



MUSIC GENERATOR™ 3: THIS IS THE REMIX

FEATURING MUSIC FROM:
OUTKAST, SNOOP DOGG
SEAN PAUL & FABOLOUS



Codemasters® 

GENIUS AT PLAY™

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 on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected 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.

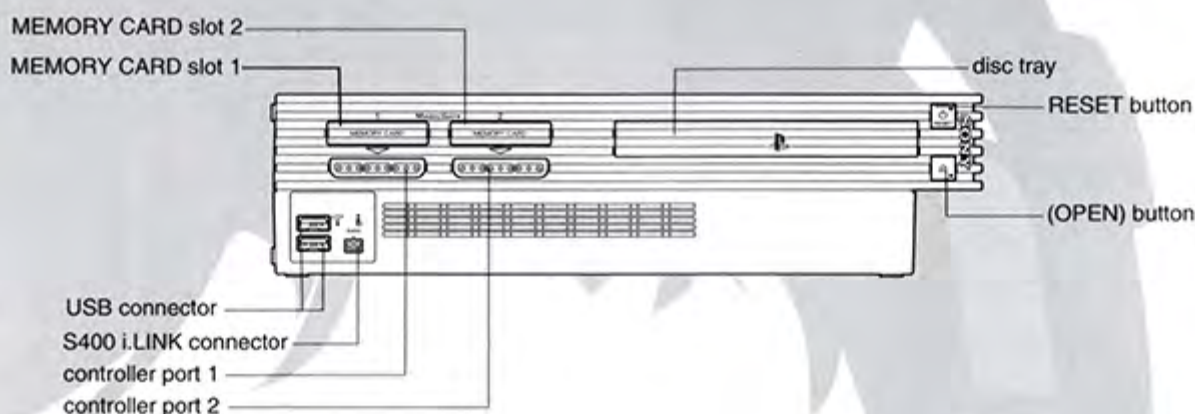
Handling Your PlayStation®2 Format Disc:

- 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 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.

CONTENTS

GETTING STARTED	2
STARTING UP	3
NAVIGATION	3
CONTROLS	4
BEFORE YOU START	4
MAIN MENU	4
REMIXER	5
STUDIO	6
The Instrument Groups	6
The Grid	6
Placing Samples in the Grid	6
Loading New Samples from the SampleBase	8
Creating Drumbeats in the SampleBase	8
Creating Melodies in the SampleBase	9
Changing the Sound of Samples Using Waves	10
Extracting Your Own Samples with the Ripper.....	11
Master Effects	11
Channel Effects	12
Dynamic Effects.....	13
Saving & Loading Your Songs	13
PLAYLIST	13
Performa Mode.....	14
THANKS TO	14
CREDITS	15
CUSTOMER SERVICE NUMBERS	16
LICENSE AGREEMENT	17

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Music Generator™3: This is the Remix 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.

Note: MTV Music Generator™3: This is the Remix supports the use of MEMORY CARD slot 1 and MEMORY CARD slot 2. This game supports only the use of the DUALSHOCK®2 analog controller. When exchanging discs, do not insert a disc that is not supported by PlayStation®2.

MEMORY CARDS (8MB)(FOR PLAYSTATION®2)

Within this booklet, the term 'memory card' is used to describe the memory card (8MB) (for PlayStation®2) – (product code SCPH-10020). Any other Memory Card such as Memory Card (SCPH-1020), which is designed for use with PlayStation® computer entertainment system, is not compatible with this game or hardware.

Make sure there is sufficient space on your memory card before starting play.

