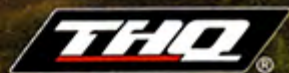




# TMX vs. ATV UNLEASHED™



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:**

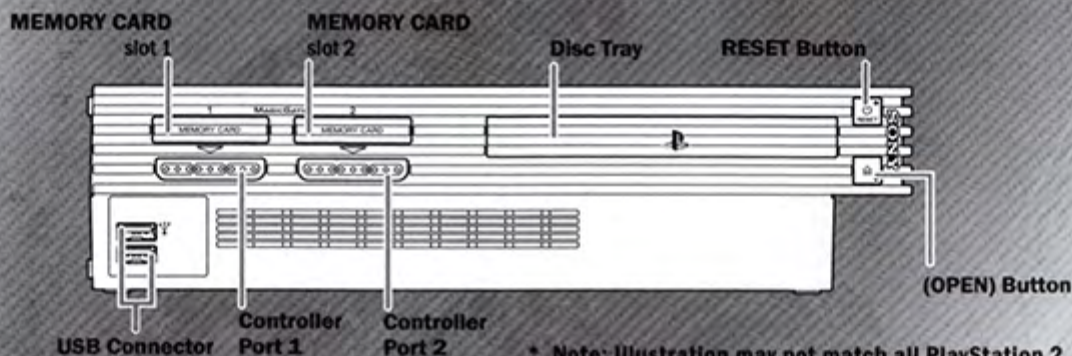
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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



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.

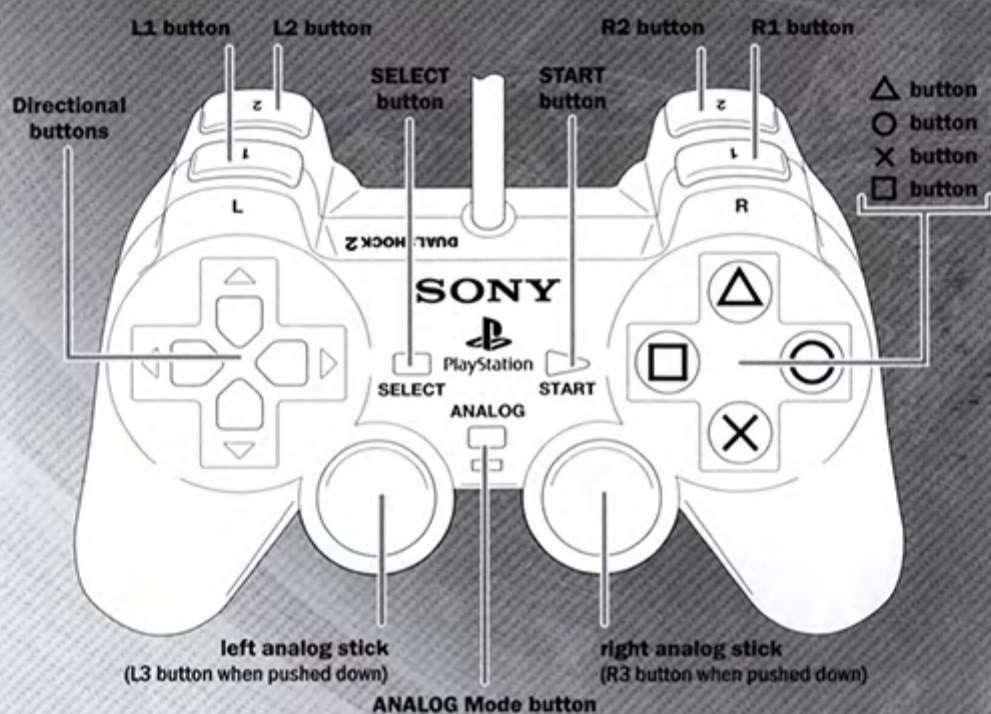
## MEMORY CARDS

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
LS button	Clutch
↓ + ↑	Preload Suspension
←/→	Steer/Lean
↑/↓	Shift Rider Weight
⊗ button + Ⓞ button	Reverse
LS button + RS button	Reset Vehicle
SELECT button	Change Camera Options
START 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 (LS), grip the throttle (⊗), lean back slightly (↓) and let 'er rip (release LS) 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
LT button	Rotate Left
RT button	Rotate Right
← / →	Bank Left / Right
↑ / ↓	Increase / Decrease Speed
LT button + RT button	Return to Home Base (if on ground)
SELECT button	Change Camera Options
START 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).

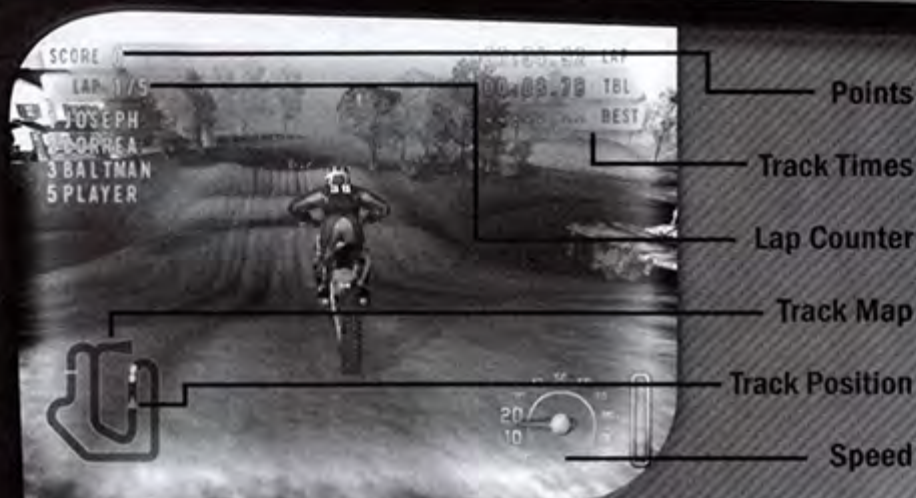
## GHOST RACING MODE

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.*

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Richard Strickland

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#### **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 Vekedal  
© 2003 Warner-Tamerlane  
Publishing Corp. (SOCAN),  
Warner-Tamerlane  
Publishing Corp. (BMI),  
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(SOCAN), Zero Q Music  
Inc. (SOCAN) and  
Ladekiv Music Inc (SOCAN)  
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Warner-Tamerlane  
Publishing Corp. (BMI)  
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**Saturday Night**

Performed by Ozomatli  
Written and Published by:  
Ozomatli (Breakdance  
Willie music for Willie  
"Wii-Dog" Abers;  
La Bella Sonido  
Publishing for  
Ulises Belta; 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 Mic 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  
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By Arrangement with  
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Written by Chuck Gladfelter  
and Clint Baker  
Published by  
Follow Your Muse Music  
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**Give It All**

Performed by Rise Against  
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Written by Rise Against  
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**Fly From The Inside**

Performed by Shinedown  
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Strung Out Analog from the  
album Exile In Oblivion  
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Strung Out  
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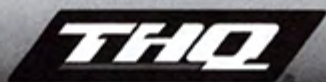
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