Jet Moto 2124 was a sequel in the Jet Moto game franchise. Here is a sample of the Game Design Doc, including the game's back story.

Design Concept

Title:
    Jet Moto 2124

Genre:
    This is first and foremost a racing game, with the primary goal being the first to finish the allotted number of laps on any given track. Secondary skills of being able to pull off trick combos, big air, or "threading the needle" through challenging terrain are integral for complete mastery of the game.

Look & Feel:
    The game is set in the year 2124. As opposed to most post-apocalyptic visions of the future, ours is one of peace and prosperity. Environments will be in visibly technologically advanced venues (many not even on earth), crisp and colorful, with lots of clean, bright colors, neon edges (or whatever the futuristic equivalent of neon would be), lots of man-made structures integrated into the healthy, natural terrain. Since major advances in nanotechnology is our perception of the future, equipment such as the riders' space suits, the Motos that the riders use and machinery found in the environments will be aesthetically pleasing, slim and non-obtrusive rather than modular, blocky and functional in appearance.

    The Motos will be controlled in the same fashion as the first two Jet Moto titles, though significant improvements in both visual and perceived physics will be made. The Motos will have the additional enhancement of limited flight, allowing for mild-to-moderate airborne course corrections.

    The tracks will be more disjointed than prior Jet Moto releases. To take advantage of the higher degree of maneuverability we are planning for the Motos, tracks will be built with more of an emphasis on using all three dimensions in the course layout, not simply linear tracks that a good motocross rider could navigate (surface composition not withstanding.) Not only will you encounter obstacles or course layouts that demand the rider choose to go left or right, but also up and down.

Gameplay:
    Jet Moto 2124 is an intense racing game for up to two players. The vehicles used are highly maneuverable hover bikes that can navigate any surface, solid or liquid. The bikes' handling varies over different terrain compositions: quick, firm and responsive over such surfaces as rock or pavement; slower, spongy and sluggish when navigating sand, water or snow; quick, hard and skittish over surfaces like steel or ice. This

ultimately means that the quickest line between two points is not necessarily straight, but over the fastest surfaces.

At the start of each game, the player can choose a bike. There are three basic types of bikes – light, medium and heavy. Each moto class starts out with very specific handling characteristics – this can change throughout the duration of a race. Heavier bikes typically are faster but harder to maneuver than their lighter, more nimble cousins are. Players will need to determine what bike best fits their style of play.

Unlike "normal" hovercraft, the Motos will have a moderate degree of maneuverability while airborne, allowing for significant course corrections while not actually in contact with the ground. This also allows for aerial solutions of more complex terrain – many times, you can just fly right over it.

Each bike comes with two forms of thrust: vectored thrusters and turbo boosters. The vectored thrusters are the standard means of locomotion and are unlimited. The turbo boosters provide an intense burst of straight-line acceleration. They are finite and metered, meaning the longer you hold the turbo button, the longer the turbo will be active. These boosters can be activated while on the ground or in the air (can you say "Big Air?")

Jet Motos are also equipped with a device referred to as the grapple. This allows the bikes to create a tether between itself and structures called grapple towers (q.v. the first Batman movie.) An additional use of the grapple is the ability to grapple an opponent that is ahead of you. This will sling you around and ahead of that player, similar to playing "crack the whip." The grapple is also finite and metered, so players will need to use it sparingly.

The different tracks will have various pick-ups scattered throughout. Running into these will immediately activate specific effects. Some pick-ups will add to the moto's turbo boosters or grappler. Others will affect the performance of the bike, such as increasing its top speed or acceleration, or raising the maximum level of the grapple or turbo. These power-ups will not necessarily lie along the optimal path, and some may even be completely out of the way. Players will need to decide whether it is worth it to them to collect or ignore them.

There will be a variety of opponents to compete against. Each competitor will have unique and sometimes very identifiable characteristics. Some riders will ride the lighter bikes and be power-up mongers, going for practically everything they can get. Others will be grapple hounds, expending precious grapple power on anyone they can get behind. Still others will be aggressive and more interested in doing in their opponents than actually finishing the race.

