



MX vs. ATV UNLEASHED™



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 trigger 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:

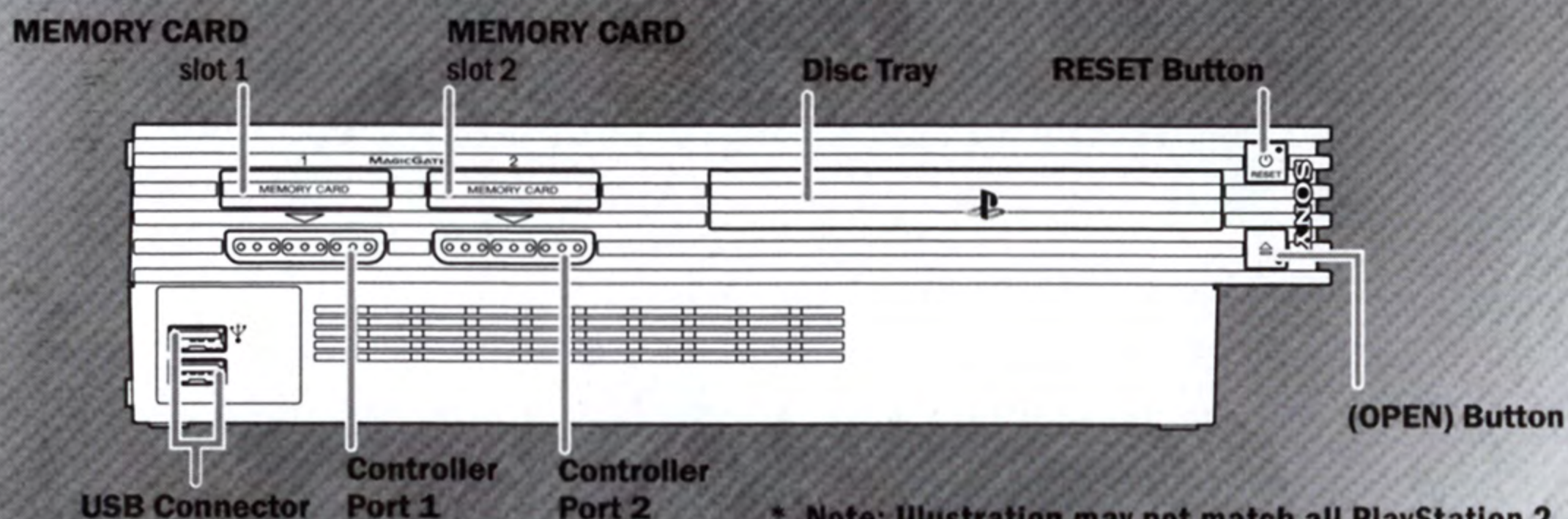
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

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The motorcycles and all terrain vehicles (ATVs) included in this game may be different from the actual motorcycles and ATVs in terms of movement and performance. The racing and tricks in this game are intended to be fantasy. **DO NOT IMITATE THE RIDING AND MOVEMENTS SHOWN IN THIS GAME.** The manufacturers and distributors of the motorcycles and ATVs shown in this game recommend that all riders take a motorcycle and ATV training course. When riding a motorcycle or ATV, always wear a helmet, goggles and protective gear. Always supervise young riders. Always avoid excessive speeds and be careful on difficult terrain. And remember, when riding a motorcycle or ATV in real life, always ride it safely.

GETTING STARTED



* 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 instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the MX vs. ATV Unleashed™ 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.

