

Need for Speed™



INSTRUCTION MANUAL



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

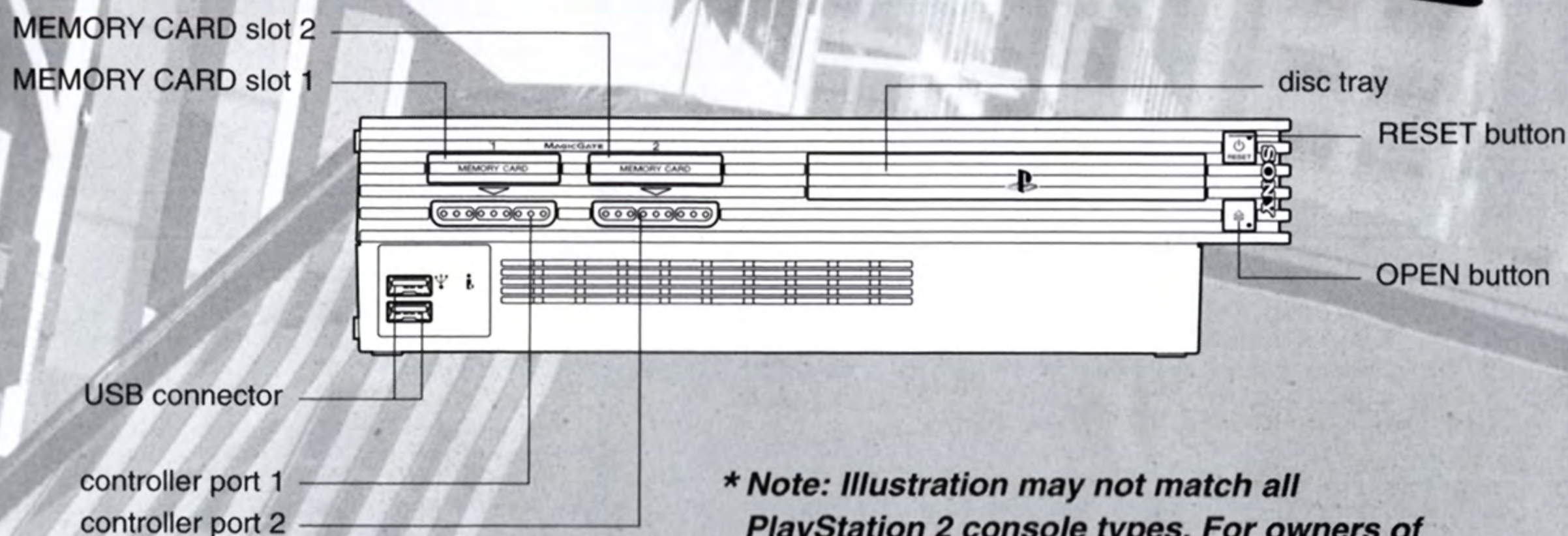
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

GETTING STARTED	2
CONTROLLING YOUR CAR	4
IN-GAME DISPLAY	5
FOUR GAMES IN ONE	6
MAIN EVENT TYPES	6
ARCADE MODE	7
CAREER MODE	8
RESPECT	8
PRIVILEGES	7
DISTRESS SYSTEM	8
CREW RACING	9
CAREER MAIN MENU	10
GO RACE	11
WORKSHOP	12
MOBILE PHONE	15
MULTIPLAYER	16
CREDITS	20
LIMITED WARRANTY	25



*** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.**

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

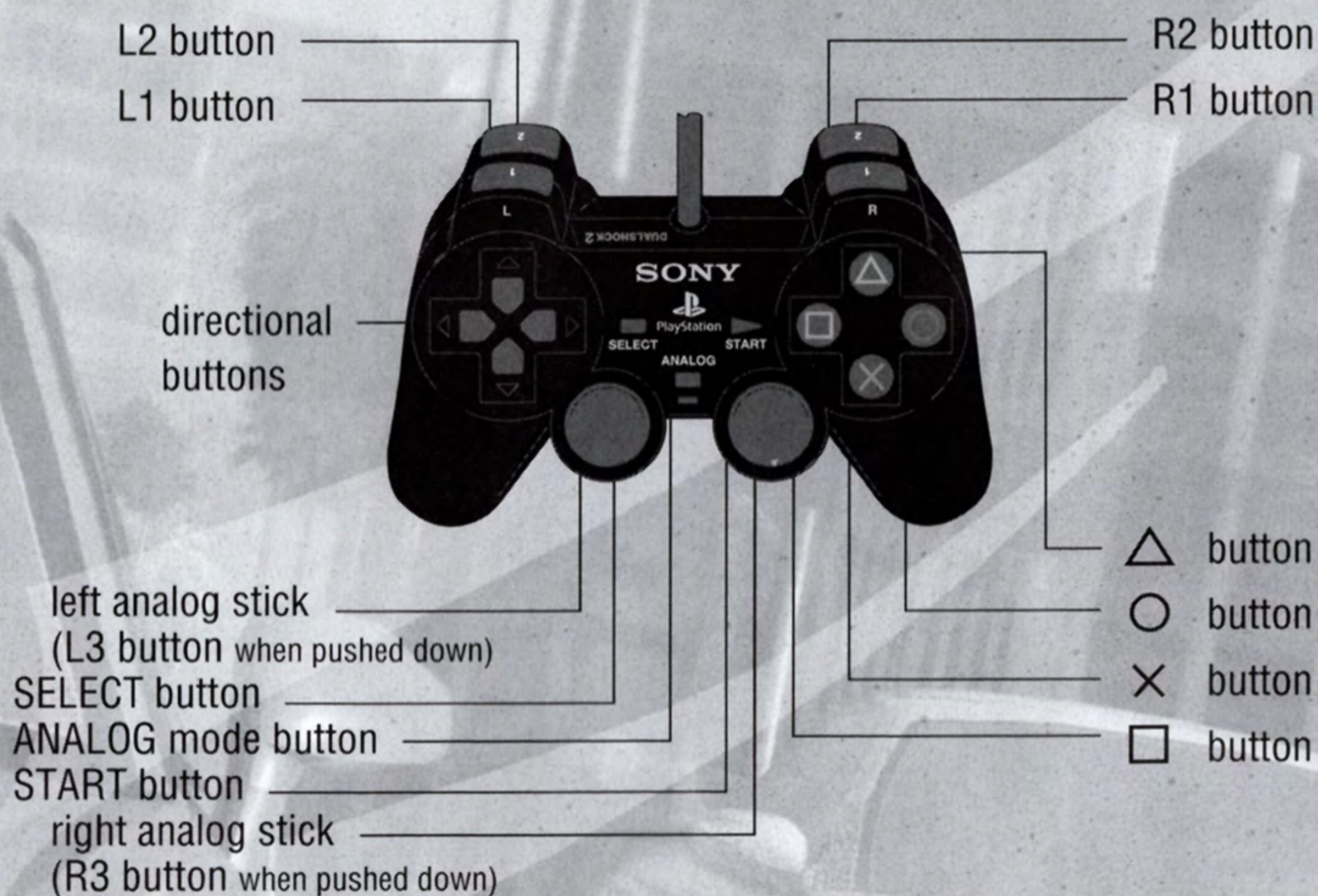
MEMORY CARD (8MB)(FOR PLAYSTATION®2)

JUICED™ only supports MEMORY CARD slot 1. To save game settings and progress, insert a memory card (8MB)(for PlayStation®2)(sold separately) into MEMORY CARD Slot 1. It is advised that you do not insert or remove accessories or memory cards (8MB)(for PlayStation®2) once the power is turned on unless instructed to. Make sure there is sufficient space on your memory card (8MB)(for PlayStation®2) before commencing play. JUICED™ supports manual save and load of game data from the Options Menu.

ONLINE PLAY

JUICED™ can be played with up to six players online. To play online, you must have a network adaptor (Ethernet/modem)(for PlayStation®2) installed on your PlayStation®2 console and a broadband Internet connection. Install your network adaptor (Ethernet)(for PlayStation®2) according to the instructions in its manual. A memory card (8MB)(for PlayStation®2) with a valid network configuration must be inserted into MEMORY CARD slot 1 (only supports slot 1) before starting up JUICED™ to use the online function.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

