

# MX 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 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.

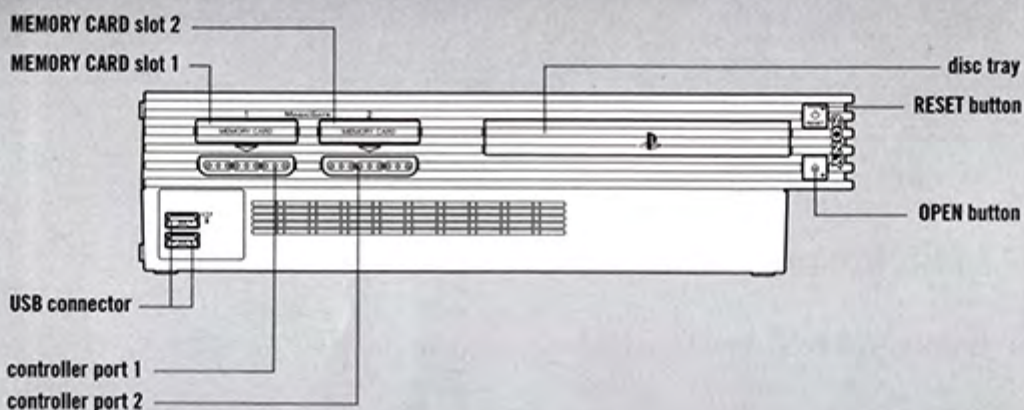


# TABLE OF CONTENTS

Getting Started .....	2
Control Summary .....	3
Introduction .....	6
Main Menu .....	7
Gameplay Screen .....	8
Career Mode .....	8
Racing Career .....	8
Freestyle Career .....	9
Hit Objectives .....	9
Run Objectives .....	10
Machine Race Objectives .....	10
Stunt Objectives .....	11
Supercross and Nationals Racing .....	11
Freestyle Mode .....	13
Trick System .....	13
Profile Manager .....	15
Pause Menu .....	15
Options .....	16
Credits .....	17
Warranty .....	21



# 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 at 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 **MX 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.

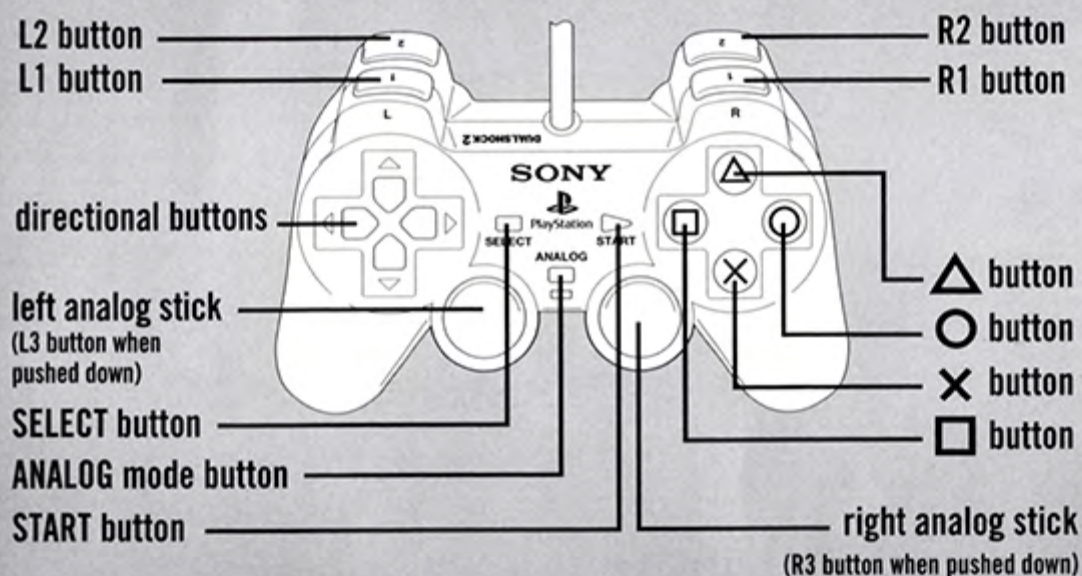
## memory cards

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) (sold separately) into MEMORY CARD slot 1 of your PlayStation 2 computer entertainment system with at least 490 KB of free space. You can load saved game data from the same card, or any memory card (8MB)(for PlayStation®2) containing previously saved **MX Unleashed™** games.



# CONTROL SUMMARY

## DUALSHOCK<sup>®</sup>2 ANALOG CONTROLLER CONFIGURATION












## menu/interface controls












BUTTON	EFFECTS
directional buttons ↑ / ↓	Highlight menu item
directional buttons ← / →	Change highlighted item
<b>L1</b> button / <b>R1</b> button	Scroll to next page (if available)
<b>△</b> button	Back
<b>×</b> button	Accept



## Basic Racing controls

 button	Gas
 button	Brake
 button	Clutch
↓ + ↑	Preload Suspension
← / →	Steer / Lean
↑ / ↓	Shift Rider Weight
 button +  button	Reverse
 button +  button	Reset Vehicle
 SELECT	Change camera options
 START	Pause Game

## Basic Trick controls

 button + directional button (↑/↓/←/→)
 button + directional button
 button +  button + directional button
 button +  button + directional button
 button +  button + directional button
 button +  button +  button + directional button
↑ + ↓ - Backflip
↓ - Stop backflip
↑ - Speed up backflip



## Trick Tips

*Holding tricks: When you queue up a trick, you can hold the rider posed in mid-trick by holding down the buttons used to invoke the trick.*

*Queuing up multiple tricks: You can queue up multiple tricks prior to the first trick finishing. All tricks must be completed prior to landing or the rider will wreck on impact.*

*Try to add tricks on top of a backflip for huge points.*

## Trophy Truck / Dune Buggy / Monster Truck controls

⊗ button	Gas
Ⓜ button	Brake
⊗ button + Ⓜ button	Reverse
L1 button	Clutch
Ⓞ button	E-Brake
↓ + ↑	Preload Suspension
← / →	Steer

## Biplane controls

⊗ button	Increase Throttle
Ⓜ button	Decrease Throttle
L1 button	Left Rudder
R1 button	Right Rudder
L1 button + R1 button	Return to Home base (if on ground)
← / →	Bank Left / Right
↓ / ↑	Climb / Dive



## helicopter controls

⊗ button	Climb
⊙ button	Descend
L1 button	Rotate Left
R1 button	Rotate Right
L1 button + R1 button	Return to Home base (if on ground)
← / →	Bank Left / Right
↑ / ↓	Increase/Decrease Speed

### Bike Racing Tip:

To maximize your straight-line acceleration on your motorbike, learn to use the clutch! To accelerate quickly, press in the clutch, apply the gas and lean the rider back on the bike. When you let go of the clutch the bike will accelerate much faster than usual.

## INTRODUCTION

Rainbow Studios returns to their heritage to bring the definitive next-generation motocross game to life. Featuring enormous freeworld environments and an extensive racing career mode, **MX Unleashed™** is one big off-road playground. Go bar-to-bar with the top riders in the world through the Supercross and Outdoor Nationals series. For a little more intense action, battle it out with a monster truck, helicopter, or bi-plane in the massive freeworld environments. Littered with treacherous terrain and mini competitions like target jumping and machine races, **MX Unleashed™** is the ultimate product for adrenaline junkies.





# MAIN MENU

Once **MX Unleashed™** has been loaded, you will be at the Main Menu. Press **↑** and **↓** on the directional buttons to change the highlighted menu options below. Press the **⊗** button to select the item.

<b>Career</b>	Start an exciting Motocross career. Take on 14 race leagues and 5 freestyle competitions as you try to become the best. See page 8 for more details.
<b>Supercross</b>	Tackle the Supercross tracks. See page 11 for more details.
<b>Nationals</b>	Are you ready to compete in the Nationals? <b>MX Unleashed™</b> is ready to put you to the test. See page 11 for more details.
<b>Freestyle</b>	Tackle the course as you try to pull-off some insane tricks. Take on 3 pro riders in a frenzied Hit or Run Objective and challenge a different machine in each environment in a point-to-point race. See page 13 for more details.
<b>Profile Manager</b>	<b>MX Unleashed™</b> allows you to keep up to 6 different profiles to track your progress in the game. Go to the profile manager to select the one you want to compete with. See page 15 for more details.
<b>Store</b>	As you compete, you will earn more points. Head to the store to buy more stuff like tracks and vehicles. Press the <b>⊗</b> button to purchase the item, press the <b>⬆</b> button to go back.
<b>Options</b>	Configure the game so you can play it just the way you want to. See page 16 for more details.
<b>Training</b>	Learn how to compete with the pros in six different training videos. Choose from the following, or select to play all of the videos:  <b>Basic Driving Skills</b> <i>Watch how to accelerate, brake, steer, perform wheelies and stoppies, and go through whoops.</i> <b>Clutching and Turning</b> <i>Learn how to use the clutch, ride the berm, and square up turns.</i> <b>Jumping and Preloading</b> <i>Watch how to preload the suspension and how to pitch the bike mid-air.</i> <b>Tricks</b> <i>Figure out how to perform and land the tricks, including No Handers!</i> <b>Racing Mode</b> <i>Learn more about the game's racing modes.</i> <b>Freestyle Mode</b> <i>Learn what it takes to compete in the freestyle mode.</i>



# GAMEPLAY SCREEN



## CAREER MODE

The career mode is made up of 14 race leagues and 5 freestyle competitions. The career is structured in such a way that you can make progress in your racing career independent of progress in your freestyle career.



### Racing career

The racing career is made up of 14 race leagues, six 125cc leagues and eight 250cc leagues. Over the course of your racing career, you will compete against the top 100 riders in the world. As an entry-level rider, you start out ranked #100 in the world. To increase your world ranking, place in the top 3 at the end of any available race league.



## The number one ranking

To become the #1 ranked rider in the world, you must compete in each league until you are able to place 1st overall in all 14 leagues.

### Unlocking Cool Stuff through Career Mode

<b>Tracks</b>	<i><b>MX Unleashed™</b> has 46 unique race tracks. Most tracks are locked at the start of the career. Each time you unlock new race leagues by moving up in the Top 100 world ranking, you also unlock all the tracks to compete on as a part of those leagues. This allows you to practice individual tracks in single race mode as well as compete in Fast Lap Attacks and Ghost Racing.</i>
<b>Fast 50 bikes</b>	<i>To unlock the Fast 50cc class bikes, you must place first in the THQ World Supercross GP 125cc Series.</i>
<b>500cc bikes</b>	<i>To unlock the overpowered 500cc class bikes, you must place first in the THQ 250cc World Supercross GP.</i>
<b>Machines</b>	<i>To unlock 5 unique vehicles, including a dune buggy, trophy truck, monster truck, biplane and helicopter, you must defeat each one in a race across the terrain. Once a vehicle is unlocked you can take control of it to free-ride around the freestyle levels.</i>

## Freestyle career

The freestyle career is composed of 5 gigantic, free-roaming levels filled with a variety of objectives. Freestyle levels are made up of 4 basic sets of objectives: Hits, Runs, Tricks and Machine Races. Each level has 5 hit objectives, 5 run objectives, 1 trick objective, and 1 Machine Race objective.



### Hit Objectives

Each hit is a single jump that has a designated take-off and landing zone. To successfully complete a hit, the bike must leave the ground inside the take-off zone and must touch down safely inside the landing zone.

A Hit Objective is a competition against 3 computer opponents to complete a group of 10 hits. The first rider to successfully complete all 10 hits first is the winner.

### Radar Tip:

*You can find the start zone for each objective on your radar by looking for its symbol.*



To start a Hit Objective, look around the world for Hit Start Zones that appear as Green beams rising up into the sky. As you approach a Hit Start Zone, come to a stop inside the zone and the game will present you with the choice to start the objective.

When competing in a Hit Objective, you can press **L1** button + **R1** button to attempt the same hit over again.

### **Tip**

*You can retry a hit by pressing the **L1** button + **R1** button.*

Each Hit Objective you win unlocks the next Hit objective, until you've unlocked all 5 in each level

## **Run Objectives**

A run is a collection of hits laid out in order. To successfully complete a run, you must jump each hit in the run in order without missing a jump, or wrecking.

To start a Run Objective, look around the world for Run Start Zones that appear as Amber beams rising up into the sky. As you approach a Run Start Zone, come to a stop inside the zone and the game will present you with the choice to start the objective.

### **Tip**

*Press the **L1** button + **R1** button to retry the last jump attempted.*

Each Run Objective you complete unlocks the next Run Objective, until you've unlocked all 5 in each level.

## **Machine Race Objectives**

In *MX Unleashed*™ you not only get to compete against motorcycles, but a variety of other vehicles as well. Each freestyle level contains 1 unique vehicle for you to compete against in a 2-lap waypoint race.

To start a Machine race look around the world for Machine Race Start Zones that appear as Blue beams rising up into the sky. As you approach a Machine Race Start



Zone, come to a stop inside the zone and the game will present you with the choice to start the race. When the race starts, follow the on-screen arrow to each waypoint gate. To complete the objective, you must win the race. Each Machine Race Objective you complete unlocks that machine for free riding on all freestyle levels.

### **Racing tip:**

*Remember, that the fastest way to the next waypoint is not necessarily a straight line. It may be more strategic to go around a set of hills.*

### **unlocking Additional freestyle levels**

*To unlock the next level in a Freestyle career, you must complete 3 of the 5 hit objectives, 3 of the 5 runs, complete the stunt competition, and win the Machine Race.*

### **unlocking machines for free-ride**

*Each level in the Freestyle career has a unique machine to race against. To unlock each machine for you to fly or drive, you must win the Machine Race against that vehicle. Once a machine is unlocked you can play with it on any of the freestyle levels by selecting Freestyle from the Main Menu. You can even load two of the same machine into a level so you and a friend can play split-screen.*

### **Stunt Objectives**

Stunt Objectives are a timed 2:00 minute activity where you must achieve a specified amount of trick points within the 2:00 minute time limit. To find a Stunt Objective, look for a Purple beam rising up into the sky.

## **SUPERCROSS AND NATIONALS RACING**

Supercross is indoor stadium-based racing.

**MX Unleashed™** has 24 unique Supercross tracks.

On the other hand, Nationals Racing takes place on outdoor tracks. **MX Unleashed™** has 22 National tracks to enjoy!

Racetracks are unlocked by competing in career mode. Once a track is unlocked, you are free to race on it outside of the career. Each track supports up to two players via split-screen action.





Each Supercross and Nationals Race has several modes. Select from the following:

<b>Practice</b>	1 or 2 players can take an unlimited amount of spins around the track. Compete in a practice session before you hit the racetrack so you can really tear it up.
<b>Single Race</b>	1 or 2 players can compete in a 2 to 20 lap race.
<b>Ghost Racing</b>	1 player can compete in a Ghost Race in an unlimited amount of laps.
<b>Free Ride</b>	1 or 2 players can take an unlimited amount of laps around the track, just like Practice Mode. In Free Ride Mode, you are free to explore the environment and find cool jumps away from the track itself.
<b>Fast Lap Attack Mode</b>	<p>Fast Lap Attack is a great way to learn each of the Supercross and Nationals tracks in the game. It applies the Run Objectives found in Freestyle as a teaching tool designed for improving your performance on a racetrack.</p> <p>Each racetrack in the game has a number of approaches, or lines, that a rider can explore as he races around the track. Some lines are faster than others because you can better maintain speed or utilize a shorter path around a curve. Many of the fastest lines are quite challenging if you're a beginning motocross rider. That's where Fast Lap Attack comes to the rescue. A Fast Lap consists of a collection of freestyle hits placed on the track to illustrate where to jump and land as you go around the track in order to carry the highest possible speed.</p> <p>The objective of Fast Lap Attack mode is to successfully complete a perfectly clean 1 lap run on each of the 46 race tracks the game has to offer. In doing so, you will become a force to be reckoned with when you race your friends.</p>



# FREESTYLE MODE

Bust out tricks and earn profile points that you can spend in the store. Freestyle mode is open-ended with no time or lap limits. You can partake in a freestyle competition, hits, runs, and/or machine races. Freestyle mode is where it's at as you explore the courses and catch big air.

## Racing Tip

*In the beginning the only driving model is Race Physics. As you compete in Career Mode you will unlock the Pro Physics model.*

# TRICK SYSTEM

## overview

**MX Unleashed™** includes tons of the latest motocross tricks. The basic trick control system allows you to map 24 of your favorite tricks to your current control scheme. For more information on re-mapping tricks, see the Options section on page 16.

## basic trick controls

- ⊙ button + directional button (↑/↓/←/→)
- △ button + directional button
- ⊙ button + △ button + directional button
- ⊙ button + R1 button + directional button
- △ button + R1 button + directional button
- ⊙ button + △ button + R1 button + directional button
- ↑ + ↓ - Backflip
- ↓ - Stop backflip
- ↑ - Speed up backflip



## Trick tip

*Holding tricks: When you queue up a trick, you can hold the rider posed in mid-trick by continuing to hold down the buttons.*

*Queuing up multiple tricks: You can queue up multiple tricks prior to the first trick finishing. All tricks must be completed prior to landing or the rider will wreck on impact.*

## special tricks

**Wheelies:** Accelerate the bike and lean the rider back until the front wheel comes off the ground. Balance the wheelie by shifting the rider's weight forward/back.

**Stoppies:** Go fast, apply the brakes and lean the rider all the way forward. The back tire will come off the ground. Balance the Stoppies by shifting the rider's weight forward/back.

**Back-flips:** Press **↑** then **↓** quickly on the directional buttons or left analog stick. Increase the back-flip rotation speed by pressing **↓** on the directional buttons or left analog stick. Decrease the back-flip rotation speed by pressing **↑**.

**No Hander:** To land a trick no-handed, perform a No Hander trick (default **Ⓜ** button + **↑**) and hold the trick mid-pose until the rider touches down. To end the No Hander, let go of the trick button and the rider will resume steering normally.

## Trick scoring system

Each airborne trick is 2500 points per second.

### Additional trick methods include:

- Wheelies (1,000 per second flat rate)
- Stoppies (2,000 per second flat rate)
- Back Flips (10,000 per back flip flat rate)

The trick multiplier starts at a value of 1 each time the bike jumps. Each unique trick performed per jump adds 1x to the trick multiplier. Trick points are lost if the player wrecks on landing.



# PROFILE MANAGER

With *MX Unleashed™*, you can have up to six different profiles. Profiles allow you to save your progress and profile points in the game and track your best times. Profiles also allow you to save the gear, bike, and other information for your custom rider. You get to configure everything - your rider's name, number, jersey, goggles, and even his gloves! When you go to the Profile Manager, you can see how much of the game you have completed, the percentage of races completed, and the percentage of the freestyle competitions completed.



⊙ button	Edit Profile
⊗ button	Create/Select Profile
Ⓜ button	Delete Profile
△ button	Back

# PAUSE MENU

While you are playing the game, press **START** to pause the action. Once you have paused the game, you will get a chance to select one of the following options:

<b>Resume</b>	Get back into the action
<b>Restart Activity</b>	Start the activity over
<b>Switch to Machine</b> (Freestyle Only)	Once you've unlocked any of the machines, you can switch from the motorcycle to take over a machine.
<b>Player Options</b>	Enable or disable various items in the on-screen overlays or displays.
<b>Game Audio Options</b>	Adjust the audio settings.
<b>Quit Activity</b> (Freestyle Only)	Stop the current activity.
<b>Quit</b>	Leave the current race.
<b>Event Options</b> (Supercross and Nationals Only)	Customize the current event.
<b>Save Ghost/Load Ghost/Clear Ghost</b> (Ghost Racing Mode Only)	Save, load, or clear a Ghost when racing in the Ghost Racing Mode.
<b>Fast Lap Attack Instructions</b> (Fast Lap Attack Only)	View instructions during the Fast Lap Attack Mode
<b>Machine Instructions</b>	View instructions when driving any of the machines



# OPTIONS

With *MX Unleashed™*, you can customize the game so you can play it just the way you like it. Change the audio, the control setup - even the cheats!

<b>Game Settings</b>	Change the split screen, measurement system, collisions and display settings from this menu. Using the Display Mode option, switch between 480i and 480p to turn the progressive scan mode ON/OFF.
<b>Audio Options</b>	With <i>MX Unleashed™</i> , you can select which stereo mode you want. You can also change the sound mix by selecting one of the presets or selecting one of your own.
<b>Jukebox</b>	<i>MX Unleashed™</i> comes with an awesome soundtrack. At the jukebox screen, you can select which songs you want playing as you race.
<b>Videos</b>	Select a movie to watch and press the <b>X</b> button.
<b>Control Presets</b>	Want to change up the controls a little bit? Customize the controller setup here.
<b>Map Tricks</b>	You can perform all kinds of tricks on your motorcycle. Select the button combos to go along with your favorite tricks.
<b>Screen Adjustment</b>	Move the screen around to set it up just right for your television.
<b>Cheat Codes</b>	Got a cheat code? Enter it here.
<b>Hall of Fame</b>	See the fastest lap and track times.
<b>Game Stats</b>	See how long you've played the game, how much of the game that you've unlocked, and other game statistics.
<b>Load/Save Game</b>	Loads or saves <i>MX Unleashed™</i> game save data.



# CREDITS

## **THQ INC.**

### **Product Development**

#### **Executive Vice President – World Wide Studios**

Jack Sorensen

#### **Vice President- Development**

Philip Holt

#### **Director- Project Management**

Richard Browne

#### **Director- Creative Management**

Jim Boone

#### **Project Coordinator- Project Management**

Jason Garwood

#### **Associate Creative Manager- Creative Management**

Mike Motoda

### **Marketing**

#### **Senior Vice President- Worldwide Marketing**

Peter Dille

#### **Director – Global Brand Management**

Craig Rechenmacher

#### **Associate Product Manager**

David W. Newman

### **Creative Services**

#### **Director- Creative Services**

Howard Liebeskind

#### **Creative Services Manager**

Kirk Somdal

#### **Graphics Specialist**

John Trudeau

#### **Video Production Manager**

Christopher Folino

#### **Video Production Coordinator**

Paul Reese

### **Public Relations**

#### **Director - Media Relations**

Liz Pieri

#### **Media Relations Manager**

Kathy Mendoza

### **Media Relations Coordinator**

Kyle Walker

### **Web Design**

#### **Manager Web Design**

Gordon Madison

#### **Web Designer**

Ricardo Fischer

### **Quality Assurance**

#### **Test Leads**

Amin Razi

Scott Frazier

Morgan Clark

Jeremy Gonzagowski

### **Core Testers**

Matt Elzie

Marc Maraya

Stephan Reese

David Langeliers

Sean Jenkinson

Chris Legaspi

Shinyan Liu

Jason Evaristo

Ryan King

Damian Drago

Erik Johnson

Brian Skidmore

Christopher Goo

Luis Sanchez

Greg Schwartz

Chris Joseph

Jason De Heras

### **First Party Supervisor**

Ian Sedensky

### **First Party Specialists**

Lori Arrowood

Marc Durrant

Jason Tani

### **QA Technical Supervisor**

Mario Waibel

### **QA Technicians**

James Krenz

Brian McElroy

### **Mastering Lab Technicians**

Charles Batarse

Glen Peters

Jon Katz

### **Database**

#### **Applications Engineer**

Jason Roberts

#### **Director, Quality Assurance**

Monica Vallejo

### **Clear Channel Entertainment Motorsports**

Charlie Mancuso

Tim Murray

Ryan McStadden

Scott Mendel

Mike Travi

David Muye

### **Packaging Layout/Design**

Origin Studios, SLC

### **Instruction Manual**

Keith M. Kolmos

### **Special Thanks**

Brian Farrell

Germaine Gioia

Laura Naviaux

Lisa White

Richard Watts

Amber McRae

G&M Plumbing

Steve Rechenmacher

Jim Kennedy

Careen Yapp

Leslie Brown

Brandy Carrillo

Tami Aversa

Amy Bernardino

Jack Suzuki

Eyad Orabi

Randy Eckhardt

Forward Never Straight

### **Industry Thanks**

Yamaha

Suzuki

KTM

Hylton Beattie

Denny Hartwig

Bob Moore

Steve Astephen

Bobby Nichols



Mark Reynolds  
Matt Cwieka  
Ron Heben  
Steve Bruhn  
Brian Fullerton  
Malcolm McCassy  
Tom Carson  
Joe Aiken  
Adam Campbell  
Chris Stangl  
Ryan Smith  
Mike Farmer  
Andy Bell  
Kurt Haller  
Thad Josey

## **RAINBOW STUDIOS**

### **Game Designer**

Robb Rinard

### **Technology Lead**

Mark DeSimone

### **Lead Programmer**

Glenn O'Bannon

### **Game Programming Team**

Jason Bucher  
Jose Martinez  
Eric Patrick  
Jason Rego  
Tom Shepherd  
Lorna Sprenger  
Matthew Weissinger

### **Physics Programmer**

Rick Baltman

### **Technology**

#### **Programming Team**

Mike Chow  
James Comstock  
Doug McNabb  
Houman Meshkin

### **Tools Programming**

Dennis Booth  
Matt Keele  
Michael Klucher

### **Additional Programming**

Bill Nolan  
Eric Dickinson

### **Lead Artist**

Paul Rheinfelder

### **Artists**

Shaun Bell  
Dave Dwire  
Stanley Fuka  
Jack Joseph  
Leslie Keys  
Robert Kinnaman  
Jon Roberts  
Scott Whitworth

### **Animators**

Jim Panzer

### **User Interface Design**

Brian Coonce

### **Additional Artists**

Chris Baranowski  
Bruce Hall  
Danny Keys  
Bryan Moss  
Stephane Roncada  
Tom Granberg

### **Concept Art**

Andre Kirk  
Carlos Sanchez

### **Audio and Sound Design**

Tim Benson  
Michel Henein  
Dave Lowmiller

### **Engine Sound Design**

Robb Rinard

### **President of**

#### **Product Development**

Scott Novis

### **Senior Producer**

Robert Baumsteiger

### **Director of Programming**

Travis Hilterbrand

### **Director of Art and Animation**

Brad Ruminer

### **Manager of Production Services**

Jessica Hanson

### **Administration and Support**

Christine Bryan  
Dave Favier  
Marji Lent  
Cecelia Merrill  
Josh Temple

### **Quality**

#### **Assurance Manager**

Travis Riffle

#### **Quality Assurance**

Chris Gabrish  
Jess Heinl  
Andy Wittekind

### **MX Sound Talent**

Nick Beaver  
Kevin Harshman

## **MUSIC**

### **1. Pax 217 "AM"**

#### **"A.M."**

Performed by Pax 217

© 2000 Starstruck Music (ASCAP)

All rights administered by EMI Christian  
Music Publishing

### **2. Relient K's "College Kids"**

#### **"College Kids"**

Performed by Relient K

Written by Matthew Thiessen

© 2003 Gotee Music/I Went Fishing And All  
I Got... (BMI) All rights administered by EMI  
Christian Music Publishing

### **3. Cinder/ Soul Creation**

#### **"Soul Creation"**

Performed by Cinder

By Kenny Craig, Roger Young and Jason  
Bieler © 2003 EMI APRIL MUSIC INC, BIG  
AND BOUNCY PUBLISHING,  
JASON BIELER All Rights for BIG AND  
BOUNCY PUBLISHING Controlled and  
Administered by EMI APRIL MUSIC INC  
(ASCAP) All Rights Reserved. International  
Copyright Secured. Used By Permission.  
Courtesy of Geffen Records under License  
from Universal Music Enterprises



**4. Flaw/ Get Up Again  
"Get Up Again"**

Performed by Flaw

By Chris Volz, Ryan Jurhs,  
Christopher Ballinger, Jason Daunt &  
Lance Army © 2002 EMI April Music Inc.  
and Rabid Janitor Publishing

All rights for Rabid Janitor Publishing  
controlled and administered by EMI April  
Music Inc (ASCAP). All Rights Reserved.  
International Copyright Secured.

Used By Permission. Courtesy of Universal  
Records under License from  
Universal Music Enterprises

**5. Ra/ Do You Call My Name  
"Do You Call My Name"**

Performed by Ra

Written by Sahaj Ticotin -

Sahaja Music @ASCAP, Skoota Warner -  
OGW Music @ASCAP © © 2002 Courtesy  
of Universal Records under License from  
Universal Music Enterprises

**6. Trust Company/ Downfall  
"Downfall"**

Performed by Trust Company

By James Fukai, Joshua Moates, Kevin  
Palmer and Jason Singleton

© 2002 EMI April Music Inc., Barely  
Breathing Music and Bright Gray Publishing  
All Rights for Barely Breathing Music and  
Bright Gray Publishing controlled and  
administered by EMI April Music Inc.  
(ASCAP) All Rights Reserved. International  
Copyright Secured. Used By Permission.  
Courtesy of Interscope Records under  
License from Universal Music Enterprises

**7. Depswa/ From The Inside  
"From The Inside"**

Performed by Depswa

Words and Music by

JEREMY BRIAN PENICK,  
RYAN BRADLEY BURCHFIELD,  
DANIEL S. NOONAN,  
GORDON CHARLES HECKAMAN

Published by UNIVERSAL MUSIC CORP.  
on behalf of itself and EQUILIBRIUM MUSIC  
Courtesy of Geffen Records under License  
from Universal Music Enterprises

**8. Hoobastank/ Out Of Control  
"Out Of Control"**

Performed by Hoobastank

(Doug Robb, Daniel Estrin, Markku  
Lappalainen, Chris Hesse)

© 2003 WB Music Corp. (ASCAP)

And Spread Your Cheeks

And Push Out The Music (ASCAP)

All Rights Administered by WB Music Corp.

Courtesy of The Island Def Jam

Music Group under License from

Universal Music Enterprises

All Rights Reserved. Used by Permission

**9. Breaking Benjamin  
"Natural Life"  
"Natural Life"**

Performed by Breaking Benjamin

Written by Ben Burnley

Breaking Benjamin Music

c/o Entertainment Services

Courtesy of Hollywood Records

© 2002 Hollywood Records, Inc

**10. Trapt "Headstrong"  
"Headstrong"**

Performed by Trapt

Written by (Christopher Brown,  
Simon Ormandy, Peter Charell)

© 2002 W.B.M. Music Corp (SESAC)

AND TRAPTISM (SESAC)

ALL RIGHTS ADMINISTERED BY

W.B.M. MUSIC CORP.

ALL RIGHTS RESERVED.

USED BY PERMISSION

© 2002 Warner Bros. Records Inc.

Produced Under License From Warner Bros.

Records Inc. By Arrangement

With Warner Strategic Marketing

**11. 3against1 "It's Over"  
"It's Over"**

Performed by 3against1

Words Written by Mark Weiss,

Music Written by Mark Weiss &

Arnaud Lemaire

Performed by Mark Weiss, Arnaud Lemaire,

Saul Ashley & Jeff Williamson

© 2003 3against1

All Rights Reserved. Used by Permission.

**12. Dillusion "New Root"  
"New Root"**

Performed by Dillusion

Written by: (Jason Evigan,  
Casey Cresenzo, Cary Garwood,

Ben Paul, Pat Ridge and

Emily Belgard) © 2002

South Amboy music CORP.

ALL RIGHTS RESERVED.

USED BY PERMISSION

**13. Otis "Lonely Day"  
"Lonely Day"**

Performed by OTIS

Written by Ryan Jarred and

Cal Campbell

Motorcycles included in this game may  
be different from the actual motorcycles  
in movements and performance. Don't  
imitate the riding and movements shown  
in this game. And remember, when  
riding a motorcycle in your real life,  
always ride it safely.





# Tak

and the POWER of JUJU



[www.takgame.com](http://www.takgame.com)

**THQ**

[WWW.THQ.COM](http://WWW.THQ.COM)



Cartoon Violence



PlayStation 2

© 2003 Avalanche Software LLC. Developed by Avalanche Software. Avalanche Software and its logo are trademarks of Avalanche Software LLC. © 2003 Viacom International Inc. All Rights Reserved. Nickelodeon, Tak and the Power of Juju and all related titles, logos and characters are trademarks of Viacom International Inc. Exclusively published and licensed by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are the property of their respective owners. TM, © and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



# WARRANTY

## warranty and service information

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 **46045**. 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.



So much fun, you'll

**WET** yourself!

SEA-DOO

# SPLASHDOWN

Rides Gone Wild



rainbow  
STUDIOS

**THQ**

[www.thq.com](http://www.thq.com)



PlayStation 2

MX Unleashed - © 2004 THQ Inc. Developed by Rainbow Studios. KTM is a registered trademark of KTM North America Inc. Yamaha, the Tuning Fork Mark, YZ and the likeness thereof including the color(s) and graphics are trademarks of Yamaha Motor, used under license. [www.yamaha-motor.com](http://www.yamaha-motor.com). "Suzuki", the stylized "S" and the "RM" name and image are trademarks of American Suzuki Motor Corporation and used with permission. THQ, Rainbow Studios, their respective logos and the MX Unleashed logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. Splashdown Rides Gone Wild - © 2003 THQ Inc. Developed by Rainbow Studios. THQ, Rainbow Studios, Splashdown Rides Gone Wild, and their respective logos are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. © SEA-DOO is a registered trademark of Bombardier Inc., used under license to THQ Inc. All other trademarks, logos and copyrights are property of their respective owners. All Rights Reserved. "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.

EVERYONE

**E**

Mild Lyrics  
Mild Language

ESRB CONTENT RATING

[www.esrb.org](http://www.esrb.org)

103973