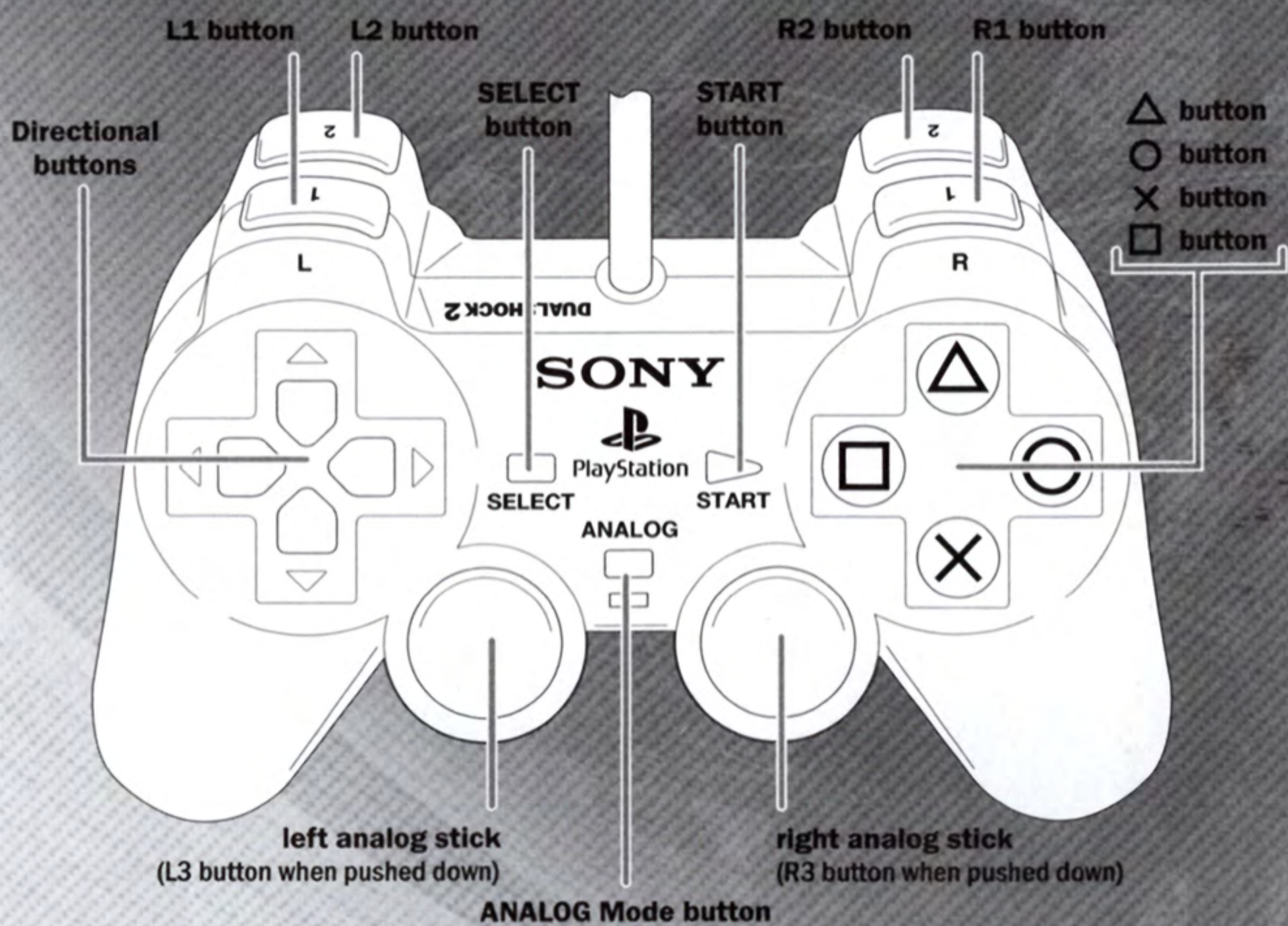
MEMORY CARDS

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation 2. You can load saved game data from the same card, or any memory card (8MB) containing previously saved MX vs. ATV Unleashed™ games. For more information, see SAVING AND LOADING on page 10.

Note: At least 294 KB of free space is necessary to save each profile.

