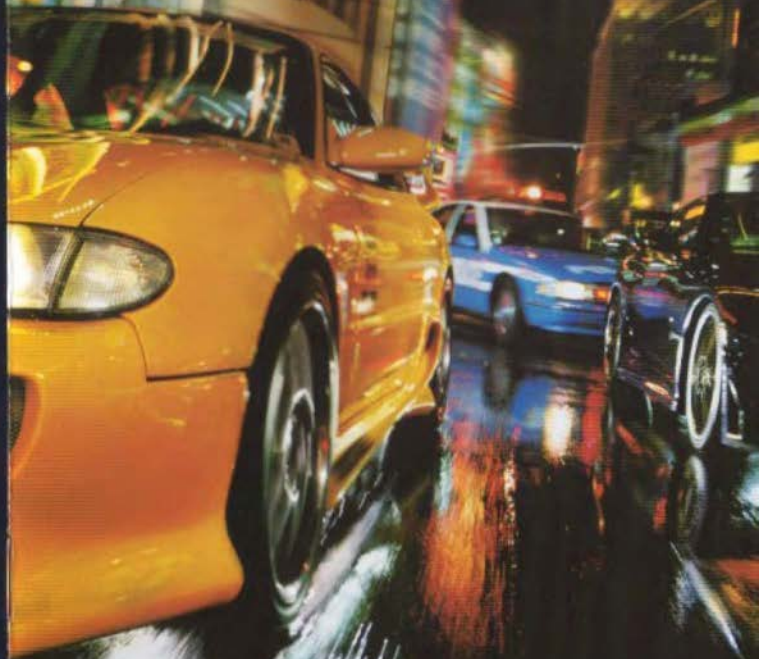


DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



湾岸 MIDNIGHT CLUB STREET RACING



EmuMovies



WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB



1-2 Players | Memory Card (for PS2) - 350 KB | Digital Control | Analog Control | Vibration Function

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TEEN

ANIMATED VIOLENCE

Visit www.esrb.org or call 1-800-771-3772 for Rating information.



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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 CONSOLE, MAY INDUCE AN EPILEPTIC SEIZURE IN THESE INDIVIDUALS. CERTAIN CONDITIONS MAY INDUCE PREVIOUSLY UNDETECTED EPILEPTIC SYMPTOMS EVEN IN PERSONS WHO HAVE NO HISTORY OF PRIOR SEIZURES OR EPILEPSY. IF YOU, OR ANYONE IN YOUR FAMILY, HAS AN EPILEPTIC CONDITION, CONSULT YOUR PHYSICIAN PRIOR TO PLAYING. IF YOU EXPERIENCE ANY OF THE FOLLOWING SYMPTOMS WHILE PLAYING A VIDEO GAME – DIZZINESS, ALTERED VISION, EYE OR MUSCLE TWITCHES, LOSS OF AWARENESS, DIS-ORIENTATION, 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:

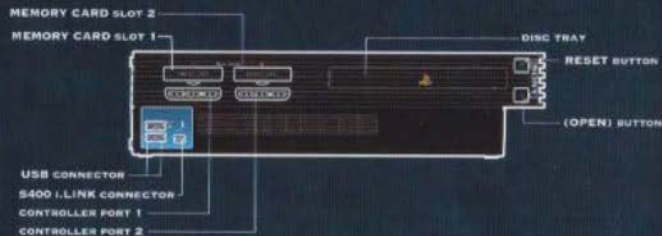
THE USE OF SOFTWARE OR PERIPHERALS NOT AUTHORIZED BY SONY COMPUTER ENTERTAINMENT AMERICA MAY DAMAGE YOUR CONSOLE AND/OR INVALIDATE YOUR WARRANTY. ONLY OFFICIAL OR LICENSED PERIPHERALS SHOULD BE USED IN THE CONTROLLER PORTS OR MEMORY CARD SLOTS.

