



XBOX 360

XBOX  
LIVE

# PGR<sup>®</sup>

PROJECT GOTHAM RACING 3



## **! WARNING**

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support (see inside of back cover).

### **Important Health Warning About Playing Video Games Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

# TABLE OF CONTENTS

<b>2</b>	<b>Your Goal</b>
<b>3</b>	<b>Ranking Up</b>
<b>4</b>	<b>Game Controls</b>
<b>6</b>	<b>Game Screen</b>
<b>8</b>	<b>Earning Kudos &amp; Credits</b>
<b>12</b>	<b>Ghosts &amp; Leaderboards</b>
<b>13</b>	<b>Driving Views</b>
<b>14</b>	<b>Gotham TV</b>
<b>16</b>	<b>Gotham Career</b>
<b>18</b>	<b>Xbox Live</b>
<b>19</b>	<b>Online Career</b>
<b>20</b>	<b>Cities</b>
<b>21</b>	<b>Cars</b>
<b>22</b>	<b>Playtime</b>
<b>24</b>	<b>Route Creator</b>
<b>26</b>	<b>Music Playlists</b>
<b>27</b>	<b>Your Music</b>
<b>28</b>	<b>Team Credits</b>
<b>30</b>	<b>Car Credits</b>
<b>32</b>	<b>Warranty</b>
<b>33</b>	<b>Technical Support</b>

# YOUR GOAL

## Life Begins at 170

If you're ready for the ride of your life, you've come to the right place. Welcome to *Project Gotham Racing*® 3, home of more than 75 of the world's fastest, most expensive, and most desirable cars.

## Your Goal

Your goal in *PGR*® 3 is simple: achieve the Number One Driver ranking, which identifies you as the most skilled of *PGR 3* players. Your Gotham Career rank and your Xbox Live® TrueSkill™ rating are the ultimate measures of your driving ability.

Race in Gotham Career mode to increase your rank. To improve your Xbox Live TrueSkill rating, race against others in Online Career mode with Xbox Live. For more information, see page 18.

## Kudos and Credits

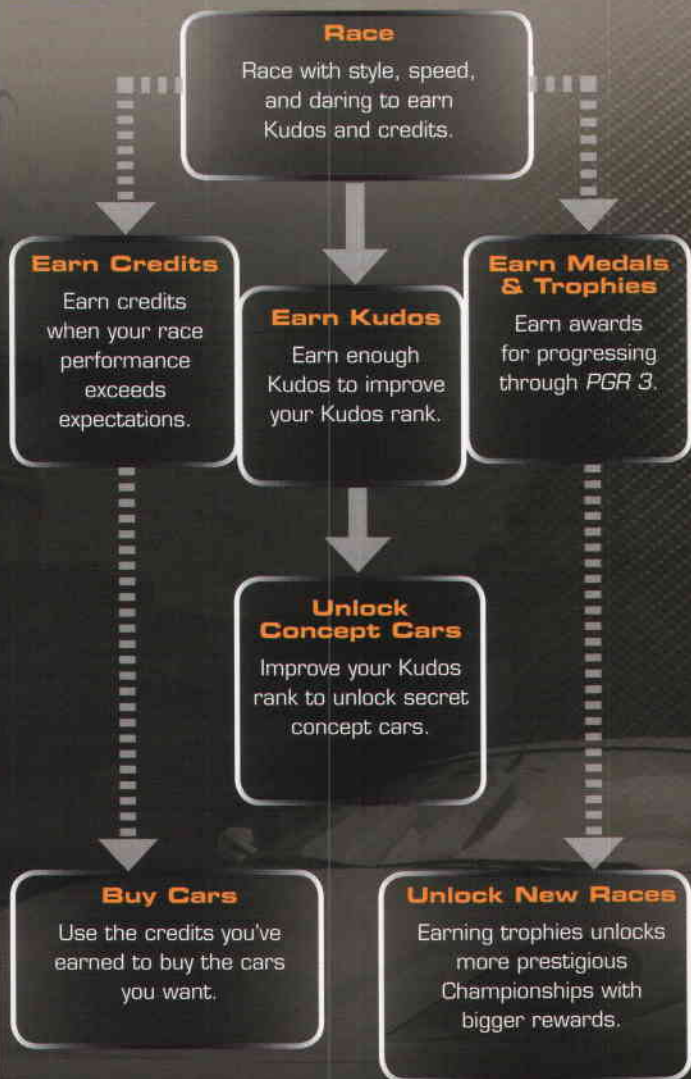
The Kudos system, which rewards you for driving with fearless style, remains the heart and soul of *PGR 3*. For more information on the Kudos system, see page 8.

When your race performance exceeds expectations, you earn credits, as well as Kudos, at the end of the race. You can use the credits you're awarded to purchase new cars that can be used for both Single Player and online play.

## If You Build It...

With the Route Creator, you can build your own custom routes through any of the cities featured in *PGR 3* and then race against your friends using System Link or over Xbox Live. For more information, see page 24.