GAME CONTROLS

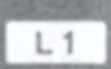
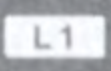
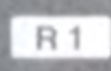
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



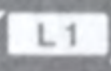
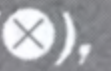
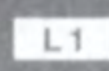
Menu/Interface Controls

BUTTON	ACTION
Directional buttons ↑ / ↓	Highlight menu item
Directional buttons ← / →	Change highlighted item
L1 / R2 buttons	Scroll to next page (if available)
△ button	Back
× button	Accept

BASIC RACING CONTROLS

 button	Throttle
 button	Brake
 button	Clutch
↓ + ↑	Preload Suspension
← / →	Steer/Lean
↑ / ↓	Shift Rider Weight
 button +  button	Reverse
 button +  button	Reset Vehicle
 button	Change Camera Options
 button	Pause Game

RACING TIPS

Learn to use the clutch to get maximum acceleration coming off jumps and out of turns! Pull in the clutch () , grip the throttle () , lean back slightly (↓) and let 'er rip (release ) for a short burst of power. Be careful, though; you don't want to loop your machine! (Use this same trick to pop a wheelie--just lean back farther.)

Lean back (↓) going through whoop sections to get through them faster.

Lean forward (↑) and pop the clutch as soon as the gate drops to ace the hole shot.

Keep an eye out for shadows coming down on top of you. Having another rider drop on your head will cause both of you to crash.

BASIC TRICK CONTROLS

○ button + (← / → / ↑ / ↓)

△ button + (← / → / ↑ / ↓)

○ button + △ button + (← / → / ↑ / ↓)

○ button + R1 button + (← / → / ↑ / ↓)

△ button + R1 button + (← / → / ↑ / ↓)

○ button + △ button + R1 button + (← / → / ↑ / ↓)

R1 button + ↑, ↓

Backflip

↓ button

Speed Up Backflip

↑ button

Stop Backflip

R1 button + ←, → (or →, ←)

Three Sixty Flip

← / →

Speed up or Slow down
Three Sixty Flip (based on rotation)

TRICK TIPS

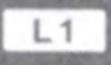
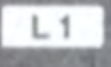
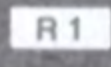
To get more air off jumps, get max preload on your suspension. Press ↓ at the bottom of the jump and press ↑ quickly just as you leave the jump. For backflips and Three Sixty Flips, press R1+↑ (or ←) at the bottom of the jump and ↓ (or →) at the lip of the jump.

Press and hold the last button(s) in a trick sequence to hold the trick for max points. Some tricks, such as the No-Hander, can even be held all the way until you land.

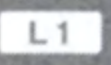
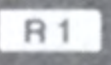
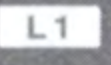
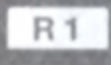
You can perform multiple tricks before landing. Input the next trick before the first trick finishes, but be sure you have enough time to finish the last trick before you land!

Add tricks to backflips and Three Sixty Flips for major points!

TROPHY TRUCK / DUNE BUGGY / SAND RAIL / MONSTER TRUCK / GOLF CART CONTROLS

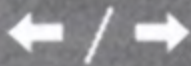
 button	Gas
 button	Brake
 button	E-Brake
 button	Clutch
 , 	Preload Suspension
 / 	Steer
 button +  button	Reverse
 button +  button	Reset Vehicle
 button	Change Camera Options
 button	Pause Game