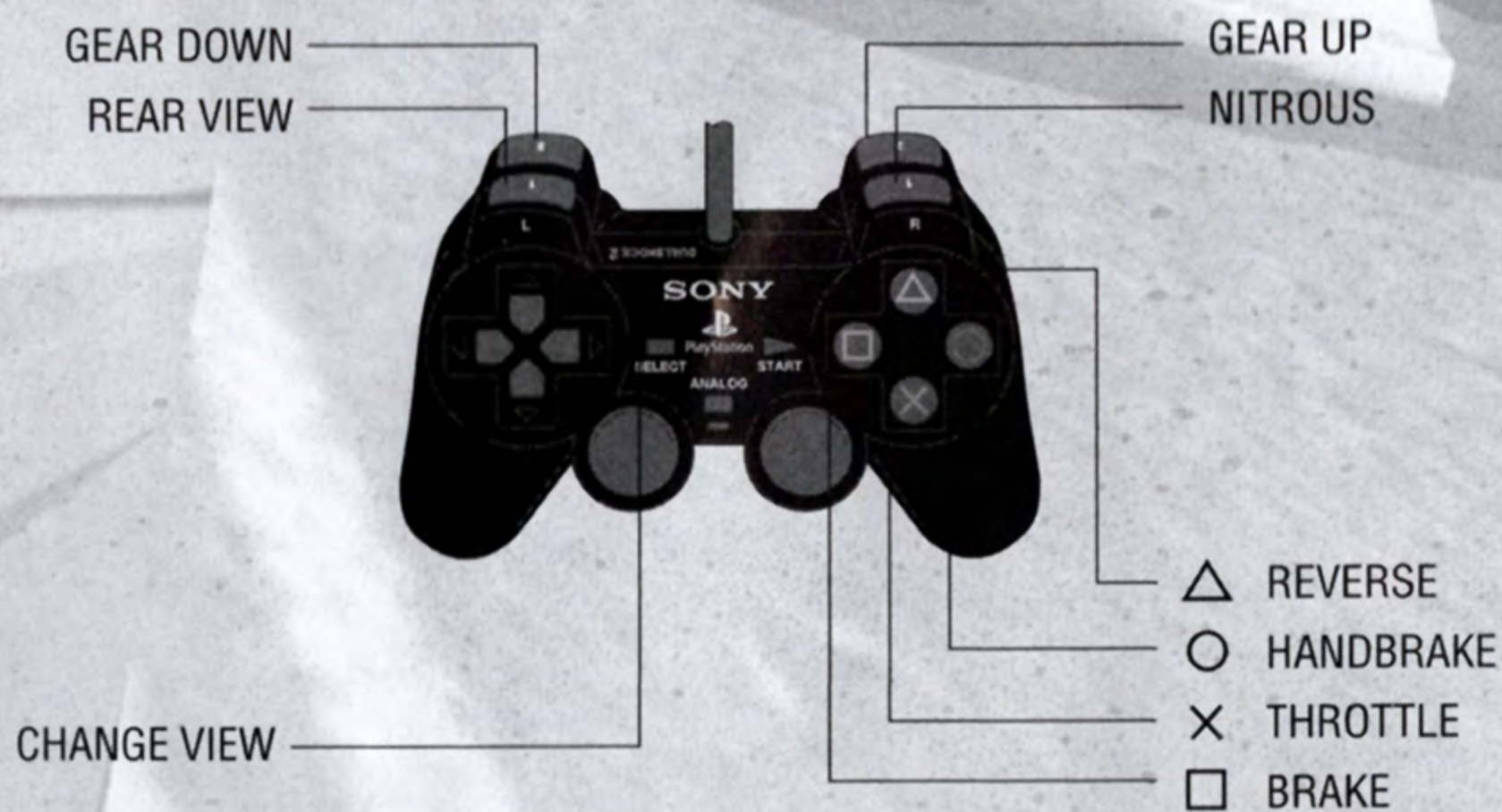


MENU NAVIGATION

× button	Accept/Advance
△ button	Cancel/Back
○ button	Help

DEFAULT CONTROLS

Default (Option 1) settings are used throughout this manual. To change controls, go to Controls under the Options menu and choose among the three preset controller setup options.



⊗ BUTTON: THROTTLE

Also known as the gas pedal or accelerator. Generally, you want to run as fast as possible on straight roads, ease the throttle going into turns and apply it coming out of them.

■ BUTTON: BRAKE

While JUICED™ is a lot about speed, it's even more about winning, and you can't win running flat out. If your transmission is set to Automatic, braking is the standard way of slowing down. If your car is equipped with a manual transmission, combining downshifting and braking gives you an extra measure of control.

△ BUTTON: REVERSE

Unlike the many forward gears, you have only one reverse gear.

◎ BUTTON: HANDBRAKE

Also known as the emergency brake. Applying the handbrake can literally bring things to a screeching halt, and will often cause your tires to lockup. This can lead to dangerously unstable handling conditions or can be just what you want.

R1 BUTTON: NITROUS

Cars equipped with a NITROUS oxide package enjoy a speed boost when NITROUS is used, giving you the extra pep to pass, etc. Your NITROUS supply is limited, so use it wisely.

R2 BUTTON: GEAR UP

If you have Manual selected for your transmission type, you will need to change gears manually. JUICED™ cars typically have four or five speed transmissions. When the engine is whining and the tachometer is in the red, it's time to shift up a gear.

L2 BUTTON: GEAR DOWN

Press the **L2** button to shift down a gear. This is often used to reduce speed around corners.

SELECT BUTTON: CHANGE VIEW

There are different camera views available to you while racing. Depending on the situation, you may prefer a following camera, a close camera or another setting. Pressing the **SELECT** button will toggle through the available camera views.

L1 BUTTON: REAR VIEW

Press the **L1** button to view the action behind you.

Logitech Driving Force Pro (900 degree wheel) button configuration

X button: Nitrous

CIRCLE button: Handbrake

TRIANGLE button: Reverse

SQUARE button: Look behind

Directional buttons LEFT: Driver tactics: driver 1 when watching team race

Directional buttons RIGHT: Driver tactics: driver 1 when watching team race

Directional buttons UP: Driver tactics: driver 2 when watching team race

Directional buttons DOWN: Driver tactics: driver 2 when watching team race

L1 button (Left paddle): Gear Down (Driver tactics: driver 3 when watching team race)

R1 button (Right paddle): Gear Up (Driver tactics: driver 3 when watching team race)

L2 button: Gear down (Driver tactics: driver 3 when watching team race)

R2 button: Gear up (Driver tactics: driver 3 when watching team race)

L3 button: Horn (only in v038 onwards)

R3 button: Horn (only in v038 onwards)

START: Pause

SELECT: Change View

GEAR LEVER - : Gear down (Driver tactics: driver 3 when watching team race)

GEAR LEVER + : Gear up (Driver tactics: driver 3 when watching team race)

THROTTLE: Throttle

BRAKE: Brake

Logitech Driving Force button configuration

X button: Nitrous

CIRCLE button: Handbrake

TRIANGLE button: Reverse

SQUARE button: Look behind

Directional buttons LEFT: Driver tactics: driver 1 when watching team race

Directional buttons RIGHT: Driver tactics: driver 1 when watching team race

Directional buttons UP: Driver tactics: driver 2 when watching team race

Directional buttons DOWN: Driver tactics: driver 2 when watching team race

L1 button (Left paddle): Gear Down (Driver tactics: driver 3 when watching team race)

R1 button (Right paddle): Gear Up (Driver tactics: driver 3 when watching team race)

L2 button: Gear down (Driver tactics: driver 3 when watching team race)

R2 button: Gear up (Driver tactics: driver 3 when watching team race)

START: Pause

SELECT: Change View

THROTTLE: Throttle

BRAKE: Brake

IN-GAME-DISPLAY



The game display differs slightly depending on the type of race.

1. **LAP COUNTER** displays your Current Lap/Total Laps in the race.
2. **LAP TIMES** displays Current, Best and Record/World lap times.
3. **RACE POSITION** displays current race position and number of cars in the race.
4. **TRACK MAP** when turned on, displays a map of the current track.
5. **TACHOMETER** shows your RPM (engine revolutions per minute).
6. **CURRENT GEAR** shows what gear you are in. Very important in sprint races!
7. **SPEEDOMETER** indicates speed given in M.P.H. or K.P.H. (see option settings).
8. **RESPECT METER** Shows total amount of the respect gained or lost during a race.
9. **DRIVER AIDS** give visual cues that help to anticipate corners and braking points.
10. **DRIVER AIDS FOR ADVERSARIES** where triangles indicate the location and proximity of adversaries to your rear. They take on the color of the adversary cars, and as the distance increases, the triangles fade.

PAUSING PLAY

To pause the action, press the  button.
When paused, you have these options:

CONTINUE Resume play where you paused.

RESTART Begin the race again (progress will be lost).

OPTIONS Access Audio and Game options.

ABANDON RACE Quit current race and return to Main Menu.

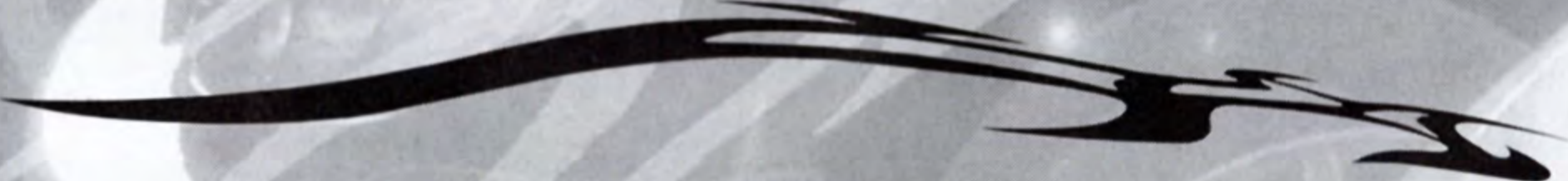
SAVING AND LOADING

To create a new JUICED profile, press the START button after the game has loaded. You will now be able to create a new profile, or select and load a saved profile.

The game will automatically save your progress before and after each event.



FOUR GAMES IN ONE



JUICED™ is a big game with four different modes to suit your mood and gaming preferences. In ARCADE mode, you'll have instant access to a wide range of highly tuned automobiles right out of the box. CUSTOM mode lets you set up events with unlocked cars and tracks from the Arcade mode. In CAREER mode, you get to choose and build your own cars, then race to earn respect and become the top street racer in Angel City. JUICED™ is fully ON-LINE compatible, and gives you the possibility to take your own creations into the on-line arena with up to five other players.



MAIN EVENT TYPES

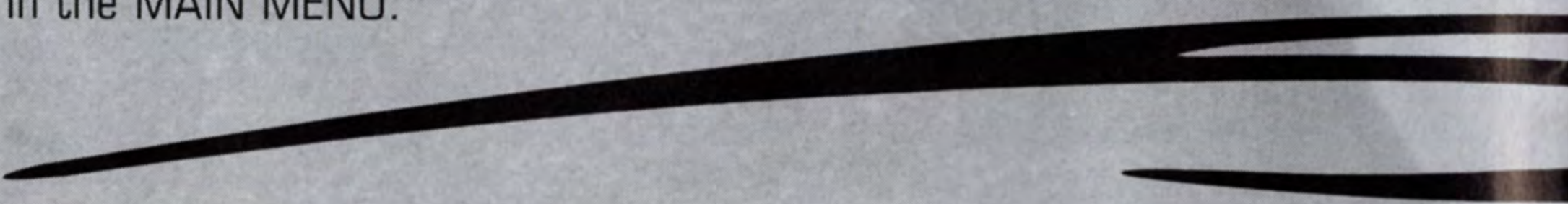


CIRCUIT RACING varies widely from small street circuits in residential areas, to professional, out-of-town racetracks. Every area of the city has eight circuits, each with their own distinctive environments.