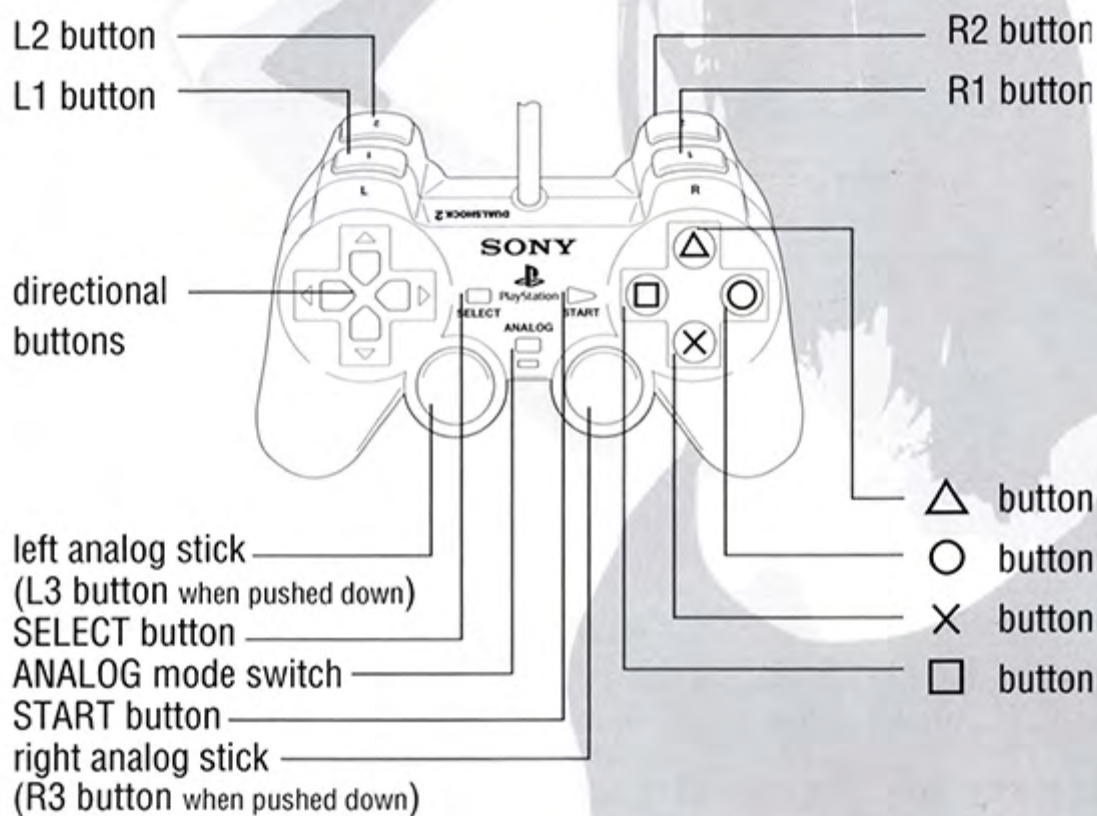
ROYALTY-FREE LICENSE

You are entitled to a worldwide royalty-free perpetual license to make, use, sell, distribute and publish any works that you create with MTV Music Generator™3: This is the Remix using any of the audio or video components that have been created for this product, including those created by Zero-G, but excluding the original licensed compositions by the credited artists or any components thereof; provided that such works are clearly marked on the media or packaging as being created using MTV Music Generator™3: This is the Remix. This license does not include the right to use any recordings or components of MTV Music Generator™3: This is the Remix in any commercial music creation product, video creation product or for any library sounds or samples. No license is granted for the commercial use or publication of the original licensed compositions of the credited artists or any component or sample within those tracks.

Sound files © 2003-2004 Zero-G Ltd. www.zero-g.co.uk

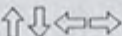
STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NAVIGATION

Move highlight around screen:

left analog stick or directional buttons 


Select highlighted item:

× button

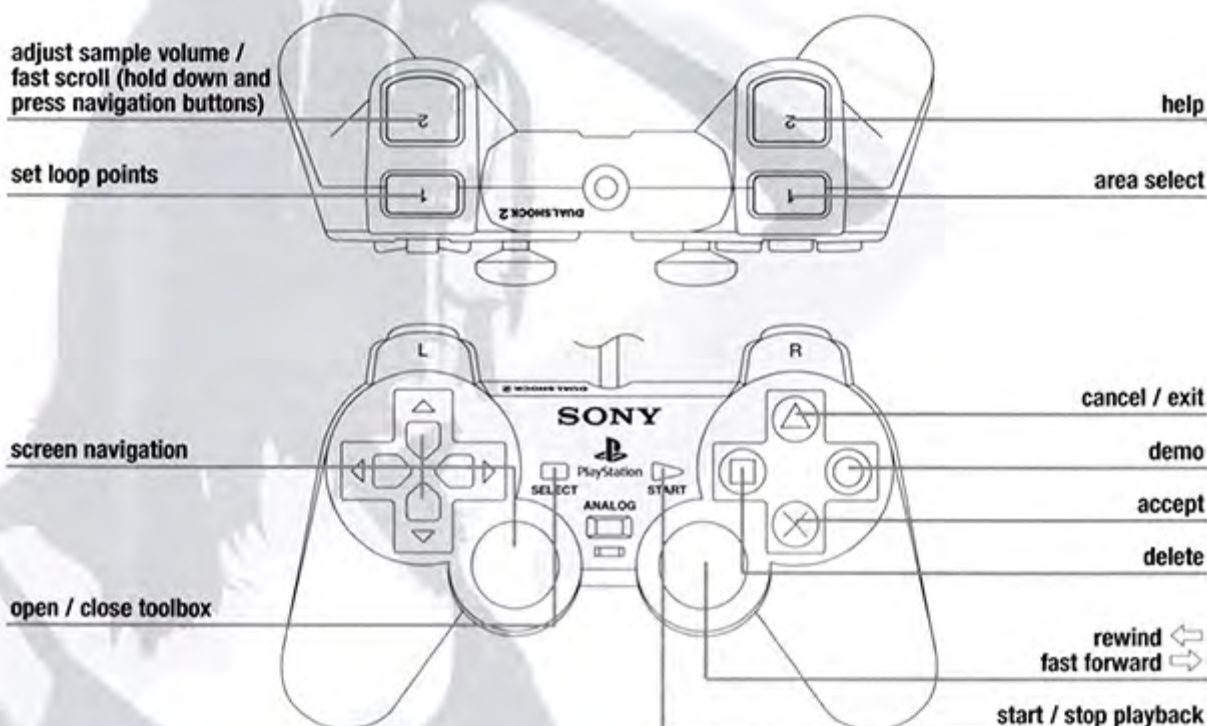
Cancel/exit:

△ button

Expand menu item where "▲" or "▼" is shown:

left analog stick or directional button 

CONTROLS



Additional control information is shown at the bottom of each screen.

Press the **R2** button at any time for further on-screen help.

BEFORE YOU START...

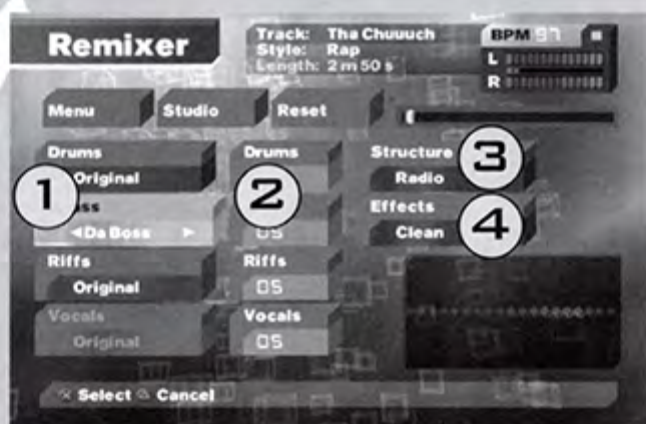
...we strongly recommend that you take a tour through the MTV Music Generator™3: This is the Remix tutorials to familiarize yourself with the full capabilities of this software. From the Main Menu, select "Options," then "Tutorial" and finally choose a tutorial; follow the instructions on screen and you'll learn all you need to get composing and remixing in no time. At any time during the Tutorials, press the L3 button (click left analog stick) to display the last instruction or quit the Tutorial.