AIRPLANE CONTROLS

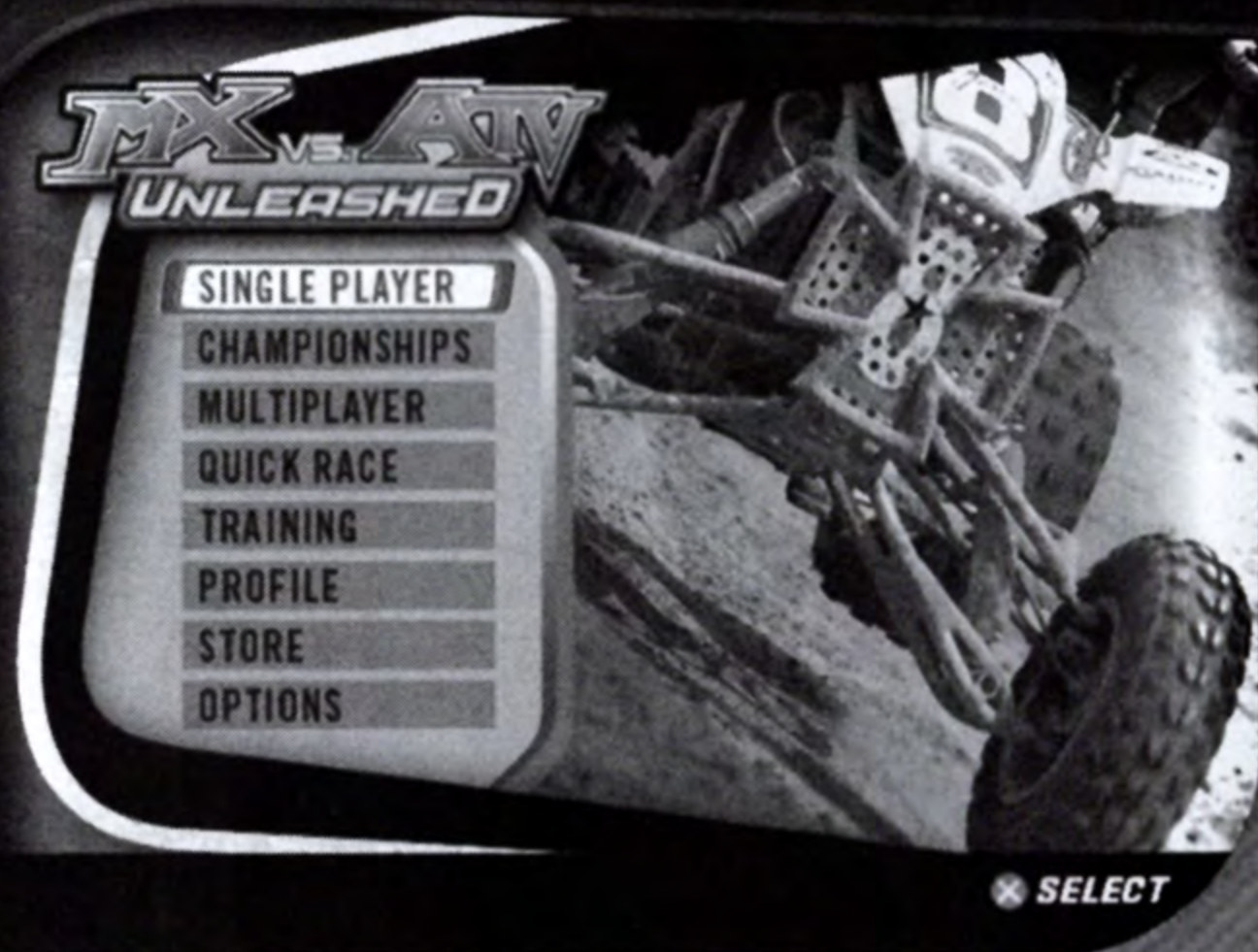
 button	Increase Throttle
 button	Decrease Throttle
 button	Left Rudder
 button	Right Rudder
 / 	Bank Left / Right
 / 	Dive / Climb
 button +  button	Return to Home Base (if on ground)
 button	Change Camera Options
 button	Pause Game



HELICOPTER CONTROLS

 button	Climb
 button	Descend
 button	Rotate Left
 button	Rotate Right
	Bank Left / Right
	Increase / Decrease Speed
 button +  button	Return to Home Base (if on ground)
 button	Change Camera Options
 button	Pause Game

MAIN MENU



- **Single Player** – Jump right into riding!
- **Championships** – Race for supercross or nationals titles, and complete challenges!
- **Multiplayer** – Race online or against your riding buddies!
- **Quick Race** – Hit the track for a quick race!
- **Training** – Learn how to ride!
- **Profile** – View, load, create and save player profiles.
- **Store** – Spend your player points on new bikes, gear, and more.
- **Options** – Customize the game with the following options:
 - Game Settings – Adjust various game settings.
 - Audio Options – Configure in-game audio options.
 - Jukebox – Choose in-game tunes.
 - Game Statistics – View various game stats.
 - Screen Adjustment – Adjust the screen.
 - Controller Settings – Choose your favorite controller set-up and change button mapping for stunts.
 - Cheat Codes – Enter cheat codes.
 - Hall of Fame – View game records.
 - Credits – View game credits.

