



MotoGP 3

December 2002: Sony Computer Entertainment is pleased to announce the release of Moto GP3 on PlayStation® 2. Developed by Namco, creators of the world's most successful ever MotoGP bike racing simulator, this is the third release of the Moto GP franchise and the most exhilarating motorcycle racing experience ever seen on a games console! With 5 new officially-licensed courses the game contains a total of 15 authentic Moto GP circuits and the bikes and riders featured in-game are accurately recreated from the 2002 Moto GP season. Moto GP 3 truly captures the essence of this dynamic extreme sport and is due for release in Spring 2003, ahead of the MotoGP 2003 season.

Developed through collaboration with representatives of with Dorna Sports S.L. Moto GP3 contains more Moto GP realism than any other bike racing simulator on the market. Building upon the exceptional content of MotoGP and Moto GP2, Moto GP 3 on Playstation® 2 takes you all over the world to compete on the toughest tracks against the most fearless world-renowned riders. The game will feature some of the hottest rider personalities known to the sport today.

Thanks to Namco's team of dedicated developers combined with PlayStation® 2's unrivalled performance, MotoGP 3 racers can expect the most silky-smooth game play and realistic graphics ever seen on a bike racing game.

Additional Features for Moto GP3

4 Player VS mode - 1-4 players are able to play simultaneously in this mode which includes a handicap feature to cater to all levels of Moto GP expertise.

Virtual Challenge mode - consists of 18 single player courses, including the Phakisa and Nelson Piquet circuits the shape and layout of which are based on real Moto GP data.

2 Player Grand Prix mode - two players compete against each other, as well as CPU controlled opponents, in a GP series. The players receive points according to their performance on each circuit, which will be tallied to determine the champion.

Replay Style - While the bikes remain totally responsive to the player - even at speeds of over 200mph - the replays that made the original MotoGP stand out have been enhanced, offering new camera angles and animation so smooth you'd be forgiven for thinking you were watching the real thing on TV. Players can change the style of replay after each race to game or to TV. Game will be the traditional style, found in the previous Moto GP games whereas TV is formatted in the style of Moto GP broadcasts.

New Cockpit Perspective - Allows players to view the instrument panel and see the course through the windscreen. The instrument panel will be an accurate reflection of the one found on each real bike.

Braking - Just like in real life, acceleration, braking, and racing lines all have to be perfect to register a good lap time. But now the new weight shift feature means that players can also control the position of the rider independently from the bike, to enhance rider simulation and provide even more adrenaline-fuelled excitement. As well as this players can now select both front and rear braking just as on a the real Moto GP bikes to give a greater level of control and more realistic riding experience than ever.

Female Rider - Step up ladies for as well as name and nationality players can now select the gender of the rider.

...Watch this space!

For more information on SCEE titles, please visit our web site:

www.playstation.com

Release date: Spring 2003	Developer: Namco	Publisher: Sony Computer Entertainment Europe
Platform: PlayStation®2	Peripherals: Analog Controller (DUALSHOCK 2), Memory Card (8MB)	
(for PlayStation 2)	Nb of Players: 1-4	