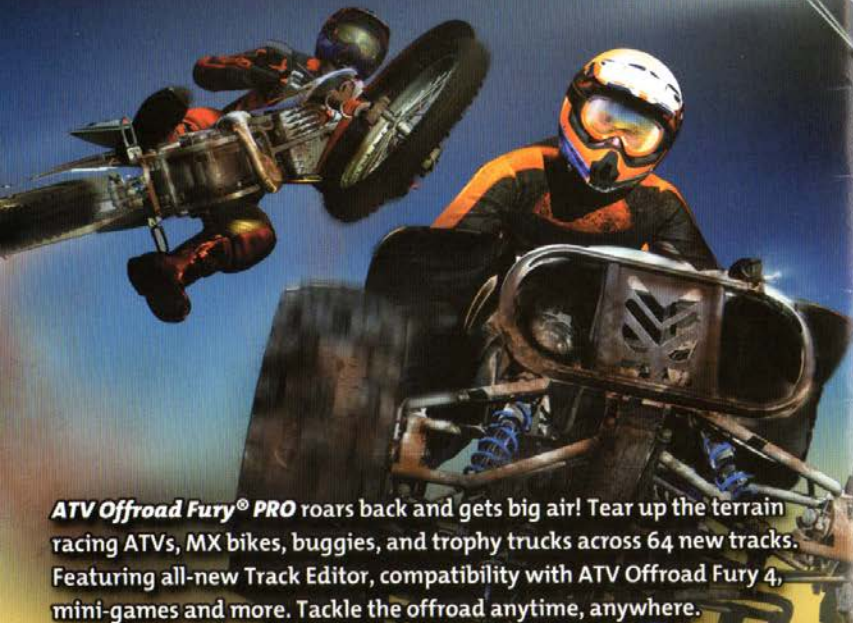


# ATV Offroad FURY PRO



ATV Offroad Fury® PRO roars back and gets big air! Tear up the terrain racing ATVs, MX bikes, buggies, and trophy trucks across 64 new tracks. Featuring all-new Track Editor, compatibility with ATV Offroad Fury 4, mini-games and more. Tackle the offroad anytime, anywhere.

## BLAZE YOUR OWN TRAIL®!

**EmuMovies** AVAILABLE NOW!

RATING PENDING  
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PSP

PlayStation Portable



# ATV 4 Offroad FURY



EVERYONE  
**E**  
CONTENT RATED BY  
ESRB

## INSTRUCTION MANUAL

SONY



COMPUTER  
ENTERTAINMENT

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**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 system, 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 system 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 system 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 systems 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.

#### **ATV Offroad Fury® 4 Tips and Hints**

Game Hint Guide Information  
PlayStation Underground Game Guides  
For free hints and tips visit us at [www.us.playstation.com](http://www.us.playstation.com).

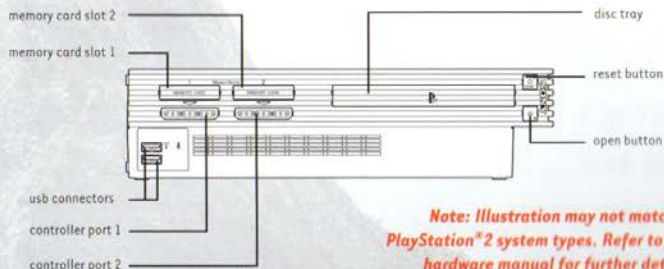
Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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**Note:** Illustration may not match all PlayStation®2 system types. Refer to your hardware manual for further details.

## Setting Up Your PlayStation®2 System

Set up your PlayStation®2 system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the system) is turned ON. Press the button. When the indicator turns green, press the button and the disc tray will open. Place the **ATV Offroad Fury® 4** disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Attach a DUALSHOCK®2 analog controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## Network Adaptor (Ethernet/Modem) (for PlayStation®2)

In order to play **ATV Offroad Fury® 4** Online, you must have installed a Network Adaptor (Ethernet/Modem) (for PlayStation®2) or PlayStation®2 with internal network connector before playing. Set up the Network Adaptor (Ethernet/Modem) (for PlayStation®2) according to the instructions included in its packaging.

