= Jet Moto (video game) =

Jet Moto (known as Jet Rider in Europe) is a 1996 racing video game developed by SingleTrac and published by Sony Computer Entertainment for the PlayStation video game console and PC . The PlayStation version was released in North America on October 31 , 1996 , in Europe in February 1997 , and Japan on August 7 , 1997 . The PC version was released on November 30 , 1997 . On February 4 , 2007 Jet Moto was made available for the PlayStation Portable and PlayStation 3 via the PlayStation Network . Developers chose fictional hovering bikes instead of wheeled motorcycles initially to resolve performance concerns . Other performance concerns led the team to develop two different physics systems ? one for the player , and one for the 19 computer racers .

Gameplay in Jet Moto revolves around the use of hoverbikes to traverse a race course , similar to modern day motorcross , but with the added ability to traverse water . Reviews for the game were mixed , with the PC version holding 75 % and the PlayStation version 78 @.@ 9 % at gaming aggregator GameRankings . Reviewers felt the game had solid gameplay , but criticized its high difficulty . Jet Moto 's popularity would earn it a spot in the PlayStation Greatest Hits in August 1998 , and it went on to gain two additional sequels , Jet Moto 2 and Jet Moto 3 .

= = Gameplay = =

Jet Moto differs from that of a traditional racing game with cars or motorcycles . Players are introduced to the fictional sport of Jet Moto . The bikes , known as jet motos , are hovercraft which can traverse both land and water . The bikes race in groups of twenty in the game 's equivalent of motorcross . Characters are split into teams , and bikes are adorned with logos of products such as Mountain Dew , Butterfinger and K2 Sports similar to real @-@ life sponsored racing .

In Jet Moto players control hoverbikes in a fictional motor sport . Players race three laps on a given course and earn series points based on their placement at the end of the race . Players can choose to race a single race , a season of races , or a custom season . Players can also unlock additional tracks and a stunt mode by doing well in season competitions .

Courses range from beaches with debris @-@ littered water to swamps and ice @-@ covered mountains . The game has its variant of the traditional race track , but also introduces a new course type known as a Suicide course . Instead of being a continuous loop , these tracks have checkpoints at either end of the course , and the starting grid in the center . Riders race to one end , then turn around to head for the other checkpoint , repeating the process until all laps are complete . This provides a new gameplay dynamic as often the player must navigate oncoming traffic .

Jet Moto also utilizes a magnetic grappling system . Pressing the assigned button near a red energy pole creates a magnetic attraction between the player 's bike and the pole , allowing riders to traverse tight turns and clear large chasms otherwise be impossible . In addition to the grapple system players are given four boosts per lap , which provide a temporary burst of speed . The PlayStation version of the game allows for two player splitscreen multiplayer , however no AI racers are present , which limits the competitors to two . A cheat code would allow two human players to race with the entire field . The PC version allows for fourteen players over an IPX network , Internet TCP / IP and modem @-@ to @-@ modem connections .

= = Development = =

Jet Moto was conceived as a " science fiction motorcross . " The developers chose to create jet motos instead of wheeled motorcycles due to concerns over polygon limitations . Travis Hilton , one of the programmers for the game designed Jet Moto 's physics engine . Due to hardware limitations of the PlayStation , only the player used this physics system . Programmer Jay Barnson was tasked with developing a simpler physics system to handle the nineteen AI riders . During development a set of courses set in a stadium were dropped as the developers felt it did not fit the theme of the game .

Developers originally intended for players to be permanently out of a race when falling far off a track , however they came to realize that it was not fun for players " to be forced to go slow or suffer an instant defeat . " An attempt was made to give three " strikes " to a rider . Once the rider fell for the third time they were out of the race . However once implemented developers noticed that the number of racers remaining at the end of the race was too random to be deemed any fun . In the end the decision was made to simply respawn the character on the track . The PC version was ported in large part by John Olsen , who worked on the port as his first task at SingleTrac . The PC version also features 3Dfx hardware acceleration , which allows for higher resolution gameplay and visual enhancements such as reflective water . Axiom Design created the user interface shell for the game , which has a comic book @-@ inspired feel . The music for Jet Moto was produced by Big Idea Music Productions .

= = Reception = =

Jet Moto received varied reviews among critics , with the PC version averaging 75 % and the PlayStation version averaging 78 @.@ 9 % at gaming aggregator GameRankings . Due to the game 's popularity it was added Sony 's budget line known as PlayStation Greatest Hits in August 1998 .
Several reviewers praised the overall gameplay of Jet Moto . Chris Roper of IGN called it one of the best racing games available for the PlayStation . In its PlayStation 3 Retro Roundup , IGN pointed out the game 's direct competitors at the time , Wave Race 64 and the Wipeout series , then stated Jet Moto was " still a pretty fun experience more than 10 years after its original release . " Electric Playground 's Victor Lucas praised the design of the jet moto bikes , stating the design was imaginative and vibrant . Several reviewers also praised the soundtrack to the game . Mark Cooke of Game Revolution called the Dick Dale @-@ esque music which seemed reminiscent of spy films such as the James Bond theme . The surf guitar was a strong point for Victor Lucas of Electric Playground , who cited it as one of the best video game soundtracks of 1996 . GameSpot reviewer Shane Mooney also praised the energy of the soundtrack .
Reviewers felt the game had an extremely high degree of difficulty . GamePro 's reviewer cited overly skilled AI racers and poor collision detections as reasons to avoid Jet Moto . Several reviewers cited the games graphics as a down point in the game , although GameSpot 's review of the PC port praised the 3Dfx support . Electric Playground also compared it to Wave Race 64 , but called the game " light on the great graphics " .

= = Legacy = =

Jet Moto 's popularity would spawn two additional sequels , Jet Moto 2 , also developed by SingleTrac , and Jet Moto 3 , developed by Pacific Coast Power & Light . Two other titles were cancelled during their development . Pacific Coast Power & Light was also developing Jet Moto 2124 for the PlayStation , set over a century after the first three games , however the game was cancelled when Jet Moto 3 showed poor sales . Jet Moto : SOLAR , developed by RedZone Interactive , was also cancelled . SOLAR would have been the first title in the series to appear on the PlayStation 2 .
Present @-@ day wishlists for video game sequels have often included Jet Moto . 1UP.com listed a fourth Jet Moto in their " Sequels We Want , and the Formulas They Need " feature , stating that Jet Moto " symbolized everything that made the original PlayStation cooler than anything else at the time " . IGN felt similarly , listing Jet Moto in their " Dirty Dozen : Revival of the Fittest " feature , calling the game " a novel racer with enough staying power to make it an instant hit " .