POINT-TO-POINT racing involves getting from A to B in the fastest way possible.

SPRINT RACES pit you against up to 3 opponents in a short drag race.

SHOW OFFS let you wow the crowd with amazing tricks and maneuvers. It requires advanced driving techniques, which will also come in handy to outwit your opponents and to get the best times in other races. The SHOW OFF tutorial video can be found under EXTRAS in the MAIN MENU.



ARCADE MODE

7



JUICED™ ARCADE lets you experience all cars and tracks through a championship structure.

CUSTOM RACE



JUICED™ CUSTOM RACE gives you access to the cars and tracks that you have unlocked in ARCADE. It lets you set up races the way you want.

This is the central game mode for JUICED™ and enters you into a non-linear environment where you must not only hone your driving skills, but also develop your own strategies for winning.

RESPECT

In Angel City there are eight rival racing crews. Each crew has a level of respect for you that can range from zero upwards. This respect level changes depending on your performance within the game. Each crew will respect you for something different.

Each Crew has three specific challenges to complete, and to complete the game you must gain everyone's maximum respect and successfully complete all the challenges.

PRIVILEGES

Each crew will award you different privileges depending on the respect they have for you.

100+ ATTEND:

The right to attend events hosted by this crew but NOT race. You can bet on races when you attend.

300+ RACE:

You have the right to attend and race.

600+ PINK SLIP:

You may set-up a pink slip challenge with the crew leaders.

1000+ HOST:

You now have the right to host your own events on this crew's turf.

DISTRESS SYSTEM

JUICED™ is all about driving with skill and avoiding damage at all costs. If you damage your car, you must repair it at a cost. You will lose respect for damaging other drivers' cars. JUICED™ features the DIStress© system, or Driver Induced Stress system, which simulates drivers who make mistakes according to their skill levels and degree of calm. If an exclamation mark appears over an opponent's car when you are tailgating them, get ready for them to make a mistake. Sometimes he will, but not always. This allows you to play tactically. Pressing the directional buttons during a race highlights the drivers' names and stress levels. When the indicators flash, trouble is never far away.



The exclamation mark shows that a driver is stressed and might make a mistake.

CREW RACING

Other drivers may send a text message to your MOBILE PHONE asking to join your Crew. If you hire them, they will need a suitable car for racing. To compete in a crew race you must have at least two cars in the same class and enough drivers to enter. During the event set up, you are able to select the cars to take, the drivers you want and eventually decide who drives which car. When building a team, it is a good idea to enter your drivers into a race and not yourself. By controlling them from the sidelines, you are able to study their skills and see how well suited they are to the car you have built for them. Experimenting with different combinations of driver and car may yield very different results.

The crew to get all their drivers across the finish line first will win the race.

CREW CONTROLS

When crew racing, you can tactically control your crew members' aggression during a race. Use the following controls to switch between high, medium and low aggression of each driver.

DRIVER 1 COMMAND CONTROLS

Press the **↑** and **↓** directional buttons, or press the left analog stick up and down.

DRIVER 2 COMMAND CONTROLS

Press the ← and → directional buttons, or press the left analog stick left and right.

DRIVER 3 COMMAND CONTROLS

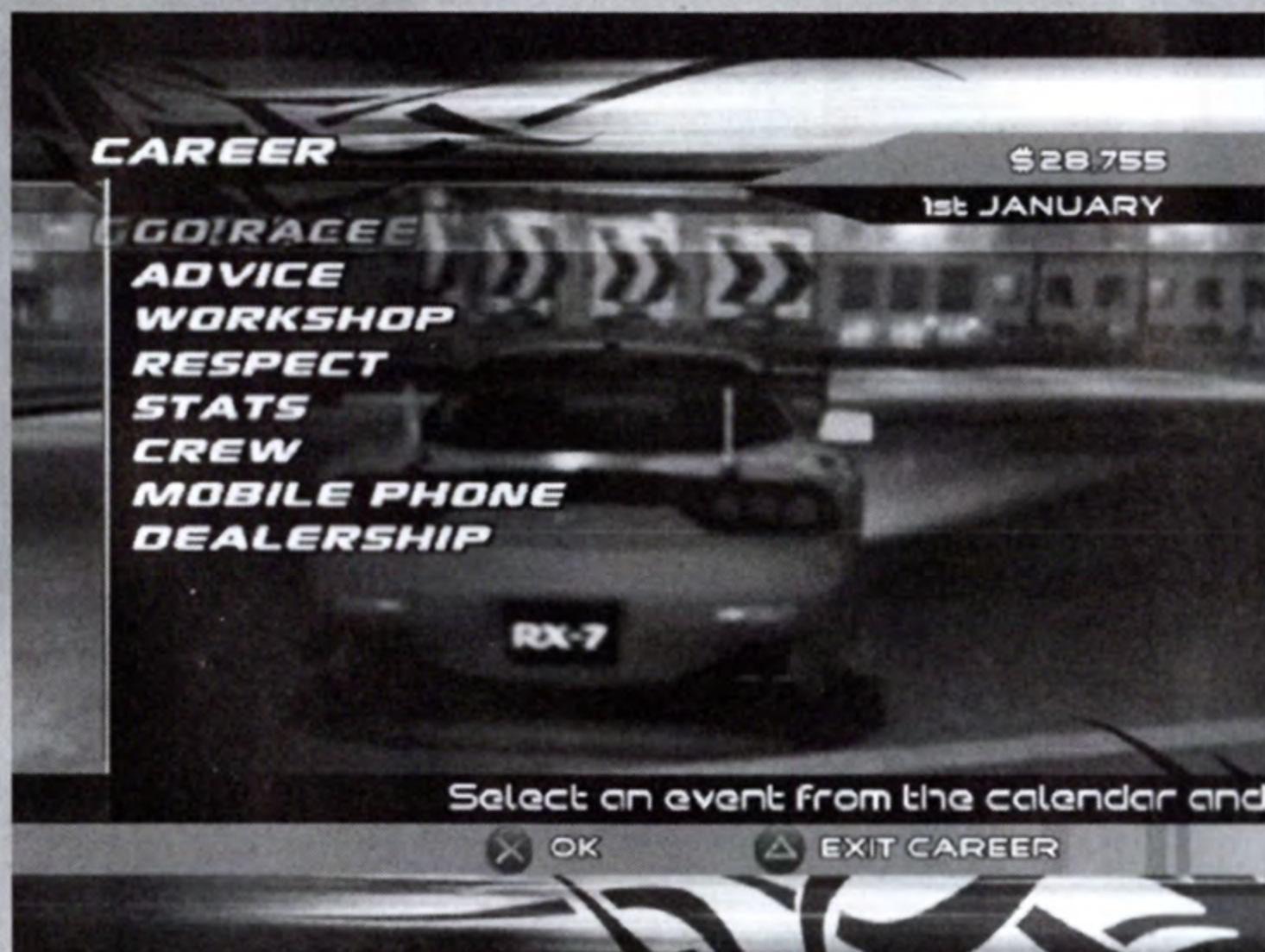
Press the **L2** and **R2** buttons.

HIGH AGGRESSION - the driver will race flat out with maximum aggression but at high speed they may become stressed quickly, and make more mistakes.

MEDIUM AGGRESSION - the driver will try to hold position. This is ideal if you have a second driver ahead and wish to put a defensive buffer in place to protect that lead position. The driver will also calm down if they have become stressed.

LOW AGGRESSION - the driver will back off and drop back through the pack. However, if they were stressed then they should recover quickly.