MAIN MENU

- Remixer:** Use the Remixer to quickly and easily create your own unique version of any of the songs by artists featured in MTV Music Generator™3: This is the Remix.
- Studio:** The heart and soul of any self-respecting artist, the Studio is where you lay down your remix or compose a new track from scratch.
- Playlist:** Play back a selected set of your saved tracks (and also those by featured artists on the MTV Music Generator™3: This is the Remix Disc).
- Files:** Go to the Files Menu when you want to save or load your work. You can also access the Files Menu directly from the Studio.
- Options:** Adjust sound effects volume and screen position, or run through a tutorial. Also check out the team that brought you MTV Music Generator™3: This is the Remix.

REMIKER

As you enter the Remixer, select a featured artist then use the on-screen controls below to create a brand new version...



1. Instrument Groups: Drums, Bass, Riffs & Vocals

There are several sets of samples used in each group. Select an Instrument Group to access its current sample set, then press the left analog stick or directional buttons $\leftarrow \rightarrow$ to change the sample set. Press the \times button again to use the new sample set in the song.

2. Instrument Group Volume

Select one of the Volume panels then press the left analog stick or directional buttons $\uparrow \downarrow$ to adjust the volume slider for the relevant Instrument Group.

3. Structure

Structure controls the overall length and layout of the song. Select the Structure Panel then press the left analog stick or directional buttons $\leftarrow \rightarrow$ to change the structure. Press the \times button to use the new structure in the song.

4. Effects

Use Effects to change the overall channel and master effects that are applied to the song. Select the Effect Panel then press the left analog stick or directional buttons $\leftarrow \rightarrow$ to change the effects. Press the \times button to use the new effects in the song.

When you've completed all your changes, select "Studio" to transfer your remixed song to the Studio (with all the relevant samples loaded) for further tweaks and changes. Select "Files" in the Studio to save your song through the File Menu. (If you quit the Remixer before returning to the Studio and saving your song, you will lose your work.)

Alternatively, select "Reset" to dump your changes and return the song to its original recorded state.

STUDIO

Constructing a new song in the Studio is really easy! As you enter the Studio, select an Artist to base your new track on.

Songs are constructed by selecting samples from the Instrument Groups and placing them in the Grid.

THE INSTRUMENT GROUPS

Your samples come in four flavors—the Instrument Groups:

- Drums:** Combined with the Bass samples, these percussion samples form the structure of your song.
- Bass:** These deep rhythmic tones work with the Drums to underpin your composition.
- Riffs:** Riff samples combine to form the melody at the higher end of your song.
- Vocals:** Add vocals to your song to give it a human touch. You can leave these out if you're planning on a purely instrumental track.

Selecting Samples from the Instrument Groups

To pick a sample to place in your track, highlight one of the Instrument Groups (Drums, Bass, Riffs or Vocals) and press the **X** button. The panel will open to show a list of all loaded samples in that Group. Press the left analog stick or directional buttons **↑****↓** to highlight a sample in the list, then press the **X** button to select it.

If you want to hear what the sample sounds like, highlight it and demo it by pressing the **O** button.

Once selected you can move to the Grid to place it in your song—see *Placing Samples in the Grid*.

THE GRID

The Grid is where you construct your song. Access the Grid in the Studio screen simply by navigating towards it; press the **△** button to leave the Grid and return to the Studio screen.

The Grid consists of 24 Channels and 512 Bars—but you

can only see some of these on screen at once. Scroll the Grid by navigating towards its edges; hold the **L2** button to scroll left and right faster.

The Grid represents the whole of your song, bar 1 being the beginning of your song. All the Channels play simultaneously; you can think of these as “layers” of sound.

PLACING SAMPLES IN THE GRID

To place a sample in the Grid, select one from the Instrument Groups and navigate towards the Grid to access it. Next, place the highlight at the place on the Grid where you want your sample to play and press the **X** button. To place the sample in an additional place, move the highlight and press the **X** button again. Keep going until you've laid down the sample as many times as you like. Don't forget, you can demo a highlighted sample at any time by pressing the **O** button, or delete it from the Grid by pressing the **□** button.

It's a good idea to use only one sample in each Channel as it will be easier to tweak later on.

Once you've placed some samples in the Grid, press the **START** button to hear what they sound like; press the **START** button again to stop playback—you can do this at any time while you're making your song. You can even place and delete samples from the Grid while the track is playing.



Using Area Select Mode to Edit your Song

It's really easy to move groups of samples around the Grid and create repeats in your mix by copying and pasting samples. Place the highlight at any point in the Grid, then press the **R1** button to enter Area Select Mode. Next, use the left analog stick or directional buttons to extend the highlight to cover the area that you want to copy and press the **X** button. Finally, move the highlight to the place you want the selected samples to go and press the **X** button again.

Press the **△** button or the **R1** button to leave Area Select Mode.

You can also move samples rather than copying them by using the Cut function. Simply follow the process above using the **O** button to cut the selected samples from the Grid instead of the **X** button.

To get rid of a whole bunch of samples, enter Area Select Mode as above, highlight the samples to be deleted and press the **□** button.

Working in Loops

While you're working on your track, you won't want to hear the whole song through every time you need to listen to just part of it. Play a part of your track by creating a Loop. Place the highlight in the bar you want to loop from and hold the **L1** button to enter Loop Mode. Next, press the directional buttons or left analog stick **←→** to extend the Loop area across the part of the track you want to listen to. Now when you play your track, you'll hear the Loop repeat until you stop it. You can add and delete samples as normal while the Loop is playing. When you have finished press the **L1** button again to leave Loop Mode.

The Studio Toolbox

At any time when you're working on your song, press the **SELECT** button to open the Studio Toolbox and access extra editing features:



- | | |
|-----------------------|--|
| Close: | shuts the Toolbox. |
| Undo/Redo: | cancels your last edit/re-does your last "Undo." |
| Clear All: | deletes all samples from the Grid. |
| Clear Channel: | deletes all samples from the current channel. |
| Insert Bar: | inserts a new bar before the highlighted bar in the Grid. |
| Remove Bar: | deletes the highlighted bar from the Grid. |
| Loop: | enable or disable the Loop function. |
| Muting: | Normal - plays all channels.
Solo - plays only the highlighted channel.
Mute - silences the highlighted channel, but plays all the others (note that you can have more than one channel at a time set to Mute). Muted channels can be spotted by the red highlight behind the channel number in the Grid. |

LOADING NEW SAMPLES FROM THE SAMPLEBASE

You're not restricted to only those samples that are loaded when you enter the Studio—there's a whole host of sounds in the SampleBase that you can load to use in your song. To enter the SampleBase, select the "SampleBase" on the Studio screen.