HANDLING YOUR PLAYSTATION 2 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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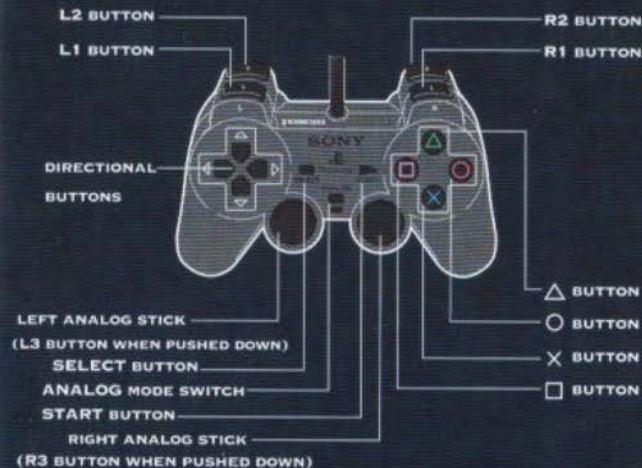
GETTING STARTED



SET UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE MAIN POWER SWITCH (LOCATED ON THE BACK OF THE CONSOLE) IS TURNED ON. PRESS THE RESET BUTTON. WHEN THE POWER INDICATOR LIGHTS UP, PRESS THE OPEN BUTTON AND THE DISC TRAY WILL OPEN. PLACE THE MIDNIGHT CLUB 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.

STARTING UP

DUALSHOCK™ 2 ANALOG CONTROLLER CONFIGURATIONS

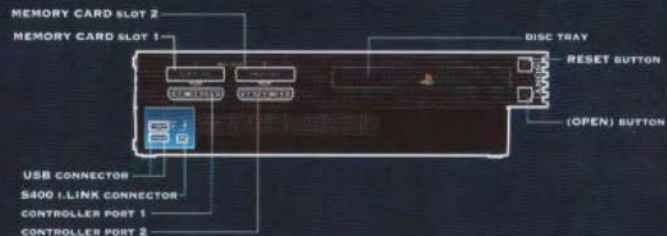


JOINING THE SECRET WORLD OF THE MIDNIGHT CLUB

IN SECRET GATHERINGS AROUND THE WORLD A MYSTERIOUS GROUP OF URBAN STREET RACERS KNOWN AS THE MIDNIGHT CLUB RACE FOR PRIDE, POWER AND GLORY IN SLEEKLY CUSTOMIZED, TRICKED-OUT SPORTS CARS. RACING THROUGH CROWDED STREETS, RUNNING RED LIGHTS, TERRORIZING PEDESTRIANS, DRIVING ON SIDEWALKS, AND OUTFRACING THE COPS ARE JUST THE BASICS FOR THE MIDNIGHT CLUB. OR SO YOU'VE HEARD. WHILE YOU'RE CRUISING THROUGH THE DARK STREETS, YOU SPOT A TRICKED OUT LOW RIDER SPEEDING AND WEAVING THROUGH TRAFFIC. INTRIGUED AND LOOKING FOR THRILLS, YOU MAKE YOUR PRESENCE KNOWN TO HIM WITH A FEW OF YOUR OWN





DARING MANEUVERS. AFTER INTRODUCING HIMSELF WITH A SNEER, HE THROWS DOWN THE GAUNTLET AND SPEEDS OFF. DETERMINED TO GET IN THE CLUB, YOU RACE OFF AFTER HIM WITH RECKLESS ABANDON. AFTER FOLLOWING AND MATCHING YOUR NEW ADVERSARY MOVE FOR MOVE ON A MAD CHASE THROUGH THE CITY, HE FINALLY PULLS OVER. HE DARES YOU TO MEET HIM AND HIS FRIENDS AT MIDNIGHT. YOU'VE GOT YOUR SHOT. HAVING MADE IT THIS FAR GETS YOU INTO YOUR FIRST RACE. VICTORY WILL EARN YOU MEMBERSHIP IN THE CLUB, WHICH COMES WITH PRIDE, THRILLS, AND GLORY. YOU'RE ON YOUR WAY...


INITIATION






1. SET UP YOUR PLAYSTATION®2 ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. CONNECT A DUALSHOCK™ ANALOG CONTROLLER(S) AND/OR A DUALSHOCK™2 ANALOG CONTROLLER. IF YOU WISH TO SAVE YOUR MIDNIGHT CLUB GAME, INSERT A MEMORY CARD (8MB) (FOR PLAYSTATION®2) WITH AT LEAST 350KB OF FREE SPACE INTO MEMORY CARD SLOT 1. MIDNIGHT CLUB ONLY SUPPORTS MEMORY CARD SLOT 1.