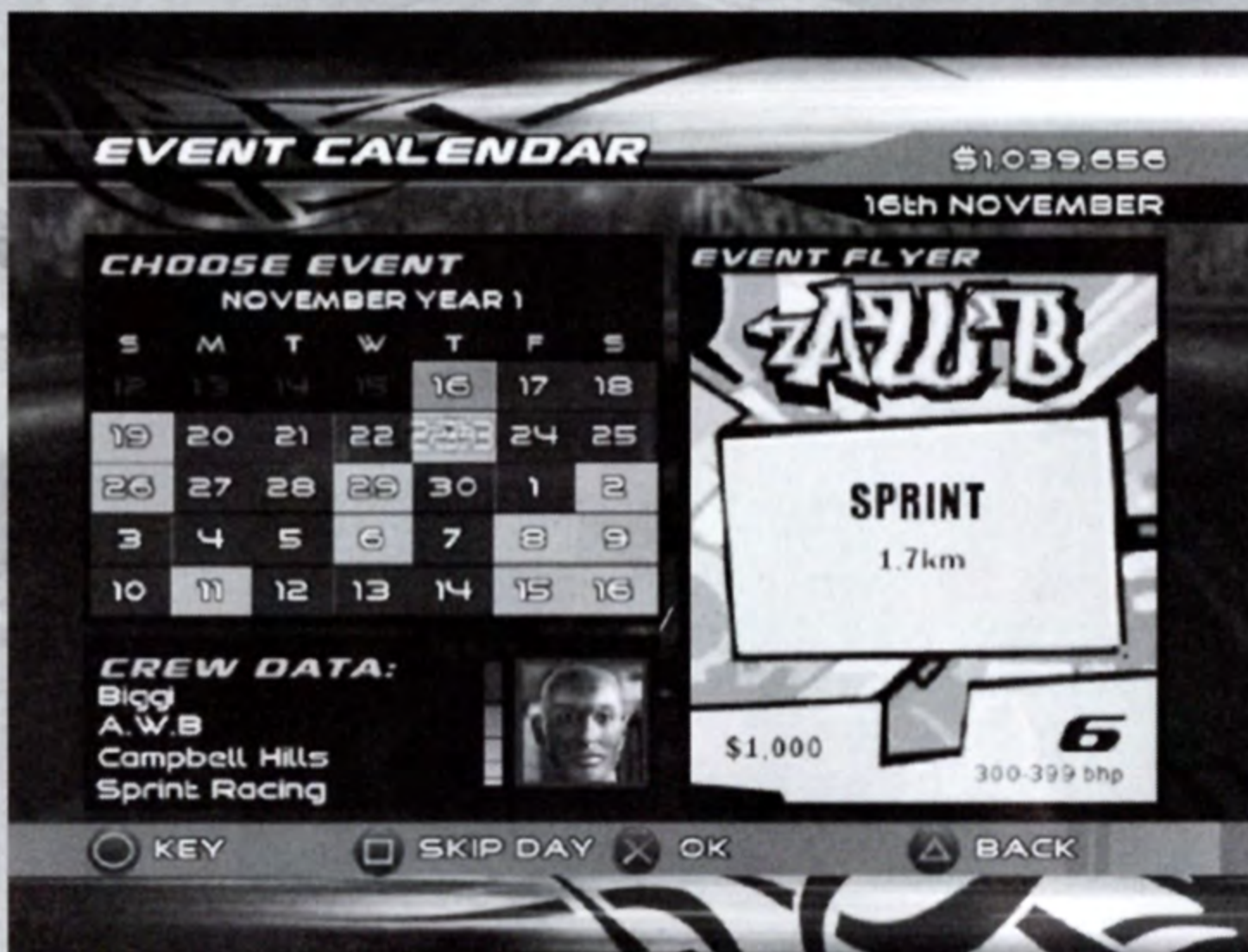
It takes practice to perfect a Crew racing strategy. Your strategy will also vary with the number of Crew members you are racing and whether or not you are entered in the race too. As your Crew gains experience, you will notice that they can drive for longer periods on high aggression before they become stressed, and recover far more quickly after they have become stressed.

CAREER MAIN MENU

GO RACE

Find out about the many Street Racing events in Angel City by checking the EVENT CALENDAR. There is no obligation for you and your Crew to participate in every listed event. However, the neighborhoods you visit and the events you race in all impact the different respect factors of the various crews.

EVENTS CALENDAR



Here you can pick an event, check out the event flyer, and the crew hosting the event.

There are 3 different types of events displayed in the EVENT CALENDAR. Events are added as your Respect improves, your cash reserves increase or your car collection expands. You do not have to enter every event on the calendar. Events are color-coded:

BLUE - Shows the current day on the calendar.

GREEN - An event at which you can race.

YELLOW - An event that you may attend or bet on, but cannot enter. Attend these events to raise cash or see cars in action from a class you do not yet own.

RED - Events you can't attend due to insufficient cash or Respect.

A flyer will be displayed for each event on the calendar. The flyer contains all the information about the event; Location, Race Type, Car Class, Distance, etc.

HOSTING EVENTS - You may host your own event on any empty day on the calendar. Press the **X** button on the empty day and create your own custom event. You may host an event in your home location 'Super-speedway' or in any crew's location for which you have host privileges.

SPONSORED EVENTS - Elite manufacturer-sponsored events featuring longer circuit races and high-value prizes including valuable 'prototype' mods for successful Crews.

SPECIAL EVENTS - Some events have entry criteria such as car territory, car manufacturer and even prototype car-only events.

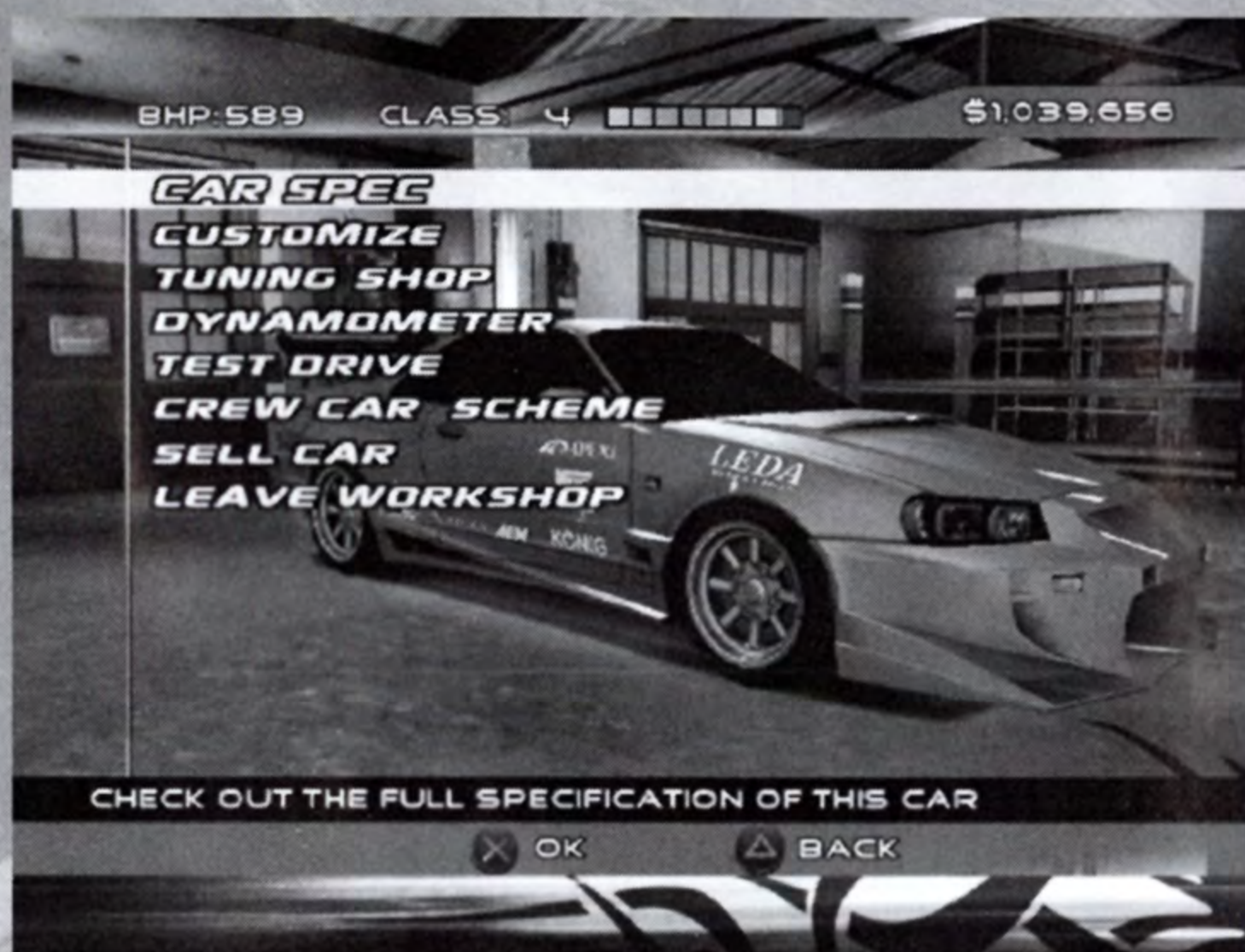
PINK SLIP - The ultimate race experience where you go head-to-head with a rival Crew Leader; the winner walks away with the loser's car.

CREW RACES - To enter these, you will need to recruit a crew and provide them with a suitable car to participate in crew races. You can recruit up to three street racers to join your Crew. The winner is the Crew who gets all of their cars across the line first.

ADVICE

Don't know what to do next? Use the advice system! This system will analyze your status and suggest the best thing for you to progress further in the game. Of course you don't have to follow the advice.

WORKSHOP



Here you are able to view all the cars you own, ranked by their power (BHP) rating. You will need to own several cars to allow you to race the right car at each event.

Enter the WORKSHOP and choose the car you wish to modify from the list. Then select CUSTOMIZE to modify it. Car performance mods are categorized as 'Level 1', 'Level 2', 'Level 3' and 'Prototype'. Performance mods are unlocked in order by entering and winning races. 'Prototype' mods can only be unlocked by winning Sponsored events. There are three areas of modification: Performance, Appearance and Paint Jobs.

REPAIR/MAINTAIN

During events, tires and brakes wear out and Nitrous becomes depleted. They can be replaced in the WORKSHOP for a fee. If the bodywork is damaged, it can be repaired here after an event. This command is only visible if it is necessary, and other menu choices will be inaccessible until the necessary work has been paid for.

CAR SPEC

View a breakdown of your car's modifications. This screen will also highlight any available upgrades.

CUSTOMIZE - PERFORMANCE

Performance tuning allows you to enhance the performance and handling of your car. Be aware that you can enhance the performance of a car to such an extent that it crosses from the top of one class into the bottom of the next. You can use the Engine Management System to reduce performance back to within lower class limits.