The competition in Jet Moto 2124 falls into two different categories: race and stunt. Stunt competitions are solely score based and run one at a time. Here, racers get points for doing different tricks in a set amount of time. Racing competitions are simply to get to

the end as fast as you can, though there are definite benefits to pulling off a trick or two when you can.

Story Line:

The setting is 2125 a.d. It is post WWIII and like the 1950's following WWII, there have been technological, economical, and population booms. The world is a bright new place, with remnants of the old civilizations. Due to the chemical and thermonuclear weapons used in the war, the atmospheric temperature has increased to such a level that the ice caps have considerably melted. The resulting change in sea level has caused a dramatic change in geography and available inhabitable land. The population of the earth has boomed to over 30 billion and the shortage of land has caused the inhabitants to build in new ways and in new places on earth. Significant technological advances in space construction and travel have allowed mankind to begin its expansion throughout the solar system, with establishments on the Moon, Mars, Venus and even a small outpost on Mercury.

Competitors:

As Jet Moto 2124 is a racing game, it will be going against all types of racing games, to a certain extent. As it is more futuristic in nature, with vehicles having far greater levels of maneuverability, this will help to elevate us above strict comparison with other "normal" racing games. As the Motos are reminiscent of motorcycles, it will most likely be closely compared to Motocross and Super Bike racing games. To date, there has not been a very strong showing in this arena, so competition here is not expected to be too intense. Given the clean, bright look we have chosen and the power-up system, we will most definitely be compared to Wipeout and Wipeout XL, even though our game play is much deeper. The largest competitor is, of course, Jet Moto 3.

Product Overview

The Game

Game Overview

Jet Moto 2124, like its predecessors, is a futuristic racing game where the participants compete against each other on highly maneuverable, all-terrain hovercraft, similar in appearance and greatly inspired by the late 20th century motocross motorcycles. These contests take place not simply on maintained tracks, as is wont for typical races, but in various locations throughout the occupied solar system. The extraordinary capabilities of these vehicles, which combine the versatility of a hovercraft, the maneuverability and handling of a stunt bike, and the power and aerodynamics of a jet aircraft, allow for track configurations unlike anything seen in any other racing circuit.

There are two different types of competition offered in Jet Moto. The main event is a typical, high-speed race to the finish line, if hopping across the rooftops of a futuristic, downtown megalopolis or screaming through a massive space station at near zero-G can be called typical. The second is a stunt competition, where riders vie for the attentions - and perfect 10's - of the judges, pulling tricks, catching air, and generally risking life and limb in one of several arenas, all for the highest score

When they start the game, players have the option of playing in Arcade, Touring or Stunt mode. Each mode offers different options, challenges and goals.

Modes of Play

Arcade Mode

Arcade mode allows the player or players to pick any currently available track (see **Error! Reference source not found.**) and race a single race subject to the currently selected options and track style. If the track is a Stunt track, the competition is a Stunt Competition. Both finishing position and total score (see **Error! Reference source not found.**) are displayed at the end of the race, but the total score will not be carried over to any subsequent games. This is for the players who just want to get into Jet Moto 2125 and play.

Touring Mode

This is the standard "Season Mode." Touring mode guides the player or players through all available tracks, in groups of three, one at a time. At the end of each race, the player's finishing position and total score (see **Error! Reference source not found.**) are displayed, with the total score carrying over to the next race. At the end of each group of three tracks, if the player is medal position (e.g. first, second, or third place), they may continue on to the next three tracks. If they are not, then the Tour is over. If the player is able to make it through all three cuts, this will bring the competition to its climax – the Federal Monolith - where the racers will compete for the Grand Touring Medal.

Stunt Mode

This is the mode that all BMX and Motocross trick junkies will love. An individual competition, each participant will have a set amount of time to enter two stunt arenas and pull off as many wild, hair-raising tricks as possible. Each arena is like a skateboard park, with numerous and varied apparatus, off which the riders will perform their stunts. Scores for the stunts are totaled (see **Error! Reference source not found.**) and the players ranked at the end of the competition. The player with the highest cumulative score, after performing in both arenas, is declared the victor.