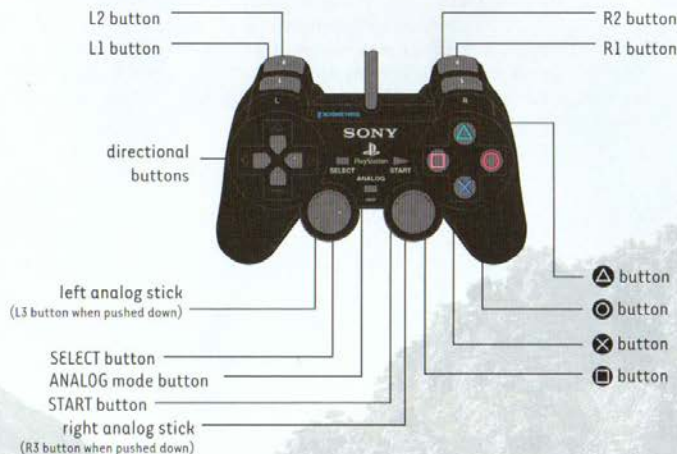
**Caution:** Unplug the AC power cord on your PlayStation®2 computer entertainment system before adding any networking equipment to the system.

**Note:** You can play with dial up but are limited to two player games.

## Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same card or any memory card (8MB)(for PlayStation®2) containing previously saved games. Before playing online, a valid network configuration must be saved to the memory card (8MB)(for PlayStation®2) using either the Network Startup Disc or the **ATV Offroad Fury® 4** Network Configuration Utility.

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## Multitap (for PlayStation®2)

For three or four player games, use a multitap (for PlayStation®2). Connect the multitap to Controller Port 1 of the PlayStation®2 system. Then connect controllers to the controller ports on the multitap. You cannot use the multitap in Controller Port 2. Insert the Memory Card (8MB)(for PlayStation®2) into MEMORY CARD slot 1A on the multitap. MEMORY CARD slot 2 (on the PlayStation®2) system is not used when the multitap is inserted.

## Setting Up the Headset (optional)

**ATV Offroad Fury® 4** is compatible with the USB headset (for PlayStation®2).

The headset connects to either one of the USB (Universal Serial Bus) connectors located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing UP, insert the cable into one of the USB connectors.

## Menu Controls

- Select menu item . . . . . left analog stick or directional buttons
- Change setting . . . . . left analog stick or directional buttons
- Confirm / Accept selection . . .
- Previous screen . . . . .
- Pause / start game. . . . .

# controls

**Note:** Controls below are shown using the default controller configuration CONFIG A. To select a different configuration, select **CONTROLLERS** from the Options menu.

## Basic Vehicle Controls

Steer	left analog stick or directional buttons	←/→
Accelerate	⊗ or right analog stick	↑
Brake	⊙ or right analog stick	↓
Reverse	⊙ (hold) or right analog stick	↓ (hold)
Clutch / Power slide	R1	
Gear up	R2	
Gear down	L2	
Reset vehicle	L1 + R1 + L2 + R2	(press and hold)

## ATV/MX Bike Specific Controls

Preload for jump	left analog stick ↓ at jump base, then snap analog stick ↑ just before peak of jump	
Lean forward	left analog stick ↑	
Lean back / Wheelie	left analog stick ↓	
Stunts	△ + left analog stick	
Stunts	⊙ + left analog stick	
Stunts	⊙ + △ + left analog stick	
Back flip (while in air)	↓, ↓ (press and hold)	
Front flip (while in air)	↑, ↑ (press and hold)	
Bicycle (ATV Only)	LS + left analog stick	

**Note:** You can view the complete list of Tricks for your vehicle by accessing the **Tricks Book** from the **Pause Menu** (ATVs and MX Bikes only).