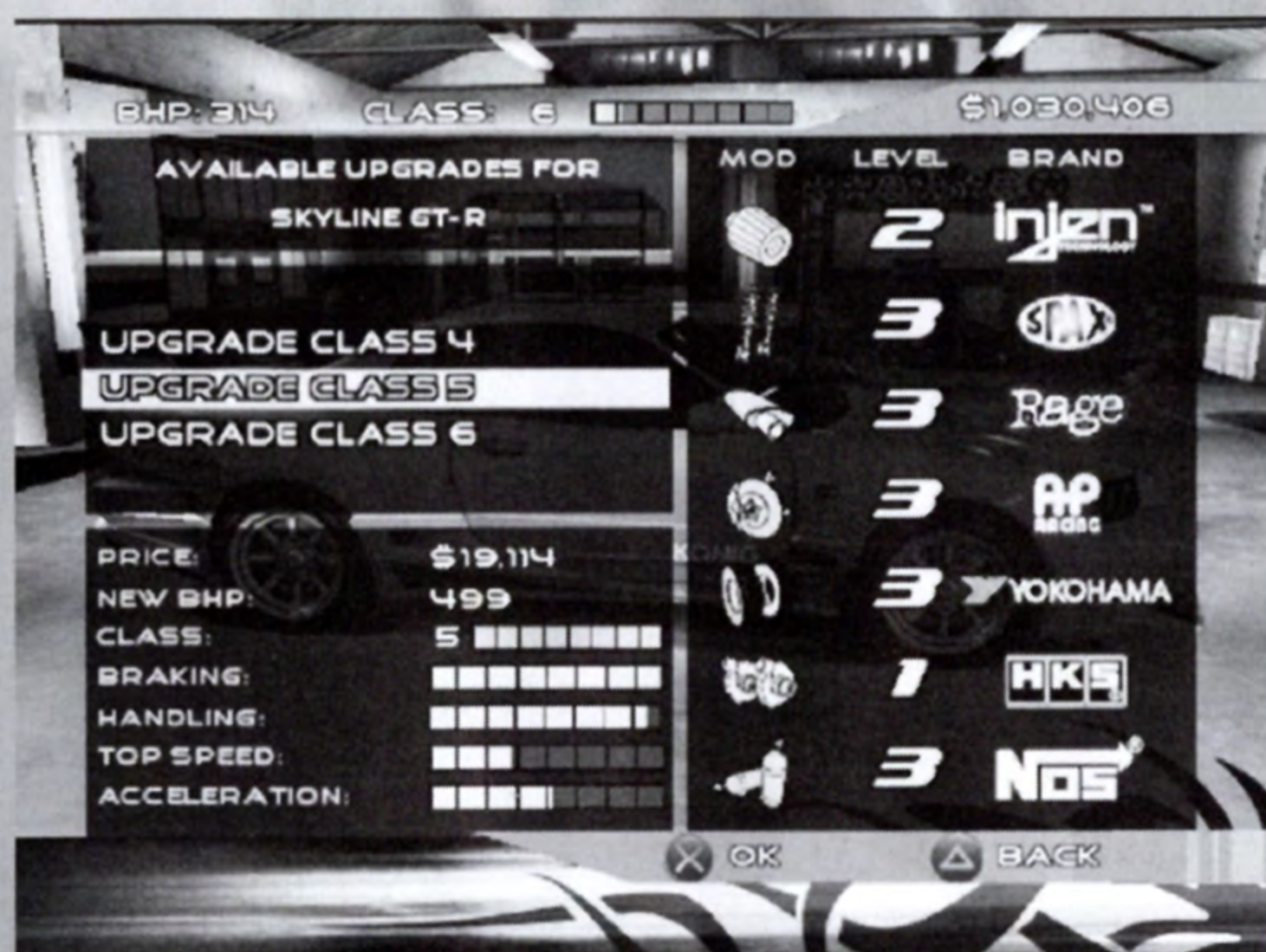
CUSTOMIZE - BODY STYLING

You won't get far on the Street Racing circuit if you don't learn how to modify the appearance of your car. Car modding is an art form, and all the tools you will need are available in the WORKSHOP.

PAINT SHOP

Create complex paintwork schemes using a combination of Base, Metallic and Pearlescent colors. To recreate a color scheme, take a note of the (X.Y) REF numbers.

THE TUNING SHOP



For a quick way to tune your car, choose the Tuning Shop.

You may choose to modify individual components, or select the Tuning Shop, which lets you place a pre-selected range of parts on your vehicle. These packs also make clear what class the car will be after modification. Pay attention to whether your car will be near the bottom or top of a class.

DYNAMOMETER



Use the dynamometer to measure the performance improvements.

The Dynamometer visualizes the difference that your engine modifications make to the car's performance. When you buy a car, check it out on the dynamometer, make modifications and test it again.

TEST DRIVE

When you modify power and handling you should get familiar with your car's new capabilities by taking a test drive before you enter any events. Be careful not to damage the car, as all repairs must be paid for.

CREW CAR SCHEME

Here you store or apply a visual scheme to your car. If you want all your cars to have a similar appearance, use this option.

SELL CAR

Select this option to sell this car. Note you can have a maximum of 55 cars in your collection.

MOBILE PHONE



Once you have made a bet with a crew leader, you'll get calls from him.

Build a list of contacts in your MOBILE PHONE by betting with rival leaders, then call them to take a challenge or set up a Pink Slip race. Each crew has its own three favorite challenges, all of which require specific cars. To gain 100% completion you will need to complete all the challenges. Check your progress in the Respect Status screen: as each challenge is completed, the X mark below the relevant respect bar will turn into a check mark.

SPLIT SCREEN

Create a Custom split screen game for two players using any of the cars, tracks and routes in Angel City that have been unlocked in Arcade Mode.

LAN

Link up to 6 consoles together and create a CUSTOM game using any of the cars, tracks and routes in Angel City. LAN play does not support PlayStation®2 iLink connectivity.

ONLINE

Go online to experience the best of Angel City's street racing scene. Compete for fun with online CUSTOM racing or take your CAREER, Crew and car collection onto the streets for the ultimate online experience. Note: You must have a network adaptor (Ethernet/modem)(for PlayStation®2)(sold separately) installed to access online functions.

SETUP

Use the Network Access Disc to set up your PlayStation®2 for broadband play or ensure you have the connection details from your ISP and use the Create/Edit Config in the Online section of JUICED™.

GAMESPY

You will need a GameSpy Profile to play JUICED™ online. JUICED™ uses GameSpy (www.gamespy.com) for online PlayStation®2 matchmaking. Before creating a new or using an existing GameSpy Profile, you must accept the GameSpy End User Licensing Agreement (EULA) to proceed.

CREATING A GAMESPY PROFILE

When creating a new GameSpy Profile, you will be required to provide:

NICKNAME (up to twenty characters long)

E-MAIL ADDRESS (up to fifty characters in length).

PASSWORD (which must be verified)

For more details about GameSpy Profiles, visit www.gamespy.com. Once your new Profile is created, accept USE EXISTING PROFILE to login to Gamespy.

NOTE: If you have already played another online game, the PlayStation®2 will already be setup for online play. Use your existing configuration Profile when using Create/Edit Config.

ONLINE GAMES

QUICK JOIN

Find and join a CUSTOM or CAREER game based upon the options you select. Select SUBMIT when you have found a game that matches your selection. If a match cannot be found, you can create a new game using your chosen criteria.

SEARCH

Display a list of active CUSTOM or CAREER games based upon the options you select.

CREATE

Create a new CUSTOM or CAREER game based upon the options you select.

FRIENDS

View the online status of your Friends.

SCOREBOARD

Access online SCOREBOARDS displaying:

WORLD RANKING - Your JUICED™ global ranking.

TOP LAP TIMES - The best lap times for each track and route.

TOP SHOWOFF SCORES - The best Showoff scores for each track.

PINK SLIPS - Wins, losses and accumulated cash winnings.

ONLINE CUSTOM AND CAREER GAME OPTIONS

CUSTOM OPTIONS

CUSTOM games can be created using any of the cars, tracks and routes in Angel City. The configurable settings for CUSTOM games are:

ACCESS

Public or Private Performance Group. Any or a specific car type.

MODS ALLOWED

Whether modified cars are allowed.

COLLISION

Choose whether collision is allowed. Disable Collision if you are experiencing network lag.

CAREER OPTIONS

In the Online CAREER game you may use your offline CAREER crew and car COLLECTION. Note that you must have already created an offline Career before taking it online. Also, before entering any Pink Slip challenges, be aware that any changes to your car COLLECTION that occur while online will appear in your offline car.

COLLECTION

The configurable settings for CAREER games are:

ACCESS

Private or Public game.

TEAM RACE

Race Solo or take your CREW online and enter team-based races.

UPPER CAR CLASS

Limit the upper range of car classes that can be entered into races.

LOWER CAR CLASS

Limit the lower range of car classes that can be entered into races.

CAR CRITERIA TYPE

Limit the criteria by which cars are limited in races: None, by Territory or by Make.

CAR CRITERIA

The criteria limiting the car entry: Territory - Any, Japan, USA, Europe. Make - Any, Chevrolet, Dodge, Fiat, Ford, Holden, Honda, Mazda, Mitsubishi, Nissan, Peugeot, Pontiac, Renault, Subaru, Toyota, Vauxhall, Volkswagen.

PINK SLIP EVENT

Before entering any Pink Slip challenges, be aware that any changes to your car COLLECTION that occur while online will appear in your offline car COLLECTION.

COLLISION

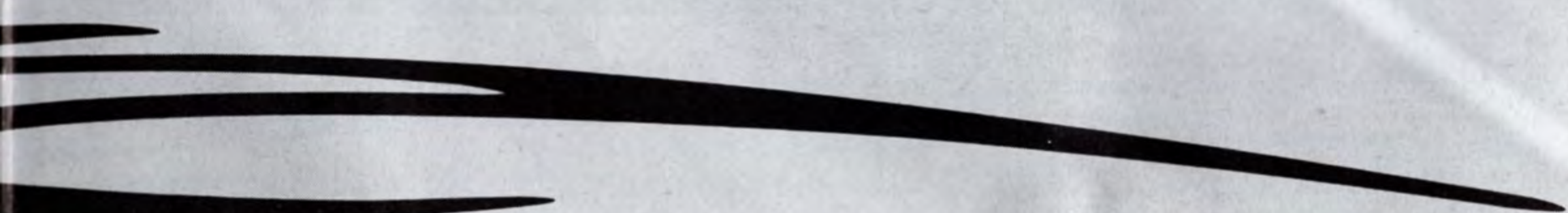
Choose whether collision is allowed. Disable Collision if you are experiencing network lag.