PLAYING A GAME

Choose your desired mode, set your racing options, and hit the track. Before any race or activity, you can choose race mode (single play or practice), difficulty level, # of laps (or duration), # of opponents, your vehicle, its class, whether to compete against different vehicle types (MX vs. ATV, for example), its physics model (race or pro, once pro is unlocked), set the difficulty level of opponents, and customize your rider and/or vehicle.

SINGLE PLAYER MODE

In Single Player Mode, you can choose to race single races (supercross, nationals, short track, open class, hill climbs, or supermoto), compete in freestyle events, accept challenges, or pick a location and just ride (free ride).

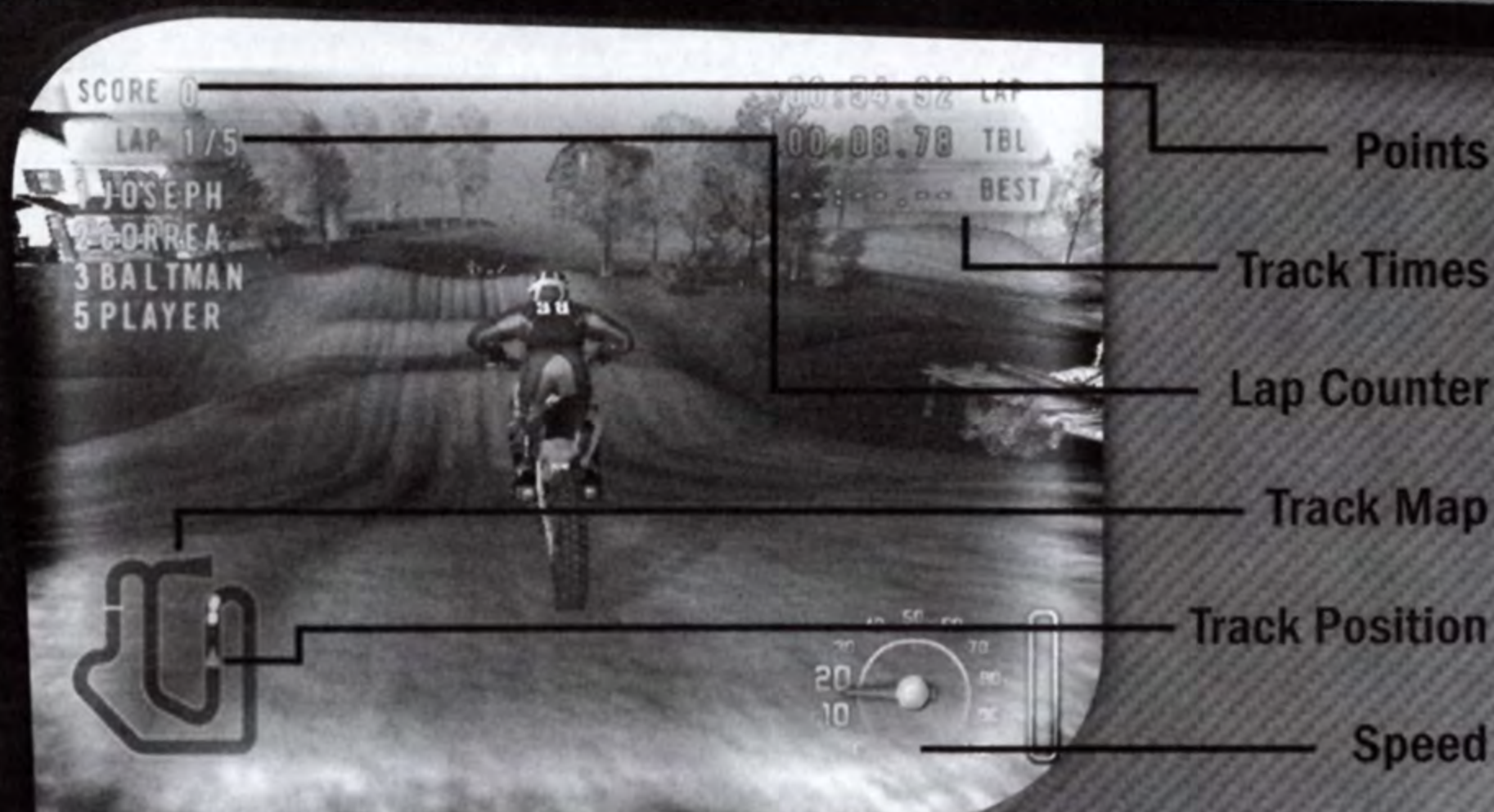
GHOST RACING MODE

Try to improve your lap times by racing against your best lap. There are no other opponents so improving your corner speed and rhythm selection may be the key to beating yourself to the finish line. Ghost Racing Mode is available in Supercross, Nationals, ShortTracks, OpenClass, or SuperMoto.

CHAMPIONSHIP MODES

Compete in either the THQ Supercross Championship or the Nationals Championship series. Each series runs 16 weeks.