The Instrument Groups are shown on the left of the SampleBase screen; select one to open a list of all the samples you have loaded on the left of the screen, and a list of all available samples in the Results column in the center of the screen.

You can limit samples shown in the Results column to just those samples you're looking for using the Search tools on the right of the screen.

To load a sample into the Instrument Group, highlight one in the Results column and press the **X** button—the sample will move to the Instrument Group list. You can demo a highlighted sample before you load it by pressing the **O** button.

If you want to remove a sample that you have already loaded, highlight it in the Instrument Group list and press the **X** button. Remember, if you remove a sample that you have used in your current composition, it will also be removed from your composition.

To close the Instrument Group list and return to the SampleBase screen, press the **△** button.

Keep any eye on the "MEM" meter at the bottom-right of the screen. This shows how much memory is taken up by the samples you've loaded. When it's full, you cannot load more until you have removed some from your Instrument Groups.

When you've finished, select "Studio" to return to the Studio screen.

CREATING DRUMBEATS IN THE SAMPLEBASE

To create your own Drumbeats, go to the SampleBase from the Studio screen, then select "Beatbox." This takes you to the Beatbox screen. Drumbeats are created in a Grid similar to the main Studio Grid, however the Beatbox Grid represents only one bar rather than a whole track.

Drum hits are placed and edited in the Beatbox Grid in almost exactly the same way as in the Studio Grid. You can use up to six types of percussion sound in one Drumbeat, these are shown in the column on the left; each type of drum is given its own hit track in the Beatbox Grid.

Highlight a drum panel on the left of the screen and press the **X** button. Next, press the directional buttons or left analog stick **←→** to choose a drum type and press the **X** button again, then navigate towards the Beatbox Grid to enter it. Highlight a point in the Beatbox Grid and press the **X** button to place a hit; repeat to place another, and so on.

Demo the hit at any time by pressing the **O** button, or press the START button to play the whole Drumbeat.

Alter the volume of any hit in the Beatbox Grid by highlighting a hit and holding the **L2** button. Next, press the left analog stick or directional buttons **↑↓** to adjust the volume.

When you've finished, select the SampleBase panel to return to the SampleBase. You'll see that your new Drumbeat has already been loaded for use in your song.



The Beatbox Toolbox

At any time while you're in the Beatbox Grid, press the SELECT button to open the Beatbox Toolbox. The following options are available:

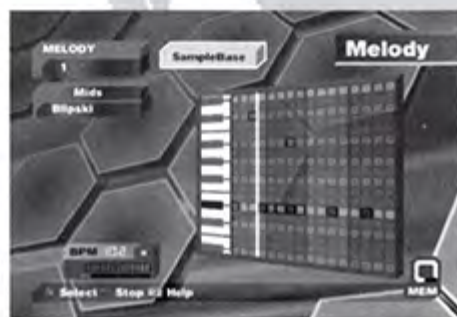


- Shuffle:** add Shuffle to your Drumbeat to make its hits less regular.
- Mute:** use Mute to turn individual hit tracks on and off.
- Generate:** select Generate to fill the Beatbox Grid with a Drumbeat that complements the current Artist style.
- Clear:** remove all hits from the Beatbox Grid.

CREATING MELODIES IN THE SAMPLEBASE

Melodies are created in much the same way as Drumbeats. Go to the SampleBase and select "Melody."

Each row in the Melody Grid represents a different note. The brighter rows indicate which notes will best fit the key of the Artist style you chose on your way in to the Studio.



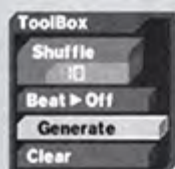
Before you start constructing your Melody sample, pick an instrument sound using the Instrument Panel on the left. Highlight the top part of the Instrument Panel and press the \times button, then press the left analog stick or the directional buttons $\leftarrow \rightarrow$ to select from high, mid or low notes. Next, move to the lower part of the Instrument Panel, then press the left analog stick or directional buttons $\leftarrow \rightarrow$ to choose the specific sound. Press the \circ button at any time to demo the sound and the \times button to accept it.

Now you're ready to navigate to the right and place notes into the Melody Grid. As in the Studio and Beatbox, highlight blocks in the Melody Grid, pressing the \times button to place notes. Repeat this until you have completed your Melody. Don't forget to listen to your Melody while you're working by pressing the START button.

When you have finished, return to the SampleBase and you'll see your new melody has been loaded into the Riffs section of the Instrument Groups, ready to go into your track.

The Melody Toolbox

At any time while you're in the Melody Grid, press the SELECT button to open the Melody Toolbox:



- Shuffle:** add Shuffle to your Melody to make it less rigid in structure.
- Beat:** plays a basic beat along with the selected sample.
- Generate:** select Generate to fill the Melody Grid with a Melody that complements the current Artist style.
- Clear:** remove all hits from the Melody Grid.

CHANGING THE SOUND OF SAMPLES USING WAVES

Waves can be used to alter any sample on the MTV Music Generator™3: This is the Remix disc and make it sound completely different. Enter the Waves screen by selecting "Waves" in the SampleBase.

First, select a sample to edit from the Instrument Groups on the left of the screen. The waveform of the sample is loaded into the Wave Panel on the right. Next, you need to define the part of the wave that you want to work on; this is shown by two vertical lines in the Wave Panel—the Selected Area. Press the directional buttons $\leftarrow\rightarrow$ to move the Selected Area left or right, or $\uparrow\downarrow$ to stretch or shorten the Selected Area. You can also hold the **L1** button or the **R1** button to zoom into the waveform so you can more precisely define the Selected Area.



Cut, copy, paste or delete the waveform in the Selected Area using the normal editing controls shown at the bottom of the screen.

When you've finished editing the sample, press the \triangle button to exit the Waves Panel then return to the SampleBase. You'll notice that the name of the sample now carries a "*" next to it to indicate that it has been altered from the original version.

Altering the Wave Volume

Hold the **L2** button to access the volume controls and adjust the amplitude of the waveform in the Selected Area. Press the \uparrow or \downarrow directional buttons to raise or lower the overall volume of the waveform, or the \leftarrow or \rightarrow directional buttons to ramp the volume up or down from the beginning to the end of the Selected Area.

The Waves Toolbox

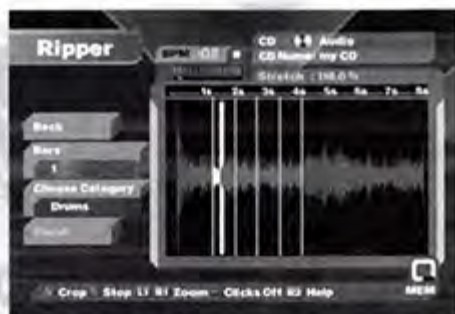
At any time while you're in the Wave Panel, press the SELECT button to open the Waves Toolbox:





- | | |
|----------------------|---|
| Snap: | constrains the boundaries of the Selected Area to the beat marks at the bottom of the Wave Panel. |
| Beat: | plays a basic beat along with the selected sample. |
| Reverse: | reverse the sample within the Selected Area. |
| Record Start: | ramp up the speed of the wave from slow to normal speed (similar to a vinyl LP starting up). |
| Record Stop: | ramp down the speed of the wave from normal to slow speed (similar to a vinyl LP slowing down). |
| Stutter Slow: | adds a slow stutter to the selected part of the wave by breaking it into sections. |
| Stutter Fast: | adds a fast stutter to the selection by breaking the wave into smaller sections. |
| Undo All: | cancel all edits to the original wave. |

EXTRACTING YOUR OWN SAMPLES WITH THE RIPPER







Use the Ripper to grab samples of up to 8 seconds of music recorded to CD, then edit them to use in your tracks. Enter the Ripper by selecting "Ripper" in the SampleBase (note: it may produce a better result if you rip from CD music with a similar BPM to the song you're building).







First, press the  button to open the disc tray and remove the MTV Music Generator™3: This is the Remix disc. Place the disc you want to rip from in the disc tray and press the  button again. MTV Music Generator 3: This is the Remix supports disc exchange while the title is running. The types of disc that the game supports are: any CD-Audio disc, the MTV Music Generator™3: This is the Remix game disc. Do not insert any unsupported disc type while the title is running.


Next, choose a track and a time point in that track where you want the rip to begin (you may first need to listen to the track on a normal CD player and write down the time point from the CD player's display when the section to be ripped starts).

Finally, select "Rip" to extract an 8-second sample from the time point you set. The sample is loaded into the Wave Panel on the right of the screen.

The Wave Panel is similar to the one found on the Waves screen (see Waves) and also uses a Selected Area. The Selected Area is initially set to contain one bar of sound within your ripped sample. Press the directional buttons   to move the Selected Area left or right, or   to stretch or shorten it. Hold the  button or the  button to zoom into the waveform so you can more precisely define the Selected Area.

Whatever the length of the Selected Area at this point, it will always contain only one bar of sound and will only occupy one bar when you take your sample back to the Studio to place in your song. To change the number of bars, press the  button to exit the Wave Panel then select "Bars" on the left of the screen. Press the directional button or left analog stick   to change the number of bars in the Selected Area.





Navigate back to the Wave Panel and change the Selected Area to define which part of the ripped sound is to be included in your final sample. Because stretching or shortening the Selected Area changes the amount—and therefore the frequency—of sound that is fitted into one bar (or more) of time, the pitch of the sound may also alter. Press the  button at any time to demo the Selected Area.

Once you are happy with the ripped sample in the Wave Panel, press the  button to crop it to the Selected Area. Finally, reinsert the MTV Music Generator™3: This is the Remix disc, exit the Wave Panel and select "Finish" to complete your sample and return to the SampleBase; you'll see that your new sample has been loaded for use in your composition.

Note: you MUST reinsert the MTV Music Generator™3: This is the Remix disc before leaving the Ripper.

PLEASE REFER TO THE LEGAL NOTICE ON PAGE 2.

MASTER EFFECTS

Select "Master" in the Studio to apply effects globally to your track. To select a preset effect, highlight one of the effects on the left of the screen and press the  button. Next, press the directional buttons or left analog stick   to scroll through the options available; if your track is playing, you can hear the change take place instantly. When you are happy with the result, press the  button again to accept the change.



- Volume:** set a volume level for your track.
- BPM:** alter the rate of your track's beats per minute.
- EQ:** boost or cut different EQ frequencies into your song.
- DBass:** DBass increases the bass for low volume levels, optimizing the output sound quality.
- Reverb:** select from different reverb effects to alter the overall tone of your song.
- Speaker:** choose the type of speakers your track is playing through.

Levels

Each of the Master Effects can be specified more accurately than simply by selecting one of the pre-sets above. Highlight an effect then navigate right and select "Show Levels" to access the Levels control. Select the effect and press the left analog stick or directional button $\leftarrow\rightarrow$ to turn the level control. When you're happy with the result, press the \times button to accept the change.

Some effects have more than one Levels control (e.g. EQ has three). Simply highlight the control you want to operate, press the \times button, then proceed as above.

Keep an eye on the FX Meter at the bottom right of the screen. This shows how much processing power is being taken up by the effects. When the FX Meter is full, you cannot add any further effects.

CHANNEL EFFECTS

Select "Channel" in the Studio to apply effects to each individual channel within your track.

First, select the channel that you want to add effects to—highlight the Select Channel panel at the top of the screen and press the \times button. Next press the left analog stick or directional buttons $\uparrow\downarrow$ to select a channel in your track. Press the \times button again when you've found the channel you want to work with.