To play Online with Juiced™, you'll need to have Your Network Configuration file saved on your memory card (8MB)(for PlayStation®2). You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem)(for PlayStation®2) to create a network configuration. If you are experiencing trouble with the Juiced™ online feature and are using an Internet sharing device (e.g. broadband router or firewall) you may need to forward UDP port 3658 to the IP address assigned to your PlayStation®2 computer entertainment system. (Note: Users using DHCP must ensure that their PlayStation®2 console is always assigned the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your PlayStation®2 from "Auto Detect (DHCP)" to a "Static IP" address using the Network Configuration GUI or Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your PlayStation®2 console.)

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation®2 console directly to your DSL modem, cable modem, or other broadband device.

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI") "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit <http://www.us.playstation.com/DNAS>. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.



Juice Games Ltd.**Managing Director:**
Colin Bell**Studio Director:**
Don Whiteford**Director:**
Tim Preece**Project Manager:**
Stephen Powell**Lead Designer:**
Richard Badger**Game Design:**
Steve Hunt
Don Whiteford
Andy Bate
Stephen Powell**Technology Manager / Programmer:**
Rob Anderson**Programming:**
Mark Williams
Jamie Campbell
Pete Memmott
Stephen Powell
Richard Badger
Mat Draper
Steve Hunt
Noel Austin
Ian Moran**Lead Artist:**
Andy Bate**Lead World Artist:**
Rich Thomas**World Artists:**
Donna Jennett
Rob Jiménez-Owen
Simon Leedham
Dave Ambler**Lead Vehicle Artist:**
Matt Green**Vehicle Artists:**
Andi Entwistle
Matt Brussels**Character Artists:**
Rod Edwards
Paul Dolan**User Interface Artists:**
Donna Jennet
Simon Leedham**Internal QA:**
Gavin Clark
Stu Clenton**Juice Games Thanks:**
Paul Keast
Claire Williams
Ben Christey
Joe Birkett
Dan Nuttall
John McGowan
Craig Grounsell
Derek Johnson
Adrian Page
Tyronne Bramley
Julia Young
Jackie BellTom Bell
Sam Whiteford
Elliot Ormesher
Mike Engstrom
James Dima**Juice Games Special Thanks:**
To all our families for their support**In Memory of:**
Paulo 'RACERX2K' Jenkins
6/18/78 - 5/15/04
'Never to be forgotten'**THQ Product Development****Director, Project Management, Europe:**
Roger Carpenter**Assistant Project Manager:**
Damian Finn**Executive Vice President Worldwide Studios:**
Jack Sorensen**Vice President Product Development:**
Philip Holt**Head of Product Development Europe:**
Mike Gamble**Senior Vice President of Business Development:**
Dan Kelly**Director, Business Development, Europe:**
Andrew Walker**Submissions Manager:**
Florence Kum**Assistant Submissions Coordinator:**
Simon Deal**THQ Global Marketing****Senior Vice President, Worldwide Marketing:**
Peter Dille**Director, Global Brand Management:**
Michael Pattison**Global Brand Manager:**
Pete Murphy**Assistant Global Brand Manager:**
Julien Socquet-Clerc**Senior Project Manager, Art:**
Till Enzmann**DTP Operator (ICD)**
Anja Untiet
Detlef Tapper
Dirk Offenberger
Jens Spangenberg
Ramona Sackers
Ramona Stell**Director of Localization:**
Susanne Dieck**Localization Engineer:**
Bernd Kurtz**Localization Coordinator:**
Andreas Herbertz**Director, Brand Marketing:**
Craig Rechenmacher**Product Managers:**
Dave Miller
Rocco Scandizzo**Marketing Coordinator:**
Andrew Brawley**PR Managers:**
Tom Stratton
Rob Cassel**PR Consultant:**
Samuel "The Crazy Swede" Hubinette**Creative Services:**
Howard Liebeskind
Kirk Somdal
Melissa Donges**Online Marketing, UK:**
Huw Beynon**THQ Thanks:**Brian Farrell
Germaine Gioia
Leslie Brown
Brandy A. Carrillo
Jenni Carlson
Debbie Fingerma
Wendy Dormer
Duncan Kershaw
Phil Wright
Iain Riches
Kish Hirani
Dan Golding
Pierre Hintze
Barbara Chapman
Chris Folino
Melissa Rivas
Kris Buccieri
John Trudeau
Jenni Carlson
Gina Cicollelo
Sean Heffron
Matt Elzie**THQ Special Thanks:**

To everybody that has been involved in the making of "JUICED" in the past, present or future... you know who you are!

THQ QA**Director, Quality Assurance:**
Monica Vallejo**QA Manager:**
Mario Waibel

Test Supervisor:

Travisty Tholen

Test Leads:

Ryan 'The Kid' Rothenberger
Luis 'Woody' Sanchez
Danny 'The Limey' Smith
Mark 'Tequila Spud' Wagman

Testers:

Carlos 'Vokaino' Aguilar
Scott 'Parnelli' Allman
T.Ryan 'The Pouch' Arnold
Philip 'Alien Jackal' Bailey
Jonathan Bloch
Adam 'Morphius' Bruno
Jason Burchfield
Alberto 'QA Analyst' Campo
'Lil' Jay Chavengpoj
David 'Minkster' Choe
Natasha Clarke
Tim 'Big Daddy T' Flanagan
Steven 'Rukio' French
Jonathan Gill
Michele 'Mochi' Hunt
Chase 'It was an accident' Jentz
Michael 'The Show' Lee
Sam 'Grits N' Gravy' Martin
'Le Fantome' Sergio Mimikos
Hugh 'Hughbacca' Mitchell
Marcus 'KIMIRION' Morgan
Wesley 'Ilpster' Morris
Chris 'Wallrider' Olander
Joseph 'JJ' Pearson
Greg 'The Hammer' Platt
Matt 'a donf' Rappaport
Jim Ritchie
Brigido 'B-Rod' Rodriguez
Mayra 'Boo' Serpa
Jeff 'JTek' Srisathapat
Edwin 'Fast Eddie' Stalter
Eric 'Shamm' Watson
Zachary Wedgeworth
David 'SchuleMeister' Wilson

First Party Supervisor:

Keith Michaelis
Ian Sedensky

First Party Specialists:

Matt Ames
Lori Arrowood
Marc Durrant
Arielle Jayme
Alexis Ladd
Jeremy Moseley
Michael Ricco
Warren Wong

QA Technicians:

James Krenz
Richard Jones

Mastering Lab Technicians:

Charles Batarse
Glen Peters
Anthony Dunnet

Database Applications Engineer:

Jason Roberts

Game Evaluation Team:

Sean Heffron
Scott Frazier
Matt Elzie

**Benfield Sports International
Licensing Agency**
www.bsigroup.tv

Russell Murphy
John Postlethwaite
Nicola Sands

Babel Media Ltd

Adam Chapman
David Lawson
Sergio Massabò
Anna Sjöström

Babel QA team:

Sophie Krauss
Maria Sanchez
Nick Schaefer
Lucia Zamuner

Sound Design by Bob & Barn Ltd.**Sound Supervisors:**

Andrew Barnabas and Paul Arnold

Sound Designers:

Dave Sullivan and Greg Hill

Vehicle engine sounds recorded at MIRA racecourse, Nuneaton, UK, Jan '05 by Greg Hill, Dave Sullivan and Paul Arnold

Post production & editing:

Dave Sullivan and Greg Hill

Additional engine sounds:

Licensed from Soundwave Concepts

For kindly letting us record their cars

James Silvester – Mitsubishi FTO
Steve Silvester – Toyota Supra
Simon Baldwin – Mitsubishi FTO
Harry Baldwin – Mazda MX-5
Andrew Hughes – Renault Clio
Barry Scarisbrick – Fiat Punto HGT
Ian Allen – Ford Focus ST170
Jason Foxley – Ford Focus ST170
Ben Higgins – VW Beetle 1.8T
Richard O'Donovan – VW Beetle 1.8T
Brian Towlson – Mitsubishi 300zx
Graham Mulvihull – Mazda RX-7
Freddy Karwa – Mazda RX-7

Cornerstone Promotion

Patrick Schmidt

Sessing Music Services

Julie Sessing

CGI Intro - Plastic Wax Pty Ltd**Lead Composer:**

Adam Jones

FX:

Adam MacGowan

Animation/Modelling:

Andy Yong

Motion Capture Actor:

Ben Stringer

Composer:

Ben Xu

Animation:

Christopher Harris

Composer:

Clayton Diack

Texture Artist:

David Brown

Lead Modelling:

Guy Robinson

Animation

Hugh Carrick-Allan
Peter Spinaze
"Jacky" Wei He

Animation & Lighting:

Philip To

Motion Capture Actor:

Isabella Dunwill

Mocap Cleanup:

Cameron Hube
James Davies
Michael Hughes
Lyle Carroll

Texture Artist & Lighting:

Michael Paget

Motion Capture & Lighting:

Samuel Maniscalco

Sound Engineer:

Stuart Spoard

Texture Artist:

Tyrone Maddams

Producer & Production Management:

Rebecca Tolliday

Creative Director:

Nathan Maddams

Executive Producer & Business Affairs:

Tony Pittorino

Interface music

Alchemy Audio Lab

Additional Sound recordings and design

Alchemy Audio Lab - Pete Tricket

Additional Artwork

'Tribalz' font used with kind permission of Mario Zachariadis © 2003-2005. All rights reserved.

Sub-contract vehicle art

Game Options Ltd - Sean Naden

Sub-contract vehicle and world art

Candella Software Ltd

Rolling Road

Peter Hignett

Coachwork repair advisor

Mr. Jeffs of Jeffs and Lee

Video playback

Bink Video. RAD Game Tools, Inc.