THE GAME SCREEN



MULTIPLAYER / ONLINE PLAY

Choose split-screen or Online to play against local or online opponents. After selecting Online, you must first accept the EULA, then you need to select your network configuration to view the DNAS screen. The GameSpy login page will appear next. Here, you can login with your Unique Nickname or create a new account. Once you are logged in, you can host or search for a game. As the host, you will set up all the preferences for the race such as vehicle types, track, etc... If you are joining a game, find a session that is to your liking and head to the lobby to chat before the race.

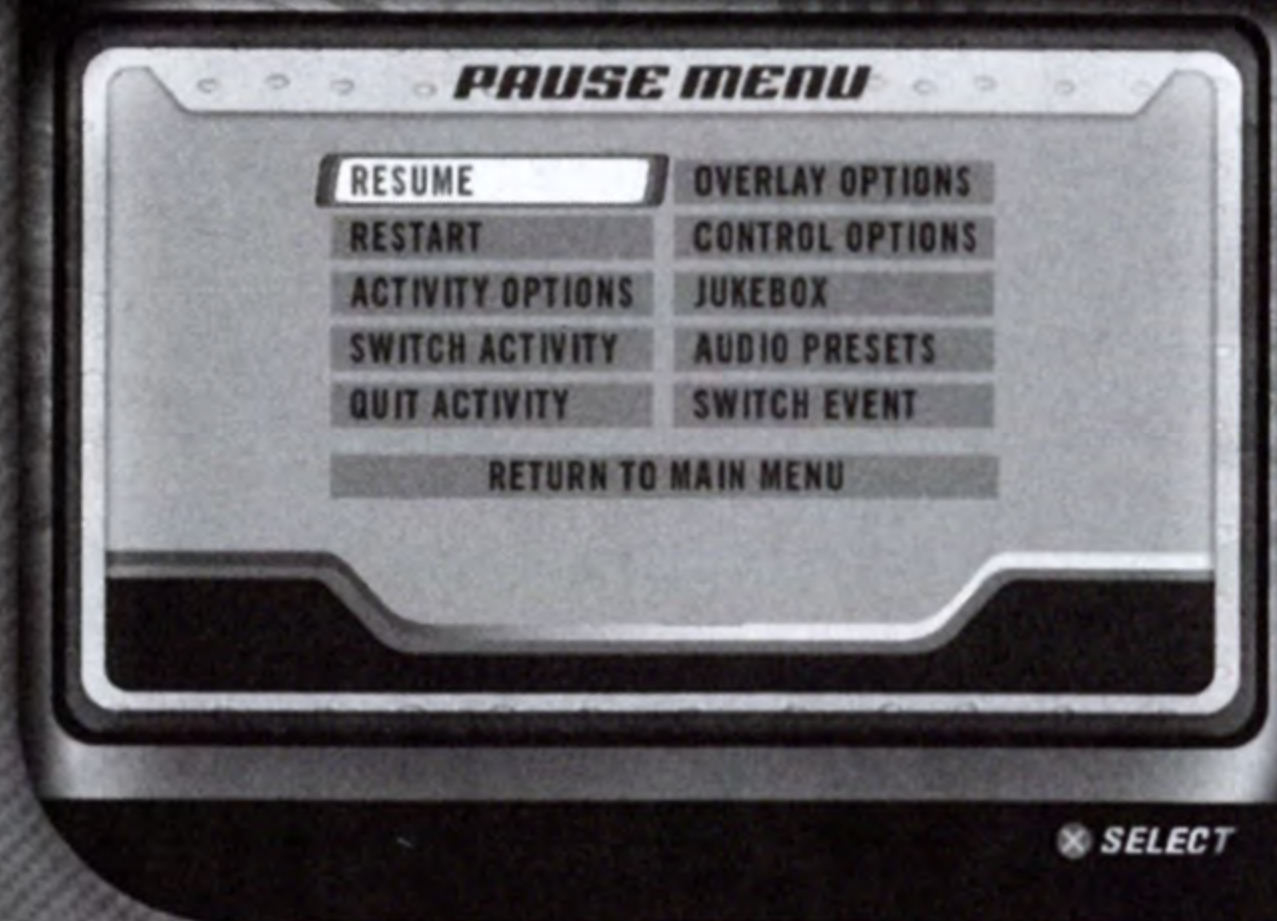
To play Online with MX vs. ATV Unleashed™, you'll need to have Your Network Configuration file saved on your memory card (8MB)(for PlayStation®2). You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem)(for PlayStation®2) to create a network configuration. If you are experiencing trouble with the MX vs. ATV Unleashed online feature and are using an Internet sharing device (e.g. broadband router or firewall) you may need to forward UDP port 4658 to the IP address assigned to your PlayStation®2 computer entertainment system.