At any time, press the \circ button to demo the selected channel, or the START button to play the whole track.

Next, apply some effects:

- Volume:** adjust the volume of the selected channel.
 - Pan:** use Pan to select whether the channel plays through the left, right or both speakers.
 - Filter:** choose a preset filter for the selected channel.
- Select "More" for advanced effects options...
- Reverb Level:** select a preset reverb level for the selected channel.
 - Delay:** add echo-like effects to your track.
 - Flanger:** select flanger speed.
 - Distort:** choose from the distortion effects available.
 - Reverse:** any samples placed in a channel with Reverse turned on will play backwards.

Just as for Master Effects, each Channel Effect can be set more accurately using the Levels controls.

To restore the Channel Effects to their default settings, select "Reset" at the top of the screen.

DYNAMIC EFFECTS

Dynamic Effects are extremely powerful tools that allow you to fade both Master and Channel Effects in and out across the length of your track.

To add a Dynamic Effect, select an effect in the Master or Channel screens then navigate right and select "Show Levels." Next, select the "Dynamic" panel to access a screen that looks similar to the one on the right. There is some variation between the Dynamic screens for each type of effect, but the principle used to operate them is the same.



Your track is represented by a graph with the horizontal axis being your track shown in bars. The level of the effect is shown by a white line on this graph. To increase or decrease the impact of the effect on your track, you need to adjust points on this line. To adjust the line, simply place the highlight anywhere in the graph and press the \times button—the line will move to the point you've selected.

To move a point you've already set, simply place the highlight in a new place above or below the original point and press the \times button again. To move all points at the same time, hold the **L1** button and press the left analog stick or directional buttons $\uparrow\downarrow$.

At any time, press the **START** button to hear how the new Dynamic Effect affects your song. Select "Accept" to keep your changes and go back to the Master or Channel Effects screen, select "Cancel" to leave the Dynamic Effects screen without keeping your changes, or choose "Flat" to return the graph to its default setting so you can start again.

When you've finished, press the \triangle button to exit the graph.

SAVING & LOADING YOUR SONGS

When you've created a track that you like, you'll want to keep it! Go to "Files" in the Studio screen and use the options on screen to save, load and delete tracks.

PLAYLIST

Select "Playlist" from the Main Menu to load up and play a selection of your own tracks and those created by featured artists on the MTV Music Generator™3: This is the Remix disc.

Navigate to the Files list in the center of the screen, highlight a track and press the \times button – the track is added to the Playlist. Add as many tracks as you want (until the memory is full), then select "Play."

Performa: activate Performa Mode and remix tracks on the fly as your Playlist bangs out your selections.

Play Mode: select whether your Playlist plays your selected tracks in order or shuffles randomly.

Repeat Mode: with Repeat Mode turned on, the Playlist will start over when it reaches the end.

The Playlist Toolbox

At any time while your songs are playing, press the **SELECT** button to access the Playlist Toolbox:

Previous Track: skip back to the previous track.

Next Track: skip forward to the next track.

Restart Track: start the current track from the beginning.

Show/Hide UI: show or hide the Performa Mode controls on screen.

PERFORMA MODE

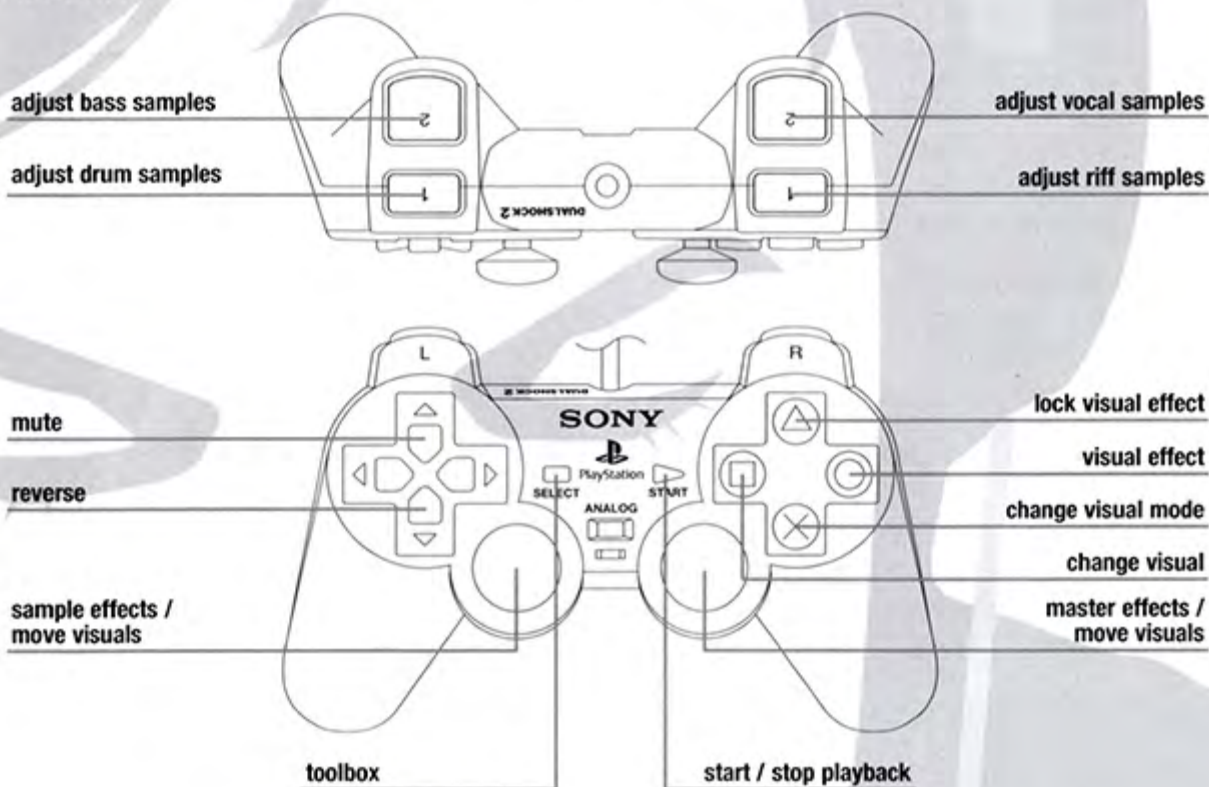
If you've got Performa Mode turned on in the Playlist, the following controls are enabled so you can remix live in real time as your tracks play out:

Remixing Samples Live

Hold the **L1** **L2** **R1** or **R2** buttons to access drum, bass, riff or vocal samples in the track that's playing, then use the directional buttons or the left or right analog sticks to adjust how those sets of samples sound. You'll hear the changes immediately as the song plays.

Video Playback

As your tracks play, they're accompanied by dynamic visuals on screen. Alter these with the **○** **×** **□** buttons or the left or right analog sticks. If you want to keep the visuals in the mode you've set, press the **△** button to lock them.



THANKS TO

Music Supervisor
Maissa Dauriac

Syncope Entertainment

SPECIAL THANKS TO

FreeStyle Games, All the IG staff, Tony Moss, Les Edgar, Melvin Thomas, Emma Marlow, Graham Edwards and Neil Jones at MCPS, We Will Be Pilots, Simon Platz, Beatrice, Isabel, Alfred, Jack, Eleanor, Anna, Emily, Emma, Bilbo, Jen, Aubrey, Tolula.

CREDITS

MTV

EXECUTIVE PRODUCER

Tony Calandra

VP CONSUMER PRODUCTS

Heidi Eskenazi

PRODUCTION ASSISTANT

Keri Jioia

CREATIVE SERVICES

Sarah James, Deklah Polansky

LAW AND BUSINESS AFFAIRS

Sarah Budeshtsky, Hillary Cohen, Beth Matthews

PRESS RELATIONS

Marnie Black, Alison Mochizuki, Eileen Quast

MARKETING & RETAIL

Michael Dub, Angela Jackson

GAME DEVELOPED BY MIXMAX

www.mixmax.biz

LEAD CODE AND DESIGN

Daniel Neil

LEAD ART AND DESIGN

Dugan Jackson

PRODUCED BY

Nicolas Myers, Michael Perry

ENGINE CODE

William Bell

CODE

Warren Merrifield

ART

Kees Gajentaan

PRODUCTION

Saty Mann, Daniel Neil, James Steer

TESTING

Gavin Haynes, James Nicolas

THE MANAGEMENT TEAM

Shahid Ahmad, Neil Jones-Cubley, Steve Cuss, David Docherty, Nicolas Lethbridge, Kevin Shrapnell, Faryal Rajpoot, Mary Roser

LEGAL ADVISORS

Jeremy Summers, Howard Rubin, Paul Woolf

MUSIC

MUSIC DIRECTOR AND SAMPLE EDITOR

Daize Washbourn

MUSICIANS

Robin Clayton, Cristopher Peyton, MC Spider, Daize Washbourn, Paul Wassif

REMIXES

Daniel Neil, Sam Minchin, Keith Tinman

SAMPLES

Provided by Zero-G, Additional Samples by Daize Washbourn.
©Zero-G Ltd 2004. www.zero-g.co.uk

AUDIO TECHNOLOGY PROVIDER

Sensaura Limited

AUDIO TECHNOLOGY

GameCODA

FUNDING PROVIDED BY START! GAMES

David Docherty, Duncan Heath, Nicolas Myers, Michael Perry, Lyndsey Posner

AGENT

Kirk Ewing at Traffic Management

"GET BUSY"

Words and Music by Sean Paul Henriques and S. Marsden
© 2002 EMI MUSIC PUBLISHING LTD. and S. Marsden Publishing
Designee. All rights for EMI MUSIC PUBLISHING LTD. in the U.S.
and Canada. Controlled and Administered by EMI APRIL MUSIC
INC. (ASCAP). All Rights Reserved. International Copyright Secured.
Used by Permission. © 2002 Greensleeves Publishing Ltd (PRS)
administered by Tafari Music, Inc. (ASCAP). Performed by Sean
Paul. (P) 2002 Atlantic Recording Corp. Produced Under License
From Atlantic Recording Corp. By Arrangement With Warner
Strategic Marketing. www.sean-paul.net

"FROM THE CHUUUCH TO DA PALACE"

By Calvin Broadus, Pharrell Williams, Chad Hugo & Robert Kelly. ©
2002 MY OWN CHIT MUSIC, EMI BLACKWOOD MUSIC INC,
WATERS OF NAZARETH, EMI APRIL MUSIC INC, CHASE CHAD
MUSIC, R. KELLY PUBLISHING. All Rights for MY OWN CHIT MUSIC
and WATERS OF NAZARETH Controlled and Administered by EMI
BLACKWOOD MUSIC INC (BMI). All Rights for CHASE CHAD MUSIC
Controlled and Administered by EMI APRIL MUSIC INC (ASCAP) -
contains elements of "Contagious" by R. Kelly. All Rights Reserved.
International Copyright Secured. Used By Permission. Zomba
Songs, Inc. (BMI) o/b/o R. Kelly Publishing, Inc. Performed by
Snoop Dogg. Courtesy of Capitol Records. Under License From EMI
Film & Television Music. Under License From Zomba Songs Inc.
(BMI) o/b/o R.Kelly Publishing, Inc. Licensed by BMG Music
Publishing

"THE WAY U MOVE"

Carlton Mahone, Antwon Patton, Patrick Brown, Marqueeze
Ethridge. Chrysalis Music o/b/o itself and Gnat Booty Music
(ASCAP). Songs of Windswept Pacific (BMI) o/b/o Hitco Music
Publishing and Carl Mo Music. Performed by Outkast. Outkast
appears courtesy of Arista Records. Under License From BMG
Music Publishing.