## RANKING UP

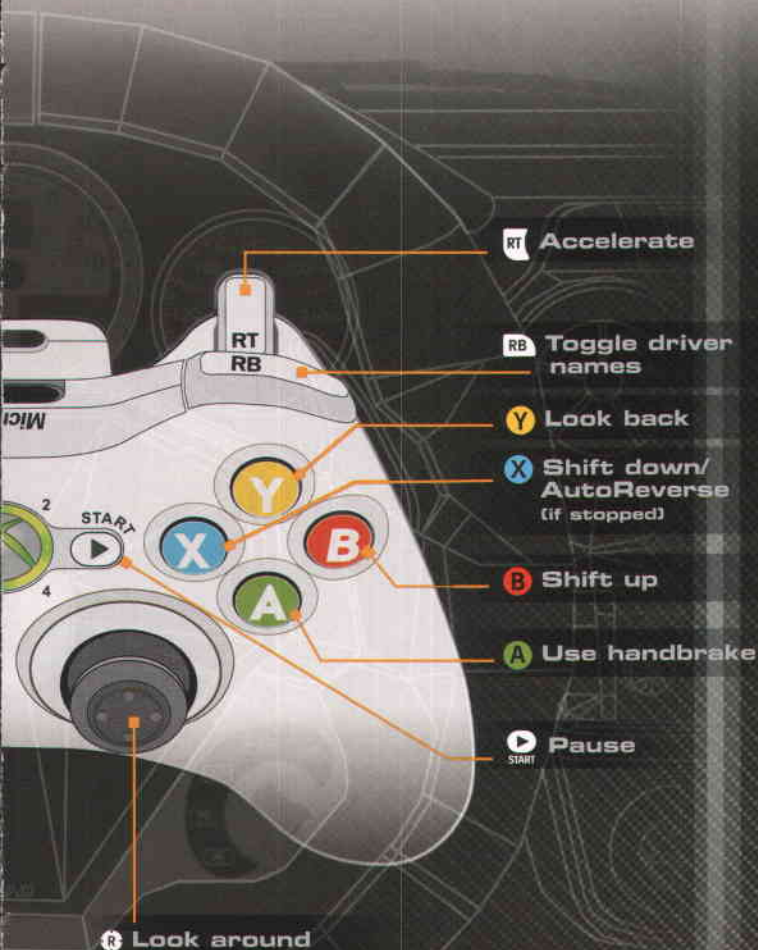




# GAME CONTROLS



# GAME CONTROLS



## GAME SCREEN

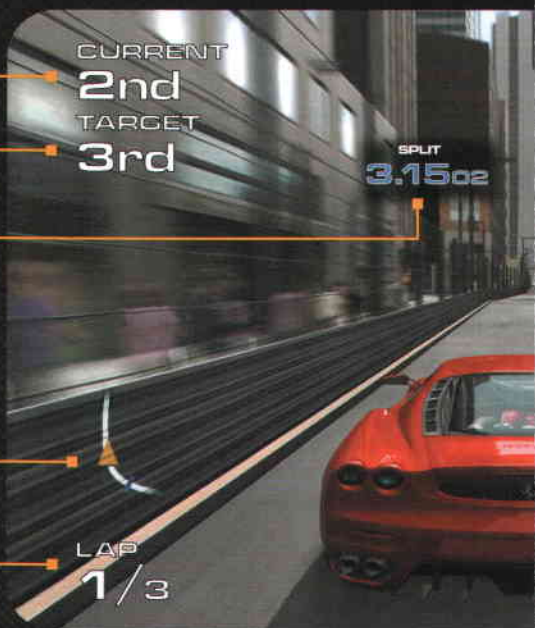
Current  
position

Goal

Current  
split time

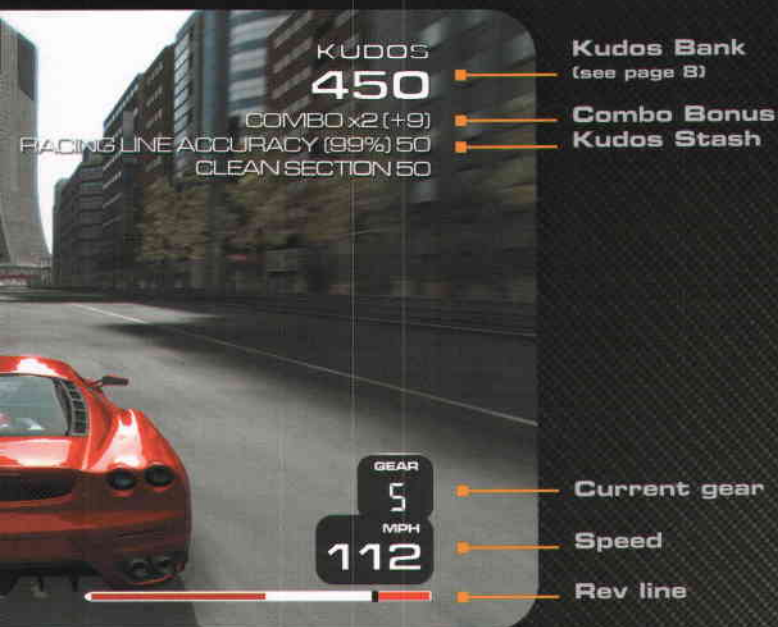
Circuit map

Lap counter





## GAME SCREEN



## EARNING KUDOS & CREDITS

Kudos measure the style, speed, skill, and daring you demonstrate when racing.

### How Do You Earn Kudos?

When you perform a stylish maneuver during a race, you earn a certain number of Kudos that are added to your Kudos Stash. After about two seconds, the Stash moves into your Kudos Bank. However, if you pull off another maneuver before your Stash moves to the Bank, you can earn a Combo Bonus. The more moves you can string together before your Stash moves to your Bank, the more Kudos you earn for your Combo Bonus.

There's just one catch—if you collide with an object before the Stash moves to your Bank, you will lose any Combo Bonus you might have been building. If you don't have a Combo Bonus, you'll lose your Stash.

### Maximizing Your Kudos

In *PGR 3*, the more you challenge yourself, the more Kudos you can earn. For example, if you overtake an opponent while competing in a Steel medal event, you'll earn some Kudos, but you'll earn more if you execute the same maneuver while competing in a Platinum medal event.

### What Do You Do with Kudos?

When you earn a certain number of Kudos, your Kudos rank increases. Your Kudos rank is like your report card—it's how you prove your worth to all of the other racers out there.