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.

PAUSING THE GAME

Press  at any time to pause the game and access the following options:

- **Resume** – Return to ridin'!
- **Restart** – Restart activity from the beginning.
- **Activity Options** – Choose mode, number of opponents, difficulty, and number of laps for current activity.
- **Switch Activity** – Switch to a different activity.
- **Quit Activity** – Quit current activity.
- **Overlay Options** – Toggle HUD options ON/OFF.
- **Control Options** – Configure controller set-up.
- **Jukebox** – Choose in-game tunes.
- **Audio Presets** – Adjust preset audio mixes.
- **Switch Event** – Switch to a different event.
- **Return to Main Menu** – Quit and return to the Main Menu.



SAVING AND LOADING

To create a new MX vs. ATV Unleashed™ profile, select Profile from the Main Menu and then choose Create.

To load a profile, select Profile from the Main Menu and then choose Load.

To save or load a ghost, enter the track you wish to race first as a ghost race. From the in-game pause menu select the Ghost Save Options. From here you can choose to load a new ghost save, save your current ghost, or delete an individual ghost save.

Note: 497 KB is required to save a ghost replay.

CREDITS

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Jason Rego

Tom Shepherd

Tools Programming

Dennis Booth

Jered McFerron

Matt Keele

Michael Klucher

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Drew Brothers Customs
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Cory Bean
Andy Bell
Mel Harris
Matt Story
Chris Stangl
Dan Fisher
Donny Emler Jr.
Curtis Sparks
Jorge Cuartas
Richard Strickland

MUSIC CREDITS

Revolution

Performed by Authority Zero
Courtesy of Atlantic
Recording Corp.
By Arrangement with
Warner Strategic Marketing
© 2004 Lava Records LLC
Written by Authority Zero,
Jason Hunsaker, Bill Marcks,
Jeremy Wood, Jim Wilcox
Authority Zero Music

Anxiety

Performed by
The Black Eyed Peas
Courtesy of A&M Records
under license from
Universal Music Enterprises
Written by Will Adams,
Dave Buckner,
Tobin Esperance,
Allan Pineda,
Jacoby Shaddix
Cherry Lane Music
Publishing Company, Inc.
(ASCAP)/Cherry River
Music Co. (BMI)/
Dreamworks Songs
(ASCAP)/Viva La Cucaracha
Music (ASCAP)/
Will.I.Am Music Inc.
(BMI)/Jeepney Music
Publishing (BMI)
administered by
Cherry Lane Music
Publishing Company, Inc.
(ASCAP)/Cherry River
Music Co. (BMI)