Steering Wheel Support

Development tools and related technology provided under license from Logitech. © 2001-2005 Logitech. All rights reserved."

Car Manufacturers

The cars, their performance and aftermarket modifications may differ in certain cases from their real-life counterparts. Not all aftermarket modifications are available for all models depicted in this game.

DODGE

Dodge is a trademark of DaimlerChrysler Corporation. Dodge Charger, Dodge Neon, Dodge SRT-4, Dodge Viper GTS, and their trade dress are used under license by THQ Inc. © DaimlerChrysler Corporation 2004.

FORD

Ford Oval and nameplates are registered trademarks owned and licensed by Ford Motor Company.

GENERAL MOTORS

Chevrolet, Pontiac, Camaro, Z28, Corvette, Z06, Firebird, all related Emblems, and the related vehicle body designs are General Motors Trademarks used under license to THQ Inc.

HOLDEN

This product is licensed by Holden Ltd A.C.N. 006898232 and/or affiliate corporation. All trademarks, copyrights and designs used with permission. © & ™ 2005 Holden Ltd.

HONDA

Designed, manufactured, and distributed by/for THQ Inc. Honda®, the "H" logo®, Acura®, stylized "A" logo®, Civic®, S2000™, CRX™, Integra Type R®, Prelude®, VT™, NSX®, RSX®, Integra®, Type-S™, Type R™, and the distinctive design elements of Honda and Acura vehicles are trademarks and intellectual property of Honda Motor Co., Ltd., used under license from American Honda Motor Co., Inc. in the U.S. and Honda Motor Co., Ltd. in other countries. Official Honda licensed product. All rights reserved.

FIAT

All manufacturers, cars, car parts, names, brands and associated imagery featured in this game are intellectual property rights including trademarks and/or copyrighted materials of Fiat Auto S.p.A. All Rights Reserved.

MAZDA

Mazda, MX-5, RX-7, RX-8 names, emblems and body designs are trademarks and/or other intellectual properties of Mazda Motor Corporation and are used with permission.

MITSUBISHI

Mitsubishi Eclipse, FTO, GTO, 3000GT, Lancer EVOLUTION names, emblems and body designs are trademarks and/or intellectual property rights of MITSUBISHI MOTORS CORPORATION and used under license by THQ Inc.

NISSAN

NISSAN and the names, logos, marks and designs of the NISSAN products are trademarks and/or intellectual property rights of NISSAN MOTOR Co., LTD and used under license by THQ Inc.

PEUGEOT

Peugeot Official Licensed Products are trademarks and intellectual property of Peugeot. Used with permission from Peugeot. All rights reserved.

RENAULT

Renault Official Licensed Products are vehicle models and trademarks protected by legislation on trademarks. Used with permission from Renault. All rights reserved.

SUBARU

Names, emblems and body designs of Fuji

Heavy Industries Ltd. are used under license to THQ Inc.

TOYOTA

Toyota, MR., COROLLA, CELICA and SUPRA and associated symbols, emblems and designs are intellectual property of Toyota Motor Corporation and are used with permission.

VAUXHALL

Vauxhall, Corsa, Emblems and vehicle model body designs are Vauxhall Motors Limited Trademarks used under license to THQ Inc.

VW

Trademarks, design patents and copyrights are used with permission of the owner VOLKSWAGEN AG.

Part Manufacturers

BRIDGESTONE and POTENZA names, emblems and wheel designs are trademarks and/or other intellectual properties of Bridgestone Corporation and used under license to THQ Inc.

OZ Racing is a trademark and is used with permission from O.Z. S.p.A

Mobile Phone Manufacturers

MOTOROLA and the STYLIZED M LOGO are registered trademarks of Motorola Inc., and used under license.

© 2005 Sony Ericsson Mobile Communications AB. All Rights Reserved.

© 2005 Sharp Corporation. All Rights Reserved.

Mobile Telecommunications Operator

VODAFONE and the Vodafone logo are trade marks of the Vodafone Group.

MUSIC CREDITS**TALIB KWELI FEAT. RES "WE GOT THE BEAT"**

Produced by Dirty Swift and Bruce Wayne of Midi Mafia Written by T.K. Greene, K. Risto, W. Nugent Published by Penskills Music (BMI)/ Break North Music (SOCAN)/Wayne Writer (ASCAP) Guitar by Spacey T Recorded by DaVE "Supa Star" Dar at Westlake Audio, Los Angeles, CA Assistant engineer: Anthony Zeller Mixed by Bob Power at Sony Studios NY,N

© 2004 Rawkus Entertainment, LLC Courtesy of Rawkus Entertainment, LLC under license from Universal Music Enterprises

RONI SIZE FEAT. FALLACY "THE STREETS"

(Size/Fahey)
Produced by Roni Size. Vocals by Fallacy.
© Full Cycle Music / Bucks Music / Copyright Control (ASCAP)
Administered in USA & Canada by David Platz Music Inc (BMI)
© 2004 Full Cycle Records.
Under exclusive license to Thrive Records.
Taken from the album "Return to V"

THE KOREANS "HOW DOES IT FEEL"

Written by Brent Newman and Oliver Hicks
Performed by The Koreans, Produced by Lenny Franchi and The Koreans,
Mixed by Ken Kei Whitewind
Copyright Chlorine Records Ltd Published by Barbera Music Ltd/BMG Music Publishing Ltd.

XZIBIT FEAT. KRONDON "KLACK"

Produced by DJ Khalib
Performed by Xzibit
Courtesy of Columbia Records by arrangement with Sony BMG Music Licensing
(Richard Tufo, Alvin Joiner)
© WARNER-TAMERLANE PUBLISHING CORP. (BMI) HENNESSY FOR EVERYONE (BMI) & CAREERS-BMG MUSIC PUBLISHING INC. (BMI) o/b/o Straight From the Shoulders Music
ALL RIGHTS RESERVED. USED BY PERMISSION

WORDSWORTH "RIGHT NOW"

(V. Johnson, L Dorrell)
Publishing: SelmaCarverKim and Khadijah (BMI) / Almetta Drew (ASCAP)
Produced by: Ayatollah
Administered by The Royalty Network, Inc.
Halftooth Records, LLC
From the album Mirror Music

TV ON THE RADIO "THE NEW HEALTH ROCK"

Produced by David Andrew Sitek
© 2004 Stunzeed Music (ASCAP)
© & © 2004 Touch and Go Records, Inc.

GURU "CAVE IN"

Written by Guru and Solar
Produced by Solar, co-produced by Guru for Guru Productions Inc.
Published by 7 Grand Music/BMI
Recorded and engineered by Matt Moran of Knockout Studios NY
Mixed by Solar, Guitar by Dave Scott

MOVING UNITS "BETWEEN US AND THEM"

(Johan Boegli, Chris Hathwell, Blake Miller)
Performed by Moving Units
Courtesy of Palm Pictures Special Markets
By Arrangement with Big Sounds International
© 2005 Palm Songs (ASCAP), 118 over 73 Publishing (ASCAP) administered in the USA and Canada by Fairwood Music USA (ASCAP), Palm Pictures Publishing (BMI), Community Leaders Music (BMI), Emperor Penguins An Pink Bunnies Music (BMI) administered in the USA and Canada by Fairwest Music (BMI). All rights administered throughout the rest of the world by Fairwood Music Ltd. (PRS). All Fairwood and Fairwest administration rights are by arrangement with Blue Mountain Music Ltd. (PRS)

THE EXIES "WHAT YOU DESERVE"

Performed by the Exies
Courtesy of Virgin Records
Under License from EMI Film & Television Music
By Dennis Wolfe, Scott Stevens, David Walsh and Fred Herrera
© 2004 EMI APRIL MUSIC INC., MATT SERLETIC PUBLISHING DESIGNEE, I'M SO RONERY SONGS, RADIOWHORE MUSIC, GENERAL MARMALADE MUSIC and CUSTER STILL HAD IT COMING
All rights controlled and administered by EMI APRIL MUSIC INC. (ASCAP)
All rights Reserved. International Copyright Secured. Used by Permission.

EVERY MOVE A PICTURE "SIGNS OF LIFE"

Licensed by: Every Move A Picture
Words by Brent Messenger,
Music by Allen Davis
From the EP "Signs of Life"

LEMON JELLY "88 AKA COME DOWN ON ME"

Licensed courtesy of XL Recordings Limited

Written by Fred Deakin, Nicke Franglen,
Chris Goss and Tim Harrington
Sony/ATV Songs LLC (BMI)
o/b/o Sony/ATV Music Publishing UK Ltd
* Palan Music Publishing
* Bug Music 1

This song contains a sample of "Blue Garden", writers and publishers are designated with a *

KASABIAN "CLUB FOOT"

Performed by Kasabian
By Sergio Pizzorno and Christopher Karloff
© and © 2004 BMG UK & Ireland
By arrangement with Sony BMG Music Licensing

© 2004 EMI Music Publishing LTD.

All rights in U.S. and Canada controlled and administered by EMI / Blackwood Music Inc (BMI)

All rights reserved. International copyright secured. Used by permission.

BEANS "DOWN BY LAW"

Produced by Beans

Written by R. Stewart (Warp Music)

© & © 2004 Warp Records Limited in the US and Canada controlled and administered by Forey Music (SESAC)

All rights reserved. International copyright secured. Used by Permission.

Taken from the album "Shock City Maverick"
Licensed courtesy of Warp Records

JONNY L "HURT YOU SO"

Words and Music by Jonny L

Performed by Jonny L

© 1992 Tuchwood Records

Licensed courtesy of The Echo Label Ltd.