## Camera

Cycle through camera views	SELECT	
Look Back	L1 + R1	

## Virtual Keyboard Controls

Highlight character	left analog stick or directional buttons	↑/↓/←/→
Select / type character	⊗	
Backspace / delete character	⊙	
OK Entry and close virtual keyboard	⊙ or △	
Symbols	R2	
Cycle Caps	L2	

# starting a new game

## Starting a New Game

Press **START** at the Title Screen. When asked if you would like to create an **ATV Offroad Fury® 4** save file, choose **YES** and press **⊗**.

## Saving Scores and Settings

Your profile and settings are automatically saved after changing settings and options, in between races and when you return to the Main Menu as long as Autosave is enabled. You can also choose to manually save your profile and progress from the Profiles Menu by selecting **SAVE**.

## Auto Save

As you progress, a message will appear on screen indicating your profile and settings are being saved. While this message is on screen, **DO NOT** remove the Memory Card (8MB) (for PlayStation®2) or turn off your system.

**Note:** You can turn the **Auto Save** function **ON/OFF** on the **Options Menu** under **Game Settings**.

## Loading Saved Game Settings

Your saved game settings will automatically be loaded when first booting up **ATV Offroad Fury® 4**. You can also choose to manually load saved data at the Profiles Menu by selecting **PROFILE** from the Options Menu and then choosing **LOAD**.

## Player Profile

You must create a Player Profile before playing **ATV Offroad Fury® 4**. The Player Profile is stored on a Memory Card (8MB) (for PlayStation®2).

When prompted to create a profile, press **⊗** and enter your player name using the virtual keyboard. The Autosave feature will save all future data to your profile.

## Player Profile Menu

Manage your profile from here. On the Main Menu, select **OPTIONS** and **PROFILE**.

<b>LOAD</b>	Load a profile for gameplay. Any game mode you select will depend on data stored in the loaded profile.
<b>CREATE</b>	Create a new profile. You can have up to four profiles.
<b>DELETE</b>	Delete a profile.
<b>SAVE</b>	Manually save your profile.

## Single Player

**Single Events** • Choose this to just get into the action in your favorite event. See "The Event Types" on page 9 for descriptions of the events.

**Story Mode** • Live out the story of a young rider facing the past by returning to the race circuit in an attempt to progress through the professional ranks. Select a male or female rider to compete in races, challenges, and events to gain credits and sponsorships.

**Classic Mode** • This is the classic Championship mode. Select an event and go for domination. Earn Credits with Championship victories to unlock other game features, including track locations, events, and new vehicles.

**Training** • Learn the basics and become familiar with controlling your vehicle.

*Note: The Rings-of-Fire Mini-Game must first be unlocked by connecting with ATV Offroad Fury® Pro for PSP® (PlayStation® Portable). A Mini B type connector is required to connect the PSP® (PlayStation® Portable) to a PlayStation®2 system.*

## Multiplayer

**Online Play** • Connect to the Internet to play ATV Offroad Fury® 4 Online. See Playing Multiplayer, page 16, for more information.

**LAN** • Play over a local area network through an Ethernet connection. Each player must have installed a network adaptor (Ethernet/modem) (for PlayStation®2) on their PlayStation®2 system, or use the PlayStation®2 with internal network adaptor (Ethernet/modem) (for PlayStation®2), as well as have a copy of **ATV Offroad Fury® 4**.

**Split Screen** • Play up to four-player racing via split screen across a variety of event types.

*Note: For three or four player games, you must use a Multitap (for PlayStation®2).*

**Community** • Communicate, participate and get the latest online news.

**Network Setup** • Create a Network Configuration using the application on the **ATV Offroad Fury® 4** disc.

## Garage

Tune up your machine, switch vehicles, customize riding gear, and more.

## Records

View player stats, records, rankings and the trophies you've won.

## Options

**Player Profile** • Create and manage up to four profiles. Apply Cheats here too.

**Game Settings** • Adjust Split Screen options, change Autosave, game volume and HUD Opacity settings.

**USB Connect** • Connect with ATV Offroad Fury® Pro for PSP® (PlayStation® Portable) and unlock additional tracks, exchange vehicles, upgrades and user created tracks.