Each time your rank increases, you earn credits that can be used to purchase cars. You also unlock concept cars as you progress through the *PGR 3* ranks. For more information about earning credits, see page 11.

## EARNING KUDOS & CREDITS

### Xbox Live Kudos

You earn Kudos when racing on Xbox Live in exactly the same way you do in Single Player racing.

### Maximizing Your Xbox Live Kudos

Obviously, racing with style and coming in first are going to earn you Kudos. But if you really want to rack up Ks, you should race against more opponents, race against cars that are better than yours, race against players with higher Xbox Live Kudos rankings, and finish with a faster time than your opponents.

### Xbox 360 Achievements

In addition to Kudos, Xbox 360™ Achievements give you another way to track and recognize your progress in playing *PGR 3*.

You earn Xbox 360 Achievement badges when you reach key milestones, such as earning all Platinum medals while using manual transmission or buying every Lamborghini in the game.

You can view both the available Xbox 360 Achievement badges and the ones you've earned by choosing **Achievements** from the **Main Menu**, and then choosing **Xbox 360 Achievements**.

You can also earn Badges of Honor when playing *PGR 3*. For more information, see page 11.



## EARNING KUDOS & CREDITS

### Earning Style Kudos

<b>360</b>	Quickly spin around in a complete circle.
<b>Air</b>	Get all four wheels off the ground.
<b>Clean Section</b>	Drive cleanly through a designated section.
<b>Cone Gate</b>	Drive cleanly between two cones.
<b>Overtake</b>	Pass an opponent.
<b>Overtake (Draft)</b>	Draft behind a car, and then slingshot past it.
<b>Race Line</b>	Maintain optimal speed when cornering by starting wide and cutting the inside edge of your turn.
<b>E-Brake Slide</b>	Brake as you enter the corner, and then use the handbrake at the apex to break traction on the rear tires.
<b>Braking Power Over</b>	Come into a corner at very high speed, and then step off the gas and turn sharply while braking.
<b>Feint Drift</b>	Turn gently out of the corner as you approach, and then turn sharply into the corner using the car's inertia to push the tires sideways across the track.
<b>Braking Drift</b>	Come into the corner too fast, and then apply the brake to transfer weight off of the rear tires. Apply power and countersteer to maintain the slide.
<b>Braking Feint</b>	Turn gently out of the corner as you approach, and then turn sharply and brake heavily to initiate a drift.
<b>Power Feint</b>	Turn gently out of the corner as you approach, and then turn sharply and apply a lot of power.
<b>Two Wheels</b>	Get two wheels off the ground.
<b>Combo Bonus</b>	Link moves together before your Kudos Stash moves to your Kudos Bank.
<b>Top Speed</b>	Be the fastest player in a Multiplayer event, and receive a Kudos bonus at the end of the race.



# EARNING KUDOS & CREDITS

## Earning Credits

In addition to earning Kudos to move up in rank, you also earn credits that you can use to buy cars. The only restriction on which cars you can buy is the number of credits required, and the credits required to buy some of the vehicles featured in *PGR 3* run into six and even seven figures.

You receive credits when you complete an event. The number of credits you receive depends on the difficulty level you chose before racing. The more difficult the level, the more credits you receive.

Keep in mind that credits are cumulative. You can complete the same event numerous times and earn more credits each time you complete it. And, you can earn credits for completing both Single Player and online events.

## Earning Badges of Honor

New to *PGR 3*, Badges of Honor are awarded to recognize key milestones in your racing career. You can check out your Badge status by choosing **Achievements** from the **Main Menu**, and then choosing **Badges**.

You can earn Badges of Honor in three different categories—Race Craft, Career, and Online.

### Race Craft Badges

Race Craft Badges of Honor are awarded when you complete major milestones, such as 10 back-to-back victories or your first really long powerslide.

### Career Badges

Career Badges of Honor are awarded to recognize your success in progressing through Gotham Career mode. You'll earn a Career Badge, for example, when you earn all Bronze or all Platinum medals in Gotham Career mode.

### Online Badges

Online Badges of Honor are awarded to recognize key milestones in your Xbox Live racing career. You'll earn an Online Badge, for example, when you earn a certain number of Kudos online or when you've been on a winning streak.



## GHOSTS & LEADERBOARDS

### Ghosts

A Ghost, which is a replay of a previous race or Kudos event, appears as a semi-transparent image of a car that races at the same time you do. Your car can pass through the Ghost image without crashing.

*PGR 3* automatically saves a Ghost of your best performance in each event, and you can always load the Ghost to race against it and challenge yourself to new heights.

Why would you use a Ghost? Race against your friends' Ghosts to learn how they drove and which car they used to set a fast lap and get the most Kudos. Then, upload your Ghost to show them who's the better driver.

With Xbox Live, you can always race a Ghost of the world's best performance for any event in Online Career mode.

### Leaderboards

The Leaderboards keep track of Kudos earned both in Gotham Career mode and on Xbox Live. If you are connected to Xbox Live, you can check the Leaderboards before each race to see the top players' results (and where you rank, if you've previously completed that event).

After a race, the Leaderboards are updated automatically, so you can see how you compare to the top drivers. If you finish in the top 10, your Ghost will be automatically uploaded to the Xbox Live Leaderboards.

## DRIVING VIEWS

*PGR 3* features five different driving views. To switch among the views while driving, press the left and right bumpers on your Xbox 360 controller.

### Chase Far and Chase Near Views

Chase Far is the default driving view in *PGR 3*. Both Chase Far and Chase Near views are helpful for beginners, because you can see how your car is responding to your driving. For example, is your tail sliding out when you take a turn quickly?

### On-Car High and On-Car Low Views

On-Car High and On-Car Low are the preferred views of hardcore *PGR 3* racers. In these views, your car isn't visible, but your tachometer, speedometer, and current gear indicator are displayed on the HUD.

### Dash View

As its name implies, Dash view, which is new to *PGR 3*, gives you a through-the-windshield view of the track ahead, along with a view of your car's interior and dashboard, including your gloved hands on the wheel.



## GOTHAM TV

With a live news ticker and multiple channels broadcasting the hottest Xbox Live race action, Gotham TV keeps you in the know on all the record-breaking performances, white-knuckle races, and other newsworthy events going on in *PGR 3*.

### The News Ticker


When you are signed in to Xbox Live, the Gotham TV news-ticker service displays a live feed of all the latest news from the *PGR 3* world. Using filters that are tuned to find the race news you care about, the news ticker will keep you apprised of your Friends' performances and alert you when Gotham Heroes, the best of the best, are competing in online races.



## Heroes Channel

The Heroes Channel broadcasts live races featuring the world's best *PGR 3* players competing in ranked Xbox Live racing events.

Players who are showcased on the Heroes Channel are considered to be among the most elite *PGR 3* competitors on a global scale.

When watching race events on Gotham TV, you can swap between the drivers who are competing by pressing .

## Friends Channel

The Friends Channel helps you keep track of the human players you've identified as Friends on Xbox Live.

Select this channel to open the Xbox Guide Friends list, where you can find out what your Friends are doing online.

And, if there's a free slot in the event in which your Friends are competing, you can jump in as a spectator and view all the race action on Gotham TV. Your name will also appear in the game's lobby when the current event is complete.

## Your Saved Replays/Your Saved Photos

As their names imply, these channels are the central warehouses for all of the replays you've saved and photos you've taken while playing *PGR 3*.



## **GOTHAM CAREER**

Gotham Career is the main Single Player mode in *PGR 3*. It is made up of 23 Championship Series events. Each Championship Series is made up of individual events in locations that span the globe. Complete the unlocked events to open up more events in the same Championship Series. Complete all of the events in a single Championship Series to unlock the next one.

### **Timed Events**

*PGR 3* features four timed events in which you race solo against the clock in your quest for victory.

#### **Hot Lap**

Race a single lap from a rolling start with the goal of completing the lap within the specified target lap time.

#### **Timed Run**

Complete the race before time runs out.

#### **Breakthrough**

Race through a series of checkpoints, and cross the finish line before time runs out. Each time you clear a checkpoint, time is added to the clock.

#### **Time vs. Kudos**

Complete a circuit before time runs out. Earning Kudos stops the clock and buys you more time to get to the finish line.

### **Racing Events**

*PGR 3* includes three classic racing modes where you'll battle it out against AI opponents.

#### **Street Race**

Race against multiple opponents while trying to achieve the target position. The target position differs depending on the medal for which you're competing.

#### **One on One**

Race wheel to wheel against a single opponent. The winner is the one who makes it to the finish line first.

#### **Eliminator**

Race against a group of cars through multiple laps on a circuit. The last car to complete each lap is eliminated from the race.



# GOTHAM CAREER

## Style Events

In *PGR 3* style events, your focus is on earning Kudos by showing style and skill while racing solo.

### Cone Challenge

Navigate through a series of cone gates within the specified time limit.

### Drift Challenge

Earn a target number of Kudos by performing big drifts on a short section of track within a target time limit.

### Overtake Challenge

Pass a target number of cars within the specified time limit.

### Speed Challenge

Drive past the speed camera without crashing with the goal of achieving a target speed.



## **XBOX LIVE**

Play anyone and everyone, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Marketplace. Send and receive voice and video messages. Get connected, and join the revolution.

### **Connecting**

Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting and to determine whether Xbox Live is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

### **Family Settings**

These easy and flexible tools enable parents and caregivers to decide which games young gamers can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

### **PGR 3 Community Website**

Another great way to connect with *PGR 3* fans around the world is to visit the official *PGR 3* community website, [www.projectgothamracing3.com](http://www.projectgothamracing3.com). You'll find discussion forums, screenshots, gameplay tips, and interviews with the people who created *PGR 3*.

## ONLINE CAREER

The Online Career mode in *PGR 3* is where you get the chance to show off your slick style and speed skills to your friends... and a worldwide audience watching your every move over Gotham TV.

### Online Championships

After you've connected to Xbox Live, you can select from among several preset Online Championship race scenarios and then choose the car in which you want to race. Xbox Live will match you up with players who have similar TrueSkill ratings and who have selected a comparable car and the same scenario.

### Your TrueSkill Rating

When you play *PGR 3* on Xbox Live, your race performances and achievements are tracked and calculated to create your TrueSkill rating, which is used to determine your ranking among other Xbox Live racers worldwide.

Your TrueSkill rating is designed to be a true measure of your *PGR 3* online driving skills and is used to match you up with similarly skilled players for online competition.

As your TrueSkill rating changes, so does the name associated with it. For example, you might start out as a Newcomer, Rookie, or Novice before working your way up to the rarefied world of the Expert, Master, Gotham Hero, and Gotham Star.

### Championship Logos

#### City



#### Career



#### Online



## CITIES

Catch the sights of the world's most cosmopolitan cities as you hurtle through the streets of Las Vegas, London, New York City, and Tokyo in *PGR 3*.

### Las Vegas

Fly by the fountains of Bellagio, and powerslide past the pirate ships at Treasure Island as you accelerate your way up and down one of the world's most famous stretches of blacktop—the Las Vegas Strip.

### London

Most of the *PGR 3* London race routes send you zooming past famous landmarks, including Buckingham Palace, Trafalgar Square, Piccadilly Circus, Admiralty Arch, and the London Eye.

### New York City

Cross the East River more quickly than any real-world commuter ever has as you race across the Brooklyn Bridge as though it's a long straightaway (and in this case, it is). Give your regards to Broadway as you high-tail it through Times Square.

### Tokyo

Feel the freedom as you fishtail and then fly by the front of the Shinjuku police station. Make the crowds gathered around the Nishiguchi Bus Stops wish they didn't have to use public transportation as they watch you accelerate past them.

### Nürburgring

While you may enjoy your sightseeing in some cities, you'll need to turn all your attention to the track when you take on Germany's Nürburgring. Nicknamed the "Green Monster," Nürburgring is considered by many to be the toughest and most demanding race track in the world.

## CARS

*PGR 3* sets a new standard for speed. Every vehicle in the game was chosen for its ability to meet a minimum speed bar of at least 170 mph. If it's slower than 170, why bother?

### Where to Find the Cars

When you start Gotham Career mode for the first time, you have a starting number of credits you can use to buy your first car.

After you start buying more cars as you earn more credits, you can organize them into groups using the multiple available garages.

You can view your entire car collection in one place by choosing **Achievements** on the **Main Menu**, and then choosing **Cars**.

### What Powers *PGR 3*

The combined price and performance stats for all of the 75-plus cars featured in *PGR 3* add up to some pretty impressive totals.

For example, in the unlikely event you could track down and then purchase the real-world versions of each of the cars included in the game, you would need to write checks for a grand total of more than \$22 million dollars (U.S.).

And, what would you be getting for that kind of cash?

- More than 400,000 cc's of total engine capacity
- More than 41,000 horsepower
- 710 cylinders
- An average top speed of 196.7 mph



## PLAYTIME

Playtime is the freeform game mode in *PGR 3*, where you can race almost any car on any track or build your own custom routes through any of the cities using the Route Creator.

When racing in Playtime mode, you can forget about showing off your slick moves, because you're not eligible for Kudos or credits. If you lay down a record lap time in Race Against the Clock, however, your name will be recorded on the Race Against the Clock Leaderboards.

### Create Race

With Create Race, you start by choosing from among three available events: Street Race, Eliminator, and Capture the Track. You then choose a specific city and track on which to race.

For all of these Playtime events, you can choose to race as an individual competitor, or you can choose a side (red or blue) on which to compete.

### Street Race and Eliminator

The Playtime versions of Street Race and Eliminator work just as they do in the Single Player and online versions (see page 16 for details), except there are no Kudos or credits.

### Capture the Track

In Capture the Track, the track you're competing on is divided into a number of sections. As competitors race around the track, the player who completes the section first "captures" that track for themselves or for their side.

A Capture the Track event ends when a specified number of laps are complete (the player or side with the most captured sections wins).

## PLAYTIME

### Find Race

With Find Race, you can create a game for other players to find using System Link or Xbox Live.

### Race Against the Clock

When competing in Race Against the Clock events, you can't earn Kudos, so your goal is simple—pure speed. Race Against the Clock lets you try out any of the cars featured in *PGR 3*, even if you haven't yet earned enough credits to buy them yourself.



## ROUTE CREATOR

The Route Creator is one of the main game features available in the Playtime mode. With the Route Creator, you can build your own custom tracks that you can use in a variety of different ways.

### Why Create a Custom Track?

After you've created your custom track, you can:

- Race the track against AI opponents
- Race solo against the clock
- Race against your friends with System Link or in a split-screen multiplayer game
- Host a game on Xbox Live using your track



**Selected  
Waypoint**



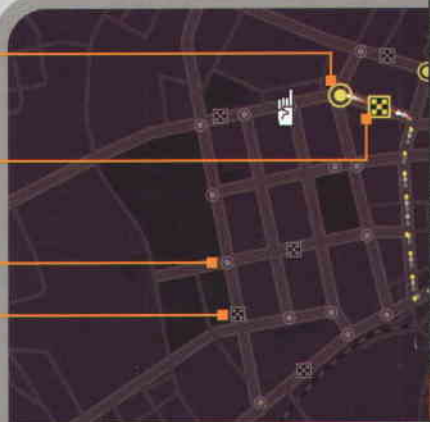
**Selected  
Finish Line**



**Available  
Waypoint**



**Available  
Start/Finish  
Point**



 **START/FINISH LINE**

 **WAYPOINT**



 **SELECTED ROUTE**

 **CHOICES**

## ROUTE CREATOR

### How Do You Create a Custom Track?

The idea of building your own custom track using your Xbox 360 controller might sound daunting, but the process is surprisingly simple.

To build a custom track, you start by choosing a city. Then, using  or  to navigate your way around a graphical map, you select where you want the race to start and finish and which waypoints (street segments) you want to include to connect the two.

Keep in mind, too, that if you prefer to be surprised, you can choose to create a "random route," where *PGR 3* makes all the choices for you.

When you've completed your custom route, you can jump in a car and drive it to get a feel for the masterpiece you've created. And, after you've created and saved a custom route, you can always make changes to it.



## MUSIC PLAYLISTS

While racing, you have your choice of nine music playlists that you can change on the fly. Each playlist features both big names and ground-breaking newcomers showcasing a different music genre.

### Alternative Rock

This playlist includes tracks from well-known artists, such as **Morrissey** and the **Presidents of the United States of America**, along with bands including **Hot Hot Heat** and **Bloc Party**.

### Rock

The multi-platinum selling band **Staind** is joined by hard rock newcomers **Secret Machines**, **Dark New Day**, and **Skindred**.

### Electronica & Dark Electronica

These playlists includes heavy hitters, such as the **Chemical Brothers** and **New Order**, along with **Aphex Twin** and **Orbital**.

### Hip Hop

Focusing on UK and Indie artists, this playlist features tracks from **The Streets**, **Kool Keith**, and **C-Mone**.

### Industrial

**Skinny Puppy** and **Covenant**, godfathers of the genre, are featured on this playlist, along with several up-and-comers.

### Bhangra

Bhangra music, which blends India's classical heritage with London's club sound, is one of the hottest music genres around. **Medieval Punditz** leads the list of featured Bhangra artists.

### Japanese Pop

With its eclectic mix of infectious bubble-gum pop and bands that stretch the bounds of any genre, the Japanese pop playlist has plenty of surprises in store.

### Classical

Driving to the giant brass sounds of **Beethoven** or the clock-work counterpoint of **Bach** is as refreshing as it is exhilarating. If the huge choral music of **Verdi** doesn't make you drive faster, nothing will.



## YOUR MUSIC

If you want more control over the music you hear, you have a couple of options for listening to your own personal music while you're racing.

### **Streaming Music from a Personal Audio Player**

To stream music from a personal audio player to your Xbox 360 console

1. Connect the personal audio player to your Xbox 360 console using a USB cable.
2. Configure the device to play through the USB port.
3. Go to the **Xbox Dashboard**, and select **Media**.
4. Select **Music**.
5. Select **Connected Devices**, and then select the music or playlist to which you want to listen.

### **Ripping Music to Your Xbox 360 Hard Drive**

To rip music from a CD to your Xbox 360 hard drive

1. Insert the music CD in your Xbox 360 disc drive.
2. In the **Xbox Dashboard**, select **Media**.
3. Select **Music**.
4. Select **Current Disc**, and then follow the on-screen instructions.

# TEAM CREDITS

## Bizarre

### PGR3 Leads

Gren Atherton  
Beverley Bright  
Nick Bygrave  
Derak Chapman  
Alan Meador  
Roger Perkins  
Mark Sharratt  
Ben O'Sullivan  
Paul Spencer  
Ged Talbot  
Gareth Wilson  
Ian Wilson  
Nick Wiswell

### Game Vision

Martyn Chudley

### Animation

Jeff Powell

### Audio

Jon Cutter  
Emma Jackson  
Mathias  
Grunwaldt

### Car Art and

### Dynamics

Jason Bowers  
Peter  
Moneypenny  
Peter O'Sullivan

### City Art

Gavin Bartlett  
Dianne Botham  
Pete Collier  
Matthew Coward  
Christopher Davie  
Edward Draper  
Chris Downey

David Eaves  
Anthony Filice  
Ray Grinaway  
Eddie Hilditch  
Matthew Jeffs-  
Watts  
Graham Kelly  
David McDonald  
Barry O'Brien  
Oliver Wells

### Presentation,

### Web and UI Art

Gary Hall  
Eamon Urtone  
Ben Ward

### Production

### Support

Peter Hall  
Kunal Patel  
Toby Rodriguez  
Ray Shum  
Chris Speed  
Graeme  
Woodhouse

### Programming

Charlie Birtwistle  
Stephen  
Cakebread  
Edmund Clay  
Chris Cookson  
David Gill  
Sam Hall  
David Hampson  
Paul Kerby  
Walter Lynsdale  
Phil Snape  
David Worswick  
Chad Wright  
Lloyd Wright

### Technical Art

Peter Roe  
Boz Briers

### Test and Balancing

Steve Hatchard  
John Kennedy  
Matt Kitis  
Tom Lambert  
Joseph Lennon  
David Lynch  
Scott Marsland  
Sam Terrace  
Tom Young  
Adrian Walton  
Dee Wiswell  
Various gamers  
at Bizarre  
Creations

### Tools

### Programming

Michael Bibby  
David Al-Daini  
Ken MacLeod  
Keith Pickford  
Jan van Valburg

### Additional Art

With thanks  
to our 'other  
project' team...  
Abdenour Bachir  
Lee Carter  
Steve Heaney  
Paul Hesketh  
Stuart Jackson  
Jeffrey Lewis  
Mike Mc Tighe  
Alan Mullins  
Phil Nightingale  
Jonathan Reilly

Kev Reilly  
Gabor Soos  
Mike Waterworth  
Glyn Williams

### External

### Resources

Virtual Mechanix  
Ray Livings  
Dhruva  
Audioantics  
Rusty Nutz  
Chad Birosh  
Matt Wright  
Gameworld 7  
Soundwave  
Concepts

### MANAGEMENT AND SUPPORT

### Bizarre

### Management

Martyn Chudley  
Sarah Chudley  
Brian  
Woodhouse  
Walter Lynsdale  
Michelle Langton

### PGR3 Production

Peter Wallace  
Peter O'Brien  
Chris Pickford  
Julie McGurren

### IT Department

Stephen Gaffney  
Andy Elliott  
Craig O'Hanlon

### Bizarre Admin

### Support

Lisa Dutton  
Helen Smith  
Elizabeth Rogers

## Special thanks to:

All our families and friends, too numerous to mention – whose continuing help and support helps us to make the games!

The Big and Beautiful Microsoft PGR 3 Team;

To the BizarreOnline.net community; We spun, goosed and tweaked this for you!

Shannon Loftis – O hisashiburi desu ne!; Garrett(y) Young; Jimbo(p) Pfeiffer; Mr. Alfred Tan; Our 'secret project' team, for all their support; Nik White and all at Brabners; Keith Penny, Ray Bucknell and all at The Priory; Andrew Lever and A Letton Percival; Jean, Carmel, Emma and the gang!; Tom and his sponge; Robert "Butch" Reffert; Jeff Koufman; the LSP server guys; Oulton Park; Rusty Nutz; Chris Wise and all at Virtual Mechanix; Ray Livings; Chad Birosh; All at Dhruva; K. Rajesh Rao; Shinji Komiyama; Kats Sato, who still hasn't made the tea!; Steve Riding, who hasn't made it either!; and Nick Davies, for being Gareth Wilson's stunt double.

# TEAM CREDITS

## Microsoft

### Program Manager

Kathie Flood

### Design Director

Chris Novak

### Art Director

Kiki Wolfkill

### Development

#### Leads

Craig Cook  
Phil Teschner

### Audio Director

Guy Whitmore

### Marketing

Albert Kanan  
Raja Subramoni  
Justin Kirby  
Mike Fischer  
Chris Lee

### Business

#### Manager

Nick Dimitrov

### User Experience

#### Lead

Kiki McMillan

### Content Editor

Beth Demetrescu

### Print Design

#### Leads

Dana Ludwig  
Chris Lassen

### Licensing

#### Manager

Kathy Kim

### Licensing

#### Specialist

LouAn M.  
Williams

### Music Licensing

#### Manager

Fred Silber

### Music Licensing

Lily Kohn  
Bunmi Durowaju  
Naomi Hopkins

### Music Sourcing

Peter Davenport

### Licensing

#### Coordinators

Nick Mitchell •  
Tom Morgan •  
Michiko Tamura •

### Art Content

#### Coordinators

Jeff McCrory •  
Jennett Morgan •

### Web Lead

John Peoples

### Localization

Lief Thompson

### Test Lead

Jeff Shea

### SDET Test Lead

Pieter Wycoff

### Test Team

Andrew  
Marthaller  
Adrian Brown  
Jami Johns  
Chris Shaules

### Eric Helbig

Jeremy Fischer  
Joel A. Robinson  
Josh Bell  
Justin Robey  
Kevin Dodd  
Kishore  
Ajavalapati  
Tim Williams  
Joe Longworth •  
Beaumont •  
Michael Stamps •  
Timm Mason •

### Test Reserves

#### Lead

Natahri Felton

### Test Reserves

#### Team

Adam Granzer •  
Andrew  
Belousek •  
Ben Brodsky-  
Porges •  
Benjamin Berry •  
Brandon Baker •  
John Hull •  
Karley Donnell •  
Matt Reynolds •  
Matthew Lavery •  
Roger Jackman •  
Shannon Phillips •  
Theresa Pudenz •  
Tor Ulstein •

### Gameplay &

### Vehicle Research

Chris  
Bomberger •  
Jacob Ferguson •

### User Research

#### Lead

Jerome Hagen

### Developers

Austin Appleby  
Jason Major  
Frank Klier

### Tools Developers

Marwan Jubran  
Mike Ruete  
Scott Miller •

### Customer

#### Support

Craig Stum

### Audio Content

#### Coordinator

Mark Price •

### Sound Designers

Ken Kato  
Mary Olson •

### Legal

Hubert Cheng  
Peter Becker  
Jama Cantrell  
Mary Heuett  
Oemig  
Julie Lengkeek  
Sue Stickney  
Elke Suber

• Excell Data  
Corp.

• FILTER

• Orasund LLC

• S&T Onsite

• Volt

## Special Thanks

Paul G. Allen, Shane Kim, Phil Spencer, Ken Lobb, Dave Leuhmann, David C. Holmes, Frank Pape, Pete Wong, Shannon Loftis, Sebastian Motte, Alfred Tan, Todd Stevens, Tony Cox, Orest Zborowski, Frances King, Andrew Lamb, Jim Hawk, Matt Whiting, Jeremy Los, Jimbo Pfeiffer, Greg B. Jones, Keith Steury, Eric Schuh, Boyd Morrison, Dennis Wixon, Jun Kim, Josh Atkins, Samantha Dougherty-Sindell, Chenelle Bremont, Glenn Doren, Zach Russell, Stephen Hui, Dave Pierot, Charlie Peterson, Jeff Kafer, J.D. Popovich, Chris Butcher, Dan Greenawalt, Daniyal Kaleem, Harold Ryan, Michael Caine, Michal Bortnik, Nikolai Smolenski, Patrick O'Kelley, Ralf Herbrich, Stephan Roser, Thor Graepel, Toyo Tires, Vince Curley, Michael Sharps, Steve Dolan, Daniel Nations, David Rieman, Emmanuel Athans, and the localization teams in Dublin, Japan, Korea, and Taiwan. Thank you to all of our automotive partners.

See the in-game credits for a complete list of *Project Gotham Racing 3* team members.



## CAR CREDITS

Ariel and the Atom 300 Supercharged names, emblems and body designs are trademarks and intellectual property of Ariel Motor Company and are used under license to Microsoft Corporation.

Aston Martin DB9, Aston Martin Racing DBR9 and both Aston Martin logos are trademarks owned and licensed by Aston Martin Lagonda © 2005 Aston Martin Lagonda.

The word "Jaguar," the leaping cat device, the XJ220, and XKR are trademarks of Jaguar Cat Ltd., England and are used under license.

1967 MKI GT40, 2004 Mustang GTR Concept, 2005 Ford GT, 1995 GT90 Concept, 1996 Indigo Concept, 2000 SVT Mustang Cobra R, 2004 Shelby Cobra Concept, 2004 Shelby GR-1 Concept, 2003 Shelby Mustang GT-500, 2005 Shelby Mustang Cobra GT 500, and the Ford Oval are registered trademarks owned and licensed by Ford Motor Company.

The 'Bentley' and 'Bentley Continental GT' names, emblems, body designs and the 'B' in Wings logo are trademarks and intellectual property of Bentley Motors Limited and are used under license to Microsoft Corporation.

C12, C7 and Sledgehammer Twin Turbo Corvette names, emblems and body designs are trademarks and intellectual property of Callaway Cars Inc. and are used under license to Microsoft Corporation.

Dodge is a trademark of DaimlerChrysler Corporation.

Viper SRT-10, Viper GTS-ACR, and the Viper SRT-10 Carbon are trademarks and intellectual property of Dodge and used under license.

Elfin and MS8 names, emblems and body design are trademarks and intellectual property of Elfin Sports Cars Pty Ltd. and are used under license to Microsoft Corporation.

CHEVROLET, the "Bowtie" Emblem, CORVETTE ZR-1 and CORVETTE and VETTE are trademarks of General Motors Corporation and are used under license to Microsoft Corporation.

The Farboud, Farboud GTS names, emblems and body designs are trademarks and intellectual property of Farboud Limited and are used under license to Microsoft Corporation.

Produced under license of Ferrari S.p.A. FERRARI, the PRANCING HORSE device, all associated logos and distinctive designs are trademarks of Ferrari S.p.A. The body designs of the Ferrari cars are protected as Ferrari property under design, trademark and trade dress regulations.

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

Joss Super Car and Joss are trademarks of Joss Developments PTY. Ltd. and are used under license.

Koenigsegg and CC V8S names, emblems and body designs are trademarks and/or intellectual property rights of Koenigsegg Automotive AB and used under license to Microsoft Corporation.

The trademarks, copyrights and design rights in and associated with the following Lamborghini vehicles are used under license from Lamborghini ArtiMarca S.p.A., Italy. The Lamborghini, Lamborghini with Bull and Shield Device, Murciélago (all types), Countach (all types), Diablo (all types), Gallardo (all types), Miura (all types).

## CAR CREDITS

Approved and Licensed Product of Group Lotus plc.

Produced under license of Ferrari S.p.A. MASERATI, the Trident device, all associated logos and distinctive designs are trademarks of Ferrari S.p.A. The body designs of Maserati cars are protected as Ferrari S.p.A. and Maserati S.p.A. property under trademark, design and trade dress regulations.

McLaren Group, McLaren F1 LM, and the Mercedes-Benz SLR McLaren are trademarks and intellectual property of McLaren Group Ltd., and are used under license.

DaimlerChrysler, Three Pointed Star in a Ring and Three Pointed Star in a Laurel Wreath and Mercedes-Benz are Trademarks of and licensed courtesy of DaimlerChrysler AG and are used under license to Microsoft Corporation.

The JP1 vehicle names, emblems and body designs are trademarks and intellectual property of MotorSport Vision Ltd. and are used under license to Microsoft Corporation.

"NISSAN" and the names, logos, marks and designs of the NISSAN products are trademarks and/or intellectual property rights of NISSAN MOTOR CO., LTD. and used under license to licensee's name.

Approved and Licensed Product of Noble May Automotive Ltd.

Pagani, Zonda S all associated logos, and the Zonda S distinctive designs are trademarks of Pagani Automobili S.p.A.

Approved and Licensed Product of Panof Auto Development Company.

Approved and Licensed Product of Radical Motorsports Ltd.

Ruf®, all of its vehicle names, their designs, and logos are trademarks of RUF Automobile GmbH and are used under license to Microsoft Corporation.

Saleen®, all of its vehicle names, and their designs are registered trademarks of Saleen, Inc., and are used under license to Microsoft Corporation.

Shelby® and Shelby GT-500™ are registered trademarks and intellectual property of Carroll Shelby and Carroll Shelby Licensing, Inc., and are used by Microsoft Corporation under license.

The Spyker and Spyker C8 Boule 12 S names, emblems and body designs are the trademarks and intellectual property of Spyker Automobielen B.V. and are used under license to Microsoft Corporation.

Toyota and the 1998 GT-ONE and other associated marks, emblems and designs are intellectual property rights of Toyota Motor Corporation and used with their permission.

TVR, the 2000 Cerbera Speed Twelve, the 2004 Sagaris and the 2005 Typhon, are trademarks of TVR Engineering Ltd., and are used under license to Microsoft Corporation.

ULTIMA GTR names, emblems and body designs are trademarks and intellectual property of ULTIMA SPORTS LTD. and are used under license to Microsoft Corporation.

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

Wiesmann Auto-Sport and Wiesmann GT names, emblems and body designs are trademarks and intellectual property of Wiesmann Auto-Sport GmbH and are used under license to Microsoft Corporation.



# WARRANTY

## Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

### Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

### Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

### Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. **TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE.** Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:  
Xbox Product Registration  
Microsoft Corporation  
One Microsoft Way  
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

# TECHNICAL SUPPORT

Technical support is available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.
- In Colombia, call 01-800-912-1830.

For more information, visit us on the Web at [www.xbox.com](http://www.xbox.com).

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious, and no association with any real company, organization, product, domain name, e-mail address, logo, person, place, or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

© & © 2005 Microsoft Corporation. All rights reserved.

Microsoft, the Microsoft Game Studios logo, PGR, Project Gotham Racing, TrueSkill, Xbox, Xbox 360, Xbox Live, the Xbox logos, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Developed by Bizarre Creations Ltd. for Microsoft Corporation. Bizarre Creations and the Bizarre Creations logo are trademarks of Bizarre Creations Ltd.



Manufactured under license from Dolby Laboratories.



Uses Bink Video. © Copyright: 1997-2005 by RAD Game Tools, Inc.

[www.projectgothamracing3.com](http://www.projectgothamracing3.com)

# GAME CONTROLS



Get the strategy guide  
[primagames.com](http://primagames.com)

**Microsoft**  
 game studios

0905 Part No. X11-50475