© 1992 EMI Virgin Music Ltd., London WC2H 0QY

SHAPESHIFTERS "BACK TO BASICS"

Words and Music by Jenna Gibbons, Simon Marlin and Max Reich

Performed by Shapeshifters

Courtesy of EMI Records

Under license from EMI Film & Television Music

© 2005 EMI Music Publishing Ltd., London WC2H 0QY, Sony/ATV Music Publishing and Copyright Control

DUB PISTOLS "ARCHITECT"

Contains a sample of "Pick Up The Pieces"

Written by Barry Ashworth, Jason O'Bryan, Roger Ball, Malcolm Duncan, Alan Gorrie, Robbie McIntosh, Owen McIntyre and Hamish Stuart

Performed by Dub Pistols

© 2003 Distinctive Records

© 2001 BMG Songs Inc. (ASCAP) o/b/o BMG Music Publishing Ltd. and Deconstruction Songs Ltd., Joe's Songs, Inc. (ASCAP), Bug Music Ltd. (PRS) and Average Music (ASCAP) administered by Bug, Fairwood Music USA (ASCAP), Fairwest Music USA (BMI) [Outside the USA and Canada: Fairwood Music (PRS)]

ILS "6 SPACE (NEXT LEVEL)"

Contains a sample of "The Next Level"

Written by I. Walker, Erick Brooks, Joseph L. Kirkland, James Robinson and Ricardo Smith

Performed by ILS

© 2002 Marine Parade Music Ltd.

© 2003 Warner-Tamerlane Publishing Corp.

(BMI), J.V.H. Music (BMI), Liquid Music (BMI), EMI Blackwood Music Inc., Empire International Music Inc., Dusty Fingers Music. All rights o/b/o itself, J.V.H. Music and Liquid Music Admin, by Warner-Tamerlane Publishing Corp. All rights for Empire International Music Inc. and Dusty Fingers Music controlled and administered by EMI Blackwood Music Inc. (BMI)

BUG KANN & THE PLASTIC JAM "MADE IN TWO MINUTES"

Written and produced by G. Bowden, J. Low and P. Gregory

Vocals performed by J. Low, P. Gregory and P. Low

Licensed courtesy of Public Demand Records

Published by All Boys Music

HYBRID "FINISHED SYMPHONY"

Written by Mike Truman

Orchestral parts arranged and scored by S. Puttnam

Performed by Hybrid

© 1999 Distinctive Records

© 1999 Sony/ATV Songs LLC (BMI)

WAY OUT WEST "KILLA"

Written and produced by

Warren/Wisternoff

Performed by Way Out West

© 2004 Distinctive Records

© 2004 Warren/Wisternoff (PRS)

STEREO 8 "FLIPMODE"

Written by J. Smith, S. Davies and T. Hugh Jones

Performed by Stereo 8

Licensed from Finger Lickin' Records Ltd.

LEE COOMBS "DUBHEAD"

Written by Lee Coombs and Christian Alan

Performed by Lee Coombs and Christian J

Licensed from Finger Lickin' Records Ltd.

© 2004 Reverb Music Ltd. All rights administered in the United States and Canada by Songs of Universal, Inc. (BMI)

LEE COOMBS "ALRIGHT ALL NIGHT"

Written by Lee Coombs and

Marvin Beaver

Performed by Lee Coombs and

Dylan Rhymes

Licensed from Finger Lickin' Records Ltd.

© 2004 Reverb Music Ltd. All rights administered in the United States and Canada by Songs of Universal, Inc. (BMI)

GAT DÉCOR "PASSION"

Written and produced by Simon B. Slater

Performed by Gat Décor

Licensed by SBS Productions

Published by SBS MUSIC

PAUL OAKENFOLD "READY STEADY GO"

Written by Paul Oakenfold and

Andrew Gray

Performed by Oakenfold

Courtesy of Maverick Recording Company by arrangement with Warner Strategic Marketing

© 2002 Maverick Recording Company

© 2002 Songs of Windswept Pacific (BMI)

o/b/o Mute Song Ltd. All rights

administered by Windswept, Universal

Music Publishing Ltd. All rights

administered in the United States and Canada by Universal - PolyGram Int. Publ., Inc. (ASCAP)

ALL RIGHTS RESERVED. INTERNATIONAL COPYRIGHT SECURED.

USED BY PERMISSION.

© 2005 THQ Inc. All manufacturers, cars, names, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved. Uses Bink Video. Copyright

© 1997-2004 by RAD Game Tools, Inc.

This product contains software technology licensed from GameSpy Industries, Inc.

© 1999-2003 GameSpy Industries, Inc.

All rights reserved. Dolby and the double-D symbol are registered trademarks of Dolby Laboratories. Developed by Juice Games Ltd. Juice Games and its logo are trademarks of Juice Games Ltd. All rights reserved. Juiced and its respective logos and THQ and its respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

WARNING

The vehicle driving depicted in this game may not be entirely realistic, and could be dangerous in real life. Do not imitate the driving moves shown in this game.

When driving avoid excessive speeds and always obey local traffic laws.

BINK
VIDEO



juice
games

REGISTER YOUR GAMES

ONLINE AT www.thq.com



MY THQ

Go to the MY THQ link at www.thq.com to win games and other great prizes. Plus...

- » Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- » Get the latest THQ newsletters
- » Access the Career Zone, Forum and online games
- » Download the latest demos and patches
- » Easy to use site for all THQ gaming information
- » Quick links to search by title or platform
- » Be considered for beta testing and help shape the THQ games of the future

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 46065. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

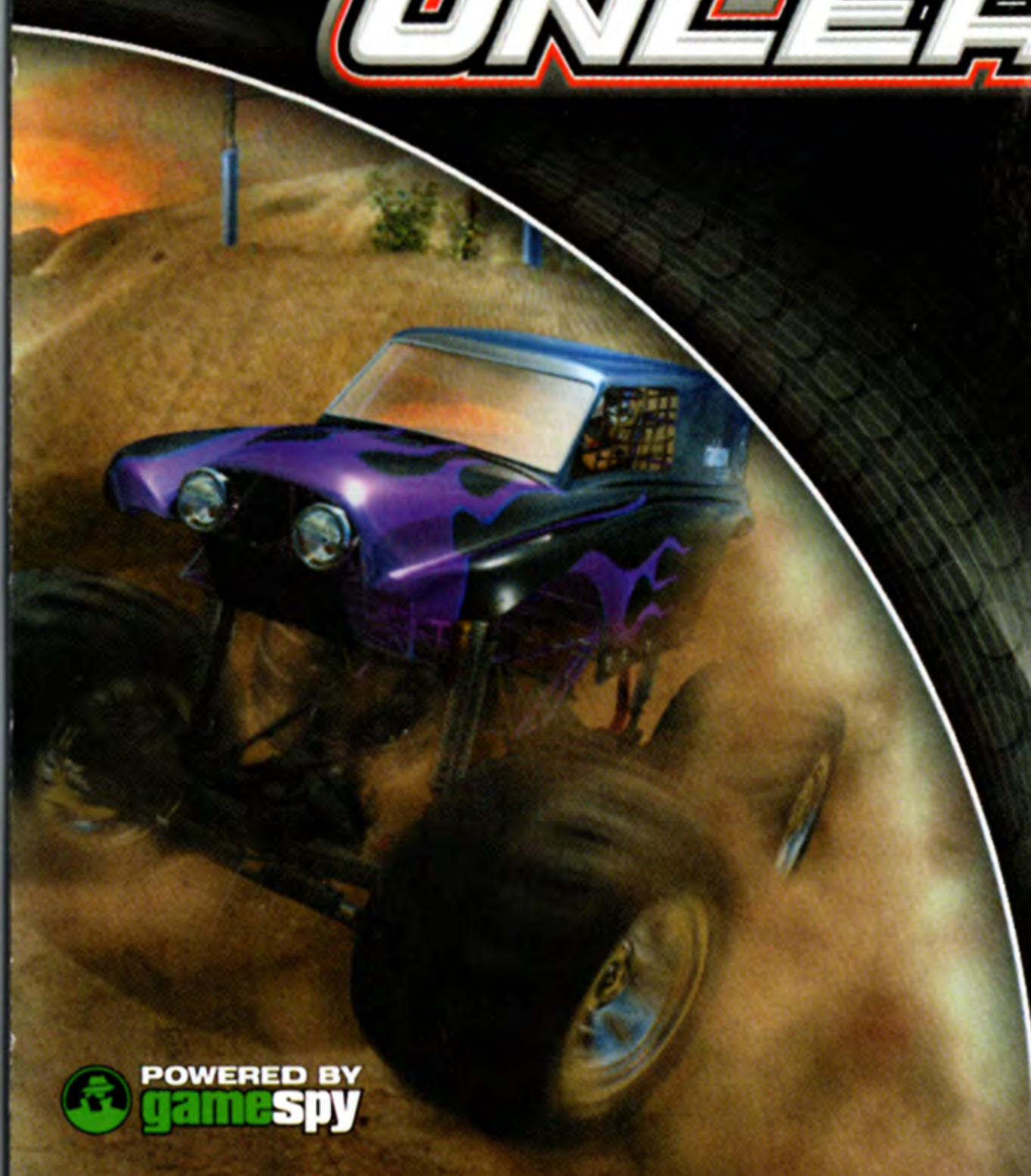
Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

RSA BSAFE® SSL-C and Crypto-C software from RSA security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved. This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information see www.us.playstation.com/DNAS.



MX vs. ATV UNLEASHED™



POWERED BY
gamespy

www.mxvsatv.com



PlayStation®2

THQ
www.thq.com

R rainbow
STUDIOS



THQ INC. 27001 Agoura Rd., Suite 270, Calabasas Hills, CA 91301

Online play requires internet connection, Network Adaptor (for PlayStation 2), and Memory Card (8MB) (for PlayStation 2) (each sold separately). © 2005 THQ Inc. Developed by Rainbow Studios. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. Rainbow Studios, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc.