was less decentralised with respect to the axis of the bike.

Note that Riding Styles do not affect riding physics: different styles only affect appearance, and the rider's position on the bike.

YOU & MILESTONE

Help us improve your game experience with Milestone titles. You can report bugs or just give us any general feedback about the game on:

<http://milestone.it/contacts/support/?lang=en>

Have you ever wanted to be a playtester? Milestone is always on the lookout - go to: <http://milestone.it/partecipate/playtesting-over-18/?lang=en> and fill in the form.

You don't need to be a professional gamer, but you will need to have access to a PC and enough time to dedicate to playtesting - the most important attribute is a passion for videogames.

Remember, you can follow all the latest Milestone developments on the official site: www.milestone.it.

Have fun!

The Milestone Team

MotoGP™ 15



motogpvideogame.com
#motogpvideogame