*Note: A USB cable with a Mini B type connector is required to connect the PSP® (PlayStation® Portable) to a PlayStation®2 system.*

**Controllers** • Select from a variety of controller configurations.

**Ghosts** • Manage your Lap Attack Ghost files, as well as download other players' Ghost files in Online mode. You can save up to 12 Ghost files.

**Juke Box** • Make musical selections from the available songs.

**Movies** • View unlocked movies.

**Photo Album** • View your saved photos.

## Track Editor

Create your own Supercross and Circuit courses.

## Logon

Once you've saved your online connection settings, you can connect in fewer steps by using the Logon option.

## the game screen



**Position** • See your position and the total racers and view rider position by name.

**Note:** *The line underneath a Position name is the minimum place you need to achieve in order to progress in your current championship.*

**Lead** • See how you are leading or trailing in the race by time.

**Lap** • Laps completed and total laps.

**Time** • This is your current lap time.

**Best Lap Time** • Your best lap time for the current race.

**Total** • This is the total elapsed time for the race.

**Speedometer** • Displays your speed and gear position.

**Preload Meter for Jumps** • Use the preload meter to power jumps for your ATVs and MX bikes.

**Stunt in Progress** • During execution of stunts, the stunt name, possible points and possible combo multiplier appear here. These points are added to the Stunt Score. If the stunt isn't completed successfully the stunt name and score will turn red, no points will be awarded.

**Stunt Score** • This is the total score for successfully completed stunts.

**Minimap** • Shows the course, rider positions, Freestyle targets and Treasure Hunt tokens.

## the event types

There are multiple event types in ATV Offroad Fury® 4. Each event has an Amateur and Pro Class.

**Note:** *Amateur Championships cannot be entered with Pro vehicles.*

### Supercross

Supercross is stadium racing where you can become a crowd-pleasing hero or choke in front of a huge audience. These indoor events feature almost constant turning and jumping so your preloading and power sliding skills must be topflight. Pure speed is less important than quick acceleration. These tracks are for Light (ATV & MX) Class only.

### Rallycross

Rallycross is offroad racing where you must come to grips with the environment while contending with your opponents. These outdoor events feature unpredictable terrain and roadside obstacles, making navigating the uneven surface as much of a challenge as coming in first place. These tracks are for Heavy (Buggy & Truck) Class only.

### National

These outdoor events feature high-quality venues with well-designed courses for the best riders. Though weather conditions can be a factor, the real challenges are built into the course. These tracks can be used with both Light and Heavy Classes.

### Freestyle

Display your airborne artistry and insanity by pulling off incredible stunts and clearing objectives. Freestyle events can take place wherever there is huge air potential. These tracks are for Light Class only.

### Circuit

Try your hand at racing buggies and trucks around these indoor dirt circuit tracks, which are groomed with sharp corners and varying sized jumps. These tracks are for Heavy (Buggy & Truck) Class only.

### P2P (Point-to-Point)

Make your own offroad path and complete courses through multiple routes as you kick up dust, dirt and mud across these free-roaming, Baja-style outdoor tracks built for all four vehicle types. For the most suitable routes, Light Class vehicles should follow the Red Routes (noting the arrow signs) while Heavy Class vehicles are more suited to the Green Routes.

### Sponsor

Unlock Sponsorship tracks by winning Sponsor Challenges during Story and Classic modes, and then tackle the courses here. These tracks are for both Light and Heavy Classes depending on the event.

## single event modes

In Single Event play you can further define your event choice by selecting a mode on the Single Event screen before pressing **X**. Use the left analog stick or directional buttons to choose a Game Mode (Single Event or Lap Attack), any unlocked tracks and the type of vehicle you wish to race. Some events allow you to select the number of laps or the time limit. A lock appears for tracks that are not yet available.

### Race Options

You can further customize your race, vehicle and rider at the Pre Race Screen or by visiting the Garage.

**Vehicle** • Choose from any of the available vehicles for the chosen event and track. The window along the right side of the screen displays your vehicle. The vehicle's Power, Weight and Cornering abilities are displayed to the bottom left.

**Tires** • Choose from any of the available tires. Certain tires work better on certain surfaces. The higher your tire rating, the better traction you'll get.

**AI Type** • You can set the AI competition's type to SINGLE or MIXED.

**AI Difficulty** • You can set the AI difficulty to NORMAL, EXPERT or OFF.

## story mode

Live the life of a young rider and earn a path to the ranks of a professional racer. Experience the drama and intensity of realistic offroad racing with increasingly difficult race challenges and events all tied together with engaging, story-driven cut scenes.

Compete in Story Mode competitions and win Credits to buy (unlock) important items for your racing career including new vehicles, parts and rider gear. To move onto the Pro Championships of the Story Mode, you'll need to gain a Light and Heavy Class License in the Amateur Championships.

*Note: You also unlock tracks and logos during Story Mode participation and wins without spending Credits.*

### The Event Map

Select your race here and keep track of your progress between events. This serves as a status screen throughout your quest for the championship.

**Racers List** • Check here after a race to see how you stacked up on points and position.

**Round** • Look here to see the total number of rounds you have raced in this event and how many there are in total.

## story mode (cont'd)

**Vehicles** • Events in the Amateur tier cannot be entered in Pro vehicles. Once in the Pro tier, you become a member of the Fury Motorsport Team. On P2P races you will only be eligible to use the Fury team's vehicles rather than your own customized vehicles.

**Sponsors** • Once you have unlocked a Sponsor during Story Mode you will see the 'Sponsor' menu option. This allows you to access unlocked Sponsor Challenges and review your Sponsor deals.

### Race Results

Race results are listed by your profile name. Check your finishing position, total elapsed time for the race, best lap time and stunt score. If you broke a record in any category, the congratulations screen will appear.

**Championship Results** • Get your finishing position and points for the event.

**Career Progression Screen** • View this to see how you met the requirements. You will be notified if you qualified for the next race. Depending on the race, you may have to finish in a certain position to qualify for the next race.

## the garage

Find the Garage Pre Race Menu that appears after you decide your event. Shop for parts, tune up your machine, switch vehicles, customize riding clothes, and more.

### Vehicle Options Menu

Come here to change vehicles or work on your vehicle. This includes upgrades, shock and gear tune-ups, paint and logos.

### Riders

View and change rider options, including your rider's gender, skin tone, hair, name, jersey number and gear.

### The Paint Shop

Use the Paint Shop to give that custom finish to either your Vehicle or Uniform. The paint shop option appears on both the Vehicle and Rider option menus.

## purchasing vehicles & upgrades

Make purchases with Credits won during Classic and Story Mode. Purchase vehicles by selecting GARAGE from the Vehicle/Rider Menu then choosing CHANGE VEHICLES from the Vehicles Menu. Purchase upgrades by selecting GARAGE from the Vehicle/Rider Menu then choosing UPGRADES from the Vehicles Menu.

### To make a purchase:

For vehicles, select the item you want, press the left analog stick ←/→ to check out the merchandise, and the price will appear right below your available Credits. If you want it and can afford it, press X. For upgrades, highlight an item and press □ to select it. You can select as many items as you can afford. Once you're ready to buy them, press X to make the purchase.

## photographer album

Take photos of your rider/vehicle during Single and Championship Events to capture your race action then save them to a memory card (8MB) (for PlayStation®2). To access the Photographer Mode, press START to pull up the Pause Menu and then select PHOTOGRAPHER. You can view the photos you've taken in the Photo Album option located in the Options Menu.

### Photographer Controls

Pose picture / move camera . . . left analog stick or directional buttons  
Zoom in / out . . . . . right analog stick or X and □  
Offset . . . . . left analog stick + ○  
Take photo . . . . . R1  
Delete photo . . . . . L1

## the track editor

Create your own Supercross and Circuit courses by placing tiles where you want them! Tiles come in a variety of categories, from jumps, corners, straights and crossovers, to specials, scenery and unlockable content (when connecting to ATV Offroad Fury® Pro). Once a track has been created, you can save it to memory card (8MB) (for PlayStation®2).

### Creating Your Track

1. Select "Editors" From the main menu.
2. Select 'Track Editor' from the editors' menu.
3. Select either "New Light Track"(Supercross) or "New Heavy Track" (Circuit) or "Load".
4. First, place a gate to start your track.
5. Make your track and then choose PLAY to test it out!

## the track editor (cont'd)

### Track Editor Controls

Rotate track . . . . . R1 + left analog stick ← or →  
Zoom in / out . . . . . left analog stick ↑ or ↓  
Cycle tiles . . . . . L1 (hold) + directional buttons ↑ / ↓  
Cycle tile themes . . . . . L1 (hold) + directional buttons ← / →  
Previous menu . . . . . △ in menu mode  
Delete tile . . . . . □  
Rotate tile . . . . . ○  
Place tile . . . . . X  
Move Tile . . . . . Directional buttons  
Track Editor menu . . . . . START 'Play' 'Save' & 'Exit'.  
Display Help menu . . . . . R1 Hold

*Note: Edit and test tracks via the Track Editor before playing them in Split Screen or Online. To play your tracks competitively you will need to select 'User Tracks' in the Multiplayer Menu.*

### Creating a Working Track—A Few Rules

A 'Start Gate' Tile must be placed on the track in order for it to be valid.

A Track route must begin and end from the 'Start Gate'.

All tiles must be connected to form a valid 'loop'.

Tile arrows change color to indicate a track's status:

- **Dark Green** • Linked tiles connected to the start gate.
- **Blue Arrows** • Tile has been connected to another tile, path does not connect to the start gate.
- **Red arrows** • Not connected to another tile.
- **Bright Green** • All tiles connected, circuit loop is valid track ready to be played.



## the pause menu

Press **START** during gameplay to access the Pause Menu.

**Note:** Accessing the Pause Menu during online play will not pause gameplay.

**Resume** • Continue play.

**Respot** • Reset your vehicle.

**Restart** • Start the event from the beginning.

**Note** • Restart is not available in Multiplayer Online and LAN play.

**Quit** • Quit to the previous menu.

**Game Options** • Set Music and Sound FX volumes. Set the transparency of the HUD.

**Photographer** • Enter Photographer Mode and take pictures.

**Change Objectives (Freestyle Only)** • Change the objective during a freestyle event.

**Trick Book (MX Bike and ATV only)** • Display the list of trick for ATVs and MX Bikes.

## the mini games

Play Mini Games in Multiplayer Mode both online and split screen. Each player can visit the Garage Menu prior to the game. Press **○** to make option changes. For team mini games, select either Blue or Red team by pressing **←/→**. All games require at least two players, and some can be played with up to eight players.

### Treasure Hunt

Snatch up as many tokens as you can as fast as you can. The Direction Arrow points to token locations. Each token is worth cash: a Gold Token is worth \$1000, Silver is worth \$500 and a Bronze is \$250. The game is over when time runs out. The highest stunt score breaks the tie so pull some stunts.

### Hockey

Drive the puck toward the opponent's goal by hitting it with your vehicle. Score as many goals as you can within the time limit. Break a tie with uninterrupted play until a team scores.

## the mini games (cont'd)

### Soccer

Score the most goals within the time limit. Hit the ball with your vehicle to take possession. Press **○** to kick the ball for a goal and press **△** to pass. Use the analog stick **↓** to elevate the shot. On defense, hit the ball handler's vehicle to knock the ball loose. Break a tie with uninterrupted play until a team scores.

### Basketball

Score the most points within the time limit. Hit the ball with your vehicle to take possession. Press **○** to shoot a basket and press **△** to pass. On defense, hit the ball handler's vehicle to knock the ball loose. Break a tie with uninterrupted play until a team scores.

### Bowling

Jump from either ramp onto the island, and knock over as many pins as possible to score points. Just like real life, each player gets ten 'frames' of two turns each. Knock over all the pins on the first turn of a frame (a STRIKE) to get bonus points from your next two turns. Clear away all the pins on the second turn of a frame (a SPARE) to get bonus points from your next turn. Finish all ten frames and get the highest total score to win.

### Rings of Fire

In this time-based mini game riders attempt to drive their ATVs and MX Bikes through multiple rings and chain them together for huge points. For each successive ring you can drive through before the time multiplier runs out, the higher score you'll receive. The rider with the most rings chained at the end of the game wins!