2. PRESS THE MAIN POWER SWITCH ON. THE  INDICATOR WILL BE RED.

3. PRESS THE  BUTTON. THE DISC TRAY WILL OPEN, THE  INDICATOR WILL TURN GREEN, AND THE  INDICATOR WILL FLASH BLUE. THE  INDICATOR WILL STAY A SOLID BLUE WHEN THE DISC TRAY HAS STOPPED MOVING.

4. INSERT THE MIDNIGHT CLUB DISC, LABEL SIDE UP, INTO THE PLAYSTATION®2, AND PRESS THE  BUTTON. THE DISC TRAY WILL CLOSE.

5. IF THE PLAYSTATION®2 LOGO, AND SUBSEQUENTLY THE ROCKSTAR LOGO, DO NOT APPEAR, PRESS THE  BUTTON. THE DISC TRAY WILL OPEN. ENSURE THAT THE MIDNIGHT CLUB DISC IS PROPERLY INSERTED, AND PRESS THE  BUTTON AGAIN. IF THE GAME DOES NOT LOAD, PRESS THE MAIN POWER SWITCH OFF; ENSURE THAT YOUR PLAYSTATION®2 IS SET UP CORRECTLY, PRESS THE MAIN POWER SWITCH ON AGAIN, AND THEN PRESS THE  BUTTON.

6. IT IS ALSO RECOMMENDED THAT YOU DO NOT INSERT OR REMOVE PERIPHERALS ONCE THE POWER IS TURNED ON. DO NOT RESET, POWER DOWN, OR REMOVE THE MEMORY CARD FROM THE PLAYSTATION®2 DURING LOADING/SAVING, AS THIS MAY DESTROY DATA.

CONTROLLER CONFIGURATION

DUALSHOCK™ 2 ANALOG CONTROLLER CONFIGURATIONS



YOU CAN CHOOSE FROM 4 SET CONTROLLER CONFIGURATIONS. MIDNIGHT CLUB SUPPORTS BOTH THE ANALOG CONTROLLER (DUALSHOCK™) AND THE ANALOG CONTROLLER (DUALSHOCK™2). THE DEFAULT CONTROLS ARE DETAILED BELOW. YOU CAN CHANGE THE CONTROLS BY SELECTING EXTRAS FROM THE MAIN MENU, THEN GAME OPTIONS, THEN CONTROLLER.

STEERING

LEFT ANALOG STICK, OR THE LEFT AND RIGHT DIRECTIONAL BUTTONS

FORWARD

PRESS THE RIGHT ANALOG STICK UP, OR PRESS THE X BUTTON

REVERSE

□ BUTTON WHEN STOPPED, OR PRESS THE R3 BUTTON AND THE RIGHT ANALOG STICK UP

BRAKE

PRESS THE RIGHT ANALOG STICK DOWN, DOWN DIRECTIONAL BUTTON, ○ BUTTON WHEN MOVING

HANDBRAKE

○ BUTTON, OR R1 BUTTON

PAUSE/UNPAUSE

START BUTTON

TOGGLE MAP VIEWS

SELECT BUTTON

CHANGE CAMERA VIEW

Δ BUTTON

REARVIEW

R2 BUTTON

UPSHIFT

L1 BUTTON

(MANUAL TRANSMISSION ONLY)

DOWNSHIFT

L2 BUTTON

(MANUAL TRANSMISSION ONLY)

HONK YER HORN

L3 BUTTON OR UP DIRECTIONAL BUTTON

NITROS!

L3 BUTTON OR UP DIRECTIONAL BUTTON

(AVAILABLE ON CERTAIN VEHICLES)

ARCADE MODE

ARCADE MODE ALLOWS YOU TO JUMP RIGHT IN AND RACE THROUGHOUT THE CITIES, COMPETING IN A VARIETY OF RACES WITHOUT GETTING INVOLVED IN THE BRUISING BATTLE THAT IS CAREER MODE. YOU HAVE FOUR MODES TO CHOOSE FROM, AND FOUR CARS TO START WITH; AS IN CAREER MODE, YOU WILL BE ABLE TO ACQUIRE NEW VEHICLES BY WINNING HEAD 2 HEAD AND WAY POINT RACES. UNLIKE CAREER MODE, HOWEVER, THE CARS YOU EARN AND SAVE IN ARCADE MODE WILL ONLY BE AVAILABLE TO YOU IN ARCADE MODE.