Time Trial Mode

Here is an opportunity for the player to hone their skills against any track that is currently available. Available in single-player mode only, this is an opportunity for the player to learn the track, without having to contend with any other racers. Two laps are run, and the time recorded for future posterity. The player can then "compete" against their best time, racing head to head with their own ghost, which appears as a transparent Moto. This Moto does everything the player did on their best run. The player can watch and learn from their past mistakes, eventually mastering the track.

Stunt Practice Mode

This mode allows the player to grit their teeth and get gnarly on the jumps and in the air. Available in single-player mode only, it is the player alone (or an automated tutor ala Wave Racer) in a stunt park. The player can then practice jumps and stunts for as long as they like. After each jump (i.e. leave ground, touch ground), the official score for that jump is displayed (see **Error! Reference source not found.**). This will allow the player

to determine what makes a great jump, practice landings and, most importantly, discover and experiment with the many trick stunts available to the riders in Jet Moto 2124.

Product Specifications

Number of players:
    1 player in full-screen mode
    2 players in horizontal or vertical split-screen mode

Supported Peripherals:
    1-2 Standard Playstation controllers
    1-2 Analog Playstation controllers
    1-2 Dual Shock Playstation controllers
    1-2 Playstation memory cards

Target Performance:
512 x 240 screen resolution in full- and split-screen modes
30 frames per second in single player, full-screen mode
20 frames per second in 2 player, horizontal or vertical split-screen mode

Game Play in Detail

The Story

The setting is 2124 a.d. In August of 2083, the attempted annexation of Taiwan by the former People's Republic of China caused the United Nations to prohibit all trade with China. This, in turn, caused a flood of products to illegally hit the world's markets at below-cost prices. The economies of other world powers were nearly devastated by China's sheer economic might. The People's Republic was not able to maintain this kind of loss for long and a starving and over-worked population was forced to revolt. In the ensuing chaos of what was later called The Xiang Tang Uprising of 2090, China found herself in a dictatorship. Manchuria had formally seceded and was inducted into the United Nations.   Furious at the induction of Manchuria (his mother's place of birth) and desperately trying to draw focus away from his nation's food shortage, Premier Xiang declared war on the U.N. These events sparked World War III. World War III was the first armed conflict in which large-scale nuclear, biological and chemical exchanges were dealt. Although the use of Ballistic Nuclear weapons was not an issue, the use of smaller pay-load tactical nuclear weapons and the introduction of Serin 4 gas onto the battlefield proved to be devastating to the World's population. China countered the use of the western forces' Bowstring Anti-Aircraft/ Missile Laser System (AAMLaS) by sending in suicide SOF teams carrying nuclear satchel charges. After only one year, seven months and twelve days, the dust was starting to settle and China's population had suffered a staggering 62% casualty rate. Almost all of Asia had been overrun by China, including: Taiwan, Japan, Manchuria and Korea. The atmosphere had been horribly polluted with the wholesale burning of China's most plentiful natural resource: coal. The nuclear fallout caused by the nuclear exchange had caused Earth's temperature to rise an amazing average of 17degrees F. This sudden shift in the Earth's temperature caused the Polar ice caps to melt to one third of their original mass. Harbor cities around the world were flooded adding to the number of refugees from the war. After China's government had been deposed, the world leaders converged to form one government. The Global Unity Republic was born. Due to the growing concern for Earth's seemingly -fragile atmosphere, a great deal of emphasis was placed on space exploration by the new government. In 2094, the first colonies were erected on the Moon. In October of 2095 the first child was born on the Moon. By 2097 man had colonized mars as well. Another side effect of the war was a huge population explosion. In only fifteen years, the world population had risen from 9.5 billion to 28.8 billion. This is attributed to longer life spans, improved health care and cloning. New ways had to be found to shelter this huge population. The existing cities were made into giant Metropolises. New areas were researched for construction. Great rewards were offered to "Neo-pioneers": citizens of the GUR willing to colonize the surrounding planets of the solar system. Clones were

given the opportunity of becoming citizens of the GUR, as long as they populated the less hospitable planets. Due to automation and the use of clones as skilled laborers, the rest of the Earth's population was becoming more and more complacent. For the first time in Earth's history, the upper class equaled the middle class in number; the lower class was almost non-existent. Earth had reached a near utopian society. New forms of entertainment became increasingly popular. The populace craved excitement and was willing and able to pay for it.