"THIS IS MY PARTY"

By John David Jackson, Taiwan Green, John Gluck, Jr., Herb
Wiener, Wally Gold and S. Gottlieb. © 2002 EMI APRIL MUSIC INC.,
J BRASCO MUSIC, NO QUESTION ENTERTAINMENT, Mr. FINGAZ
MUSIC PUBLISHING (NS) and CHAPPELL & CO. INC. (ASCAP). All
rights for J BRASCO, NO QUESTION ENTERTAINMENT Controlled
and Administered by EMI APRIL MUSIC INC. Contains elements of
"It's My Party" (Gluck / Wiener / Gold / Gottlieb). All Rights
Reserved. International Copyright Secured. Used By Permission.
Performed by Fabolous. Produced under license from Elektra
Entertainment Group. By Arrangement with Warner Strategic
Marketing. (P) 2003 Elektra Entertainment Group.
www.fabulous.com

"HEAR ME"

Performed by Mike Koglin. Written and Composed by Mike Koglin.
Licensed courtesy of Mike Koglin. Published by Ministry Of Sound
Music Publishing Limited.

"FLAWLESS"

Performed by The Ones. Written and Composed by Paul Alexander,
Oliver Stumm and Nashom Wooden, Eric Matthew, Gary Turner.
Licensed courtesy of A Touch Of Class Recordings. Published by
Artificial Music, Ministry Of Sound Holdings Limited and BMG
Music Publishing Limited and Published by EMI Music Publishing
Limited.

"LK"

Performed by DJ Marky and XRS featuring Stamina MC. Written
and Composed by Marco Antonio Da Silva, Michael de Oliveira
Nicassio, Jorgen Benjor, Antonio Pecce Filo and Linden Reeves.
Licensed courtesy of Bucks Music Limited / V Records. Published
by EMI Music Publishing Limited.

"KATJA"

Written and Performed by Carl Cox. Licensed courtesy of Carl Cox
/ Lalazor Limited t/a Trust the DJ. © Windfall Publishing Limited.
Administered by Bucks Music Limited.

"ILL TYPE SOUND"

Performed by Krafty Kuts. Written and Composed by Reeves /
Sargent. Licensed courtesy of Finger Lickin' Records. Published by
Sony / ATV Music Publishing UK Limited.

"REVOLUTION"

Performed by R4. Written and Composed by Arthur Smith.
Licensed courtesy of Arthur Smith. Published by Ministry Of Sound
Music Publishing Limited.

TECHNICAL SUPPORT

CODEMASTERS INC.

TEL 646-432-6888

URL: [HTTP://WWW.CODEMASTERS.COM](http://www.codemasters.com)

E-MAIL: CUSTSERVICE@CODEMASTERSUSA.COM

IMPORTANT - READ CAREFULLY: THE ACCOMPANYING PROGRAM (WHICH INCLUDES COMPUTER SOFTWARE PROGRAM, THE MEDIA AND RELATED DOCUMENTATION IN PRINTED OR ELECTRONIC FORM) IS LICENSED TO YOU ON THE TERMS SET FORTH BELOW, WHICH CONSTITUTES A LEGAL AGREEMENT BETWEEN YOU AND THE CODEMASTERS SOFTWARE COMPANY LIMITED. ("CODEMASTERS"). BY USING THE PROGRAM, YOU AGREE TO BE LEGALLY BOUND BY THE TERMS OF THIS AGREEMENT WITH CODEMASTERS.

THE PROGRAM is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. The Program is licensed, and not sold, and this Agreement confers no title or ownership to the Program or any copy thereof.

1. **Limited Use License.** Codemasters grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Program solely for your personal use.
2. **Ownership.** All intellectual property rights in and to the Program (including but not limited to video, audio and other content incorporated therein) and title to any and all copies thereof are owned by Codemasters or its licensors, and you receive no right or interest therein other than the limited license in paragraph 1 hereof.

YOU SHALL NOT:

- * Copy the Program.
- * Sell, rent, lease, license, distribute or otherwise transfer or make available to any other person the Program, in whole or in part, or use the Program or any part thereof in any commercial context, including but not limited to use in a service bureau, "cyber cafe," computer gaming center or any other commercial location in which multiple users may access the Program. Codemasters may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.
- * Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of the Program, in whole or in part.
- * Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- * Export or re-export the Program or any copy or adaptation in violation of any applicable U.S. export restrictions or other laws or regulations.

LIMITED WARRANTY. Codemasters warrants to the original consumer purchaser of the Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium of a product is found defective within 90 days of original purchase, Codemasters agrees to replace, free of charge, such product within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Codemasters. In the event that the Program is no longer available, Codemasters retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Codemasters and is not applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE CODEMASTERS.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

Send to:

Warranty Replacements, Codemasters Inc., 373 Park Avenue South, 4th Floor, New York, NY 10016.

LIMITATION ON DAMAGES. IN NO EVENT WILL CODEMASTERS BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF CODEMASTERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. CODEMASTER'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Codemasters, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Codemasters Inc., P.O. Box 2150, Oakhurst, CA 93644.

INJUNCTION. Because Codemasters would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Codemasters shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Codemasters may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Codemasters, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Codemasters at:

If you have any questions concerning this license, you may contact Codemasters at:
The Codemasters Software Company Limited, PO Box 6, Leamington Spa Warwickshire CV47 2ZT United Kingdom.
Tel +44 1926 814 132, Fax +44 1926 817 595.

Get the most from MTV Music Generator™ 3!

REGISTER YOUR GAME

to receive a **FREE Hints & Tips** download,
plus game news, exclusive demos, videos,
downloads and much, much more.

REGISTER ONLINE NOW at

www.codemasters.co.uk/register

© 2004 Mixmax Limited and The Codemasters Software Company Limited ("Codemasters"). "Codemasters" is a registered trademark owned by Codemasters. "GENIUS AT PLAY" is a trademark of Codemasters. Developed by Mixmax Limited. Produced by Start Games. Published by Codemasters. © 2004 MTV Networks, a division of Viacom International Inc. All rights reserved. "MTV Music Generator" and all related titles and logos are trade marks of MTV Networks. All other copyrights or trademarks are the property of their respective owners. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Licensed by Sony Computer Entertainment America for play on PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.