CITY SELECT

AFTER SELECTING ARCADE MODE, CHOOSE WHICH SIDE OF THE ATLANTIC YOU'LL BE RACING ON. WILL IT BE THE HARD, BRUTAL, CANYONS OF NEW YORK CITY, OR THE BATTLE-HARDENED, TIME-TESTED THOROUGHFARES OF LONDON? IN HEAD 2 HEAD AND WAYPOINT, YOU HAVE TO RACE YOUR WAY INTO LONDON BY DEFEATING ALL OF THE NEW YORK RACERS, WHILE CRUISE AND CAPTURE THE FLAG ALLOW YOU INSTANT ENGLAND ACCESS.

RACE SELECT

HIGHLIGHT ONE OF THE FOUR MODES, AND THEN PRESS **X**

CRUISE

SEE THE SIGHTS! TAKE A PLEASANT DRIVE. SIDESWIPE A FEW BUSES. THE CITY IS YOUR OYSTER. LEARN ALL THE NOOKS AND CRANNIES, AND SIDESTREETS AND ALLEYS, OF THE CITY. PRACTICE YOUR SWERVING AND VEERING IN AND OUT OF TRAFFIC, AS IT WILL COME IN VERY HANDY IN THE OTHER MODES.

HEAD 2 HEAD

YOU RACE MANO A MANO AGAINST A HOOKMAN, WITH THE HOOKMAN'S CAR ON THE LINE. THE RACE IS LINEAR AND THE WAYPOINTS MUST BE TOUCHED IN SEQUENCE. THE WAYPOINTS APPEAR AS SEARCHLIGHTS AND CHANGE FROM BLUE-GREEN TO RED WHEN YOU HIT THEM. ON THE MAP, THE NEXT WAYPOINT YOU NEED TO HIT WILL BE A SOLID RED WHILE THE REST WILL BE TRANSPARENT. ONCE YOU HAVE HIT THE WAYPOINT IT WILL DISAPPEAR FROM THE MAP.

WAYPOINT

YOU RACE AGAINST THE HOOKMAN AND HIS HOMEBOYS (4-6 OF 'EM) TO HIT ALL OF THE WAYPOINTS, IN NO PARTICULAR ORDER, AND THEN GET TO THE FINISH POINT FIRST. AS IN HEAD TO HEAD, THE SEARCHLIGHTS WILL CHANGE TO RED WHEN YOU HIT THEM. ON THE MAP ALL THE WAYPOINTS WILL APPEAR AS RED (YOU CAN HIT THEM IN THE ORDER YOU CHOOSE) AND WILL DISAPPEAR WHEN YOU HIT THEM.

CAPTURE THE FLAG

COMPETE AGAINST A FRIEND AND/OR AI RACERS AND/OR THE CLOCK (DEPENDING ON THE SETTINGS) TO COLLECT FLAGS AND DROP THEM OFF AT THE PROPER PLACE. POINTS ARE AWARDED BASED ON HOW MUCH TIME IT TAKES TO DROP THE FLAG OFF. THE FLAG CAN BE LOST BY A HARD COLLISION WITH PRETTY MUCH EVERYTHING. YOU CAN STEAL THE FLAG FROM YOUR OPPONENTS, AND THEY IN TURN CAN STEAL THE FLAG FROM YOU, BY RAMMING. FIRST SET THE NUMBER OF PLAYERS AND NUMBER OF OPPONENTS. ON THE MAP PICKUP POINTS WILL APPEAR YELLOW AND THE DROP-OFF POINTS WILL APPEAR GREEN.

SCORING OPTIONS - CTF HAS A SET OF OPTIONS ALL ITS OWN, AND YOU SHOULD EXPERIMENT WITH DIFFERENT COMBINATIONS.