Pirates

Performed by
Bullets And Octane
Written by Jack Tankersley,
Gene Bullets, Brent Clawson,
Skye Jane, Ty Smith
Careers - BMG Music
Publishing, Inc. (BMI)
o/b/o Black Market Saint
Music, Forever My Family
Music, Snakehole
Publishing, Havana Saint
Music, Mini Smart Ass
Publishing Under license
from BMG Film & TV Music

Cold

Performed by Crossfade
Courtesy of
Columbia Records
By Arrangement with
Sony Music Licensing
Written by Ed Sloan
Sony/ATV Songs (BMI)

Wait

Performed by Earshot
Courtesy of Warner Bros.
Records Inc.
By Arrangement with
Warner Strategic
Marketing © 2004
Warner Bros. Records Inc.
Written by William Martin,
Scott Kohler,
Mike Callahan,
Johnny Sprague
Earshot Music (ASCAP)

Let's Ride

Performed by
Kottonmouth Kings
Licensed from
Suburban Noize Records
Suburban Noize Music
(BMI)/Pack and Snap
(ASCAP)/Green 2
Da Bing (BMI)/
Daddy X Music (BMI)

Animal

Performed by Mudmen
Courtesy of
Foreman Bros. Recordings
Written by Lonny Knapp,
Tom Skilton,
Ryan McCaffrey,
Zois Nicoles,
James Campbell,
Robert Campbell
Empty Publishing
(SOCAN)

Because of You

Performed by Nickelback
Produced by Nickelback
and Joey Moi
Mixed by Randy Staub
© 2004 The All Blacks B.V.
From the Roadrunner
Records album
The Long Road,
used by permission.
Written by Chad Kroeger,
Michael Kroeger,
Ryan Peake, Ryan Vikedal
© 2003 Warner-Tamerlane
Publishing Corp. (SOCAN),
Warner-Tamerlane
Publishing Corp. (BMI),
Black Diesel Music, Inc.
(SOCAN), Zero Q Music
Inc. (SOCAN) and
Ladekiv Music Inc (SOCAN)
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Warner-Tamerlane
Publishing Corp. (BMI)
All rights reserved.
Used by permission.

Saturday Night

Performed by Ozomatli
Written and Published by:
Ozomatli (Breakdance
Willy music for Willy
"Wil-Dog" Abers;
La Bella Sonido
Publishing for
Ulises Bella; Sunjit Music
for Justin Poree;
Aleela Music Productions
for Asdrú Sierra; El Bully
Music for Raul Pacheco;
Jeeters Music for
Jiro Yamguchi-BMI)
Additional Writer:
J. Smith-Freeman
(Napz Teef n Earz
Music-ASCAP)
Rap Vocals: Jabu and
Justin 'El Nino' Poree
From Ozomatli's CD
"Street Signs" (CCD-
2200) on Concord
Records ©2004
Concord Records, Inc.

**Getting Away
With Murder**

Performed by Papa Roach
Courtesy of Geffen Records
under license from
Universal Music Enterprises
Written by Tobin Esperance,
Jerry Horton, Jacoby Shaddix
and David Buckner
Viva La Cucaracha Music,
Inc. (ASCAP)

Magnetic Mlc Control

Performed and written
by Phunk Junkeez
Performed by
Phunk Junkeez
Licensed from
Suburban Noize Records
Joe Valiente Music (ASCAP)/
Hellamilk Music (ASCAP)/
Clip Hop Music (ASCAP)/
Big Bottom Music (ASCAP)/
DPGEEZUS Music (ASCAP)

Bring Me Down

Performed by Pillar
Courtesy of Flicker Records
Under license from EMI
Film & Television Music
Written by Noah Henson,
Lester Estelle, Rob Beckley
and Michael Wittig
Published by Flicker USA
Publishing and
Fireproof Music (BMI)

Heroes and Villains

Performed by
Powerman 5000
Written by Spider and
Adam Williams
Courtesy of
Megatronic Records

Stop The World

Performed by Riddlin' Kids
Courtesy of Aware/
Columbia Records
By Arrangement with
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