**Note:** Rings of Fire is unlocked by connecting to ATV Offroad Fury<sup>®</sup> Pro for PSP<sup>®</sup> (PlayStation<sup>®</sup> Portable). A USB cable with a Mini B type connector is required to connect the PSP<sup>®</sup> (PlayStation<sup>®</sup> Portable) to a PlayStation<sup>®</sup>2 system.

Go online and compete against up to seven other players.

**Note:** You must have a valid network configuration saved to a Memory Card (8MB) (for PlayStation®2). See the Network Adaptor Start-Up Disc Instruction Manual that accompanies your Network Adaptor Start-Up Disc for more information.

**Note:** Two players can play online using one PlayStation®2 computer entertainment system. Gameplay will be split screen. Only one profile is used to login. Additional players are identified as Guests of the Player 1 profile.

## Getting Online

1. On the Multiplayer screen select ONLINE PLAY.
2. When prompted, press **X** to load your network configuration file and press **X** again when loading is completed. If you have more than one network configurations, select the one you want to use.
3. Read and agree to the Online User Agreement by pressing **X**. If you disagree, press **△** to disconnect from the online service.
4. Complete the Login Details Menu.

**Set Name** • Sets the login name.

**Set Password** • Enter a password to login with.

**Save Password** • Password will be saved with the player's profile. It is not necessary to re-enter your password.

**Set Auto Login** • When the players profile is loaded at startup they will be asked if they want to login.

**Login** • Begins the login sequence.

**Set Date of Birth** • Enter Date of Birth (Required for Chat Mode).

5. If this is your first login with a new account, you will be prompted to create an account. Press **X** to create the new account and login to the lobby server.

## Online Rank

**Named Rankings** • You are ranked as a Rookie, Pro, Amateur, or Expert. To raise your ranking complete and win games.

**Color Rankings** • Profile points are awarded for placing ahead of opponents in online games. If your Profile Points make it into the top 10% you will gain Bronze status; the top 5% you will make Silver status; and Gold status is reserved for the top 1%. You can apply these status colors to your Vehicle or Rider in the Paint Shop.

## Online Community

Select this option from the Multiplayer Menu when you want to view the Scoreboards, participate in and create your own Tournaments, manage your Buddy List, check stats, send/receive mail, respond to surveys or check out the latest info. Login procedure is the same as for Online Gameplay.

## Create

Host your own game. Create a variety of games and event types. Any local players (on your PlayStation®2 computer entertainment system) play as a Guest using your Player Profile and the games become Split Screen.

## Online Play Options

**Quick Search** • This is the quickest way to get into an online game. Quick search takes you to the first available game lobby.

**Buddy Search** • Search to see if any of your Buddies are online.

**Opti-Search** • Customize your game search by utilizing a set of parameters that includes Game Type, Event, Max Laps, Max Time, AI, Min/Max Players and Headset.

**Opti-Search Game List** • The results of your game search appear here. Along the top of the screen is a list of games that match your search options. Use the left analog stick or directional buttons **←** and **→** to scroll through the available games. Below the list of available games is the status and parameters of the highlighted game.

Status will be:

**Staging** • The game is waiting to start.

**In Race** • The game is in progress and you have to wait in the Lobby until the current race is completed.

# credits

## Developed by Climax Racing Ltd.

## Climax Development Team

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We would also like to thank our families for their patience and understanding of the demands required for developing a monumental title such as this.

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Jim Bass  
Peter Dille  
Glenn Nash  
Frank O'Malley  
Phil Rosenberg  
Riley Russell  
Shuhei Yoshida

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Written by Jared Leto

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Produced by El-P for  
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Meline for  
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Recorded & Mixed by Joey Raia  
at GothamStudios NYC.  
Mastered by Ken Heitmueller for  
John Hancock/Independence, NYC  
from the full length album I'll  
Sleep When You're Dead  
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## "Party Hard"

Performed by The Perceptionists  
Produced by Camu Tao for  
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Lyrics  
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