DELIVERY POINTS - YOUR CHOICES HERE ARE FIXED, DECAY, AND TIMEOUT. FIXED MEANS A DELIVERY IS WORTH 500 POINTS. DECAY MEANS WHEN YOU PICK THE FLAG UP, IT'S WORTH 1000 POINTS, BUT THE LONGER IT TAKES YOU TO DELIVER, THE LESS IT'S WORTH. THE MINIMUM VALUE IS 100 POINTS. TIMEOUT IS LIKE DECAY, BUT WITH NO MINIMUM VALUE. IF THE POINTS RUN OUT, THE FLAG DISAPPEARS AND A NEW FLAG AND GOAL APPEAR.

MAX TIME - ADJUST THE TIME YOU HAVE TO ACCOMPLISH YOUR MISSION. CHOOSE BETWEEN 5 MINUTES, 10 MINUTES, 20 MINUTES AND INFINITE.

MAX SCORE - SET THE SCORE VALUE. CHOOSE BETWEEN 2,500 POINTS, 5,000 POINTS, 10,000 POINTS AND INFINITE.

WARNING: REACHING MAX TIME OR MAX POINTS WILL END THE GAME.

REGENERATION - ALTER THE SPEED OF YOUR DAMAGE RECOVERY - EITHER NONE, FIXED, OR SPEED. SPEED MEANS THE FASTER YOU DRIVE, THE QUICKER YOU RECOVER.

HEAVY FLAG - THIS OPTION, WHEN TURNED ON, ALTERS THE GAME'S STRATEGY AND DIFFICULTY BY WEIGHING DOWN THE CAR THAT CARRIES IT.

OPTIONS

HERE ARE THE BASIC ARCADE MODE OPTIONS. EXCEPTING NUMBER OF PLAYERS, THE OPTIONS LISTED BELOW ARE ONLY AVAILABLE IN CRUISE AND CAPTURE THE FLAG MODES. USE THE

DIRECTIONAL BUTTONS TO SCROLL AMONG AND ALTER THE OPTIONS, THEN PRESS THE **X** BUTTON.

NUMBER OF PLAYERS - 1 OR 2

NUMBER OF AI OPPONENTS - FROM 0 TO 6

TIME OF NIGHT - CHOICE OF FOUR SETTINGS, FROM DUSK TO DAWN

WEATHER - CHOOSE BETWEEN RAIN, FOG, CLOUDS AND CLEAR SKIES

TRAFFIC DENSITY - MORE OR LESS FELLOW MOTORISTS WHOSE NIGHTS YOU CAN RUIN

PEDESTRIAN DENSITY - MORE OR LESS PEDESTRIANS WHO SHOULD'VE STAYED INSIDE TONIGHT

SCORING OPTIONS (SEE ABOVE) - ONLY AVAILABLE IN CAPTURE THE FLAG

CAREER MODE

BEGIN BY RACING AGAINST THE LESSER CHARACTERS, ONE-ON-ONE OR IN GROUPS, THROUGH VARIOUS NEIGHBORHOODS OF MANHATTAN. WORK YOUR WAY UP AS YOU DEFEAT BETTER OPPONENTS AND WIN FASTER CARS, UNTIL YOU BEAT THE BEST DRIVER IN THE CITY AND DETHRONE HIM TO BECOME THE CITY CLUB CHAMPION. THE CHALLENGE ESCALATES, AS YOU CROSS THE BIG POND AND HEAD TO LONDON, WHERE YOU'LL HAVE TO PROVE YOURSELF ALL OVER AGAIN. PICK UP NEW OPPONENTS ALONG THE WAY AS YOU WIN RACES THAT GET HARDER AND HARDER, UNTIL YOU WIN THEM ALL AND BECOME THE WORLD CHAMPION OF THE MIDNIGHT CLUB. THIS IS WHAT MIDNIGHT CLUB IS ALL ABOUT. IT'S NOT A GAME. IT'S A WAY OF LIFE.

THE HIERARCHY OF THE CLUB IS THERE IS A WORLD CHAMP, A CITY CHAMP, THREE HOOKMEN PER CITY AND ALL THE "REGULAR" MEMBERS OF THE CLUB (REFERRED TO AS "HOMEBOYS"). YOU BEGIN YOUR CAREER IN ROAM MODE, WHICH HAS NO TIME LIMIT, AND ALLOWS YOU TO CRUISE AROUND LOOKING FOR HOOKMEN.

HOOKMEN ARE PEOPLE WHO LIKE TO DRIVE ILLEGALLY, AND ARE IDENTIFIED ON THE MAP BY RED ARROWS. THEY ARE BASICALLY YOUR OPPONENTS. ONCE A HOOKMAN IS FOUND, FOLLOW HIM TO A CHALLENGE POINT. IF YOU KEEP UP WITH HIM, YOU WILL RECEIVE A CHALLENGE AND ENTER INTO A WAYPOINT RACE. IF YOU WIN THE WAYPOINT RACE YOU ACQUIRE THE CELLPHONE NUMBER OF THAT HOOKMAN (THE CELLPHONE IS AVAILABLE WHILE PLAYING IN CAREER MODE, ON THE IN-GAME PAUSE MENU).

FROM HERE YOU CAN EITHER GO BACK TO ROAM MODE AND FOLLOW MORE HOOKMEN (OR THE SAME ONE), OR CALL THE ACQUIRED CELL PHONE NUMBERS. IF THE USER CALLS A NUMBER ON THE CELLPHONE THE HOOKMAN WILL CHALLENGE YOU TO A HEAD 2 HEAD RACE. IF YOU ARE VICTORIOUS THIS TIME, YOU GET THE HOOKMAN'S CAR. BEAT THE SAME HOOKMAN A SECOND TIME AND YOU'LL RECEIVE A MODIFIED MODEL OF THE SAME CAR. IF YOU BEAT HIM A THIRD TIME, YOU'LL SNAG THE TOP OF THE LINE VEHICLE OF THAT MAKE OF CAR. IN ORDER TO GET THE CITY CHAMP TO APPEAR YOU MUST DEFEAT AT LEAST TWO OF THE HOOKMEN THREE TIMES EACH IN WAYPOINT RACES. EACH TIME YOU WANT TO GET A WAYPOINT RACE YOU MUST RETURN TO ROAM MODE AND FOLLOW A HOOKMAN AGAIN. ONCE YOU HAVE DEFEATED A HOOKMAN THREE TIMES IN WAYPOINT RACES, HE WILL DISAPPEAR FROM ROAM MODE (ALTHOUGH YOU CAN STILL CHALLENGE HIM VIA CELL PHONE IF YOU LIKE). THE CITY CHAMP BEHAVES LIKE A HOOKMAN WHEN HE APPEARS, AND ONCE HE IS BEATEN YOU CAN MOVE ON TO LONDON. HERE THE QUEST WILL CONTINUE IN SIMILAR STYLE, WITH THE PLAYER NEEDING TO CHALLENGE AND BEAT THE HOOKMEN TO ACQUIRE SLICKER, SPEEDIER CARS. AT THE

END OF THE ROAD YOU MUST FACE AND DEFEAT THE WORLD CHAMPION IF YOU WANT TO BE THE BEST.

LOADING/DELETING A SAVED GAME

INSERT A MEMORY CARD (8MB) (FOR PLAYSTATION®2) WITH A PREVIOUSLY SAVED GAME(S) ON IT INTO MEMORY CARD SLOT 1. FROM THE MAIN MENU, SELECT CAREER, THEN SELECT LOAD. A LIST OF PREVIOUSLY SAVED GAMES WILL APPEAR. USE THE DIRECTIONAL BUTTONS TO HIGHLIGHT THE FILE YOU WANT TO LOAD AND PRESS THE (X) BUTTON. IN ARCADE MODE, SELECT EXTRAS, GAME OPTIONS, ARCADE DATA, AND THEN LOAD. PRESS THE (A) BUTTON AT ANY TIME TO CANCEL AND BACK OUT TO THE MAIN MENU. IF YOU WANT TO DELETE A PREVIOUSLY SAVED GAME (YOU CAN ONLY DO SO IN CAREER MODE) JUST SELECT CAREER FROM THE MAIN MENU, THEN SELECT DELETE. SELECT THE FILE YOU WISH TO DELETE AND PRESS THE (X) BUTTON. USE THE DIRECTIONAL BUTTONS TO HIGHLIGHT THE FILE WHICH YOU WANT TO DELETE AND PRESS (X). THE GAME WILL PROMPT YOU TO CONFIRM THE ACTION; SELECT NO TO CANCEL OR YES TO CONFIRM.

SAVING A GAME

INSERT A MEMORY CARD (8MB) (FOR PLAYSTATION®2) WITH AT LEAST 350 KB OF FREE SPACE INTO MEMORY CARD SLOT 1. IF YOU DO NOT HAVE ENOUGH FREE SPACE, A MESSAGE WILL APPEAR INFORMING YOU OF HOW MUCH FREE SPACE THERE IS ON YOUR MEMORY CARD (8MB) (FOR PLAYSTATION®2) AND HOW MUCH MORE SPACE YOU NEED IN ORDER TO SAVE YOUR MIDNIGHT CLUB GAME. TO FREE UP SPACE ON YOUR MEMORY CARD (8MB) (FOR PLAYSTATION®2) REFER TO YOUR PLAYSTATION®2 INSTRUCTION MANUAL. YOU CAN SAVE CAREER MODE GAMES AS WELL AS ARCADE GAMES. ARCADE GAMES ARE SAVED IN EXTRAS, GAME

OPTIONS, ARCADE DATA. TO SAVE A CAREER MODE GAME SELECT CAREER FROM THE MAIN MENU, THEN SELECT NEW. IF THE NO DIRECTORY SCREEN APPEARS SELECT CREATE DIRECTORY. YOU WILL THEN BE PRESENTED WITH THE NEW CAREER SCREEN. ENTER THE DESIRED NAME OF YOUR SAVED GAME FILE AND SELECT SAVE.

MIDNIGHT CLUB IS AN AUTOSAVE GAME. THIS MEANS THAT YOUR PROGRESS WILL BE AUTOMATICALLY SAVED AFTER SUCCESSFULLY COMPLETING EACH LEVEL. IF AN UNFORMATTED MEMORY CARD (8MB) (FOR PLAYSTATION®2) IS INSERTED, THE GAME WILL PROMPT YOU TO FORMAT THE MEMORY CARD (8MB) (FOR PLAYSTATION®2). SELECT YES - FORMAT AND PRESS THE (X) BUTTON TO CONFIRM THE PROMPT TO FORMAT.

HOW TO GET ROLLING

ON THE CAREER OPTIONS SCREEN SELECT NEW TO START A NEW CAREER, OR LOAD TO RESUME A SAVED CAREER. IF YOU ARE STARTING A NEW CAREER, ENTER YOUR NAME ON THE NEW CAREER SCREEN. PRESS THE LEFT AND RIGHT DIRECTIONAL BUTTONS TO SCROLL THROUGH THE LETTERS AND NUMBERS. WHEN A LETTER IS ALONE IN THE MIDDLE OF THE SCROLL IT IS THE SELECTED LETTER. PRESS (X) HERE TO CONFIRM SELECTED LETTERS. WHEN YOU HAVE FINISHED HIGHLIGHT AND SELECT SAVE.

TIME TO CHOOSE YOUR WHEELS

AT THE BEGINNING OF CAREER MODE, YOUR GARAGE WILL BE PRETTY DARNED EMPTY. JUST YOU AND YOUR BEAT-UP YELLOW CAB. EACH MAKE OF CAR (EVEN YOUR LOWLY TAXI) WILL HAVE SEVERAL MODELS TO CHOOSE FROM. PRESS THE LEFT OR RIGHT DIRECTIONAL BUTTON WHILE ON THE CAREER GARAGE SCREEN TO SEE WHICH VEHICLES AWAIT YOU. ONCE AGAIN, ONLY THOSE CARS WHOSE PINK SLIPS YOU HOLD FROM CAREER MODE WILL BE AVAILABLE AS YOUR RIDE. UNLIKE ARCADE MODE, ANY CAR YOU WIN IN CAREER MODE WILL BE AVAILABLE IN BOTH CAREER AND ARCADE MODES. ONCE YOUR DESIRED CAR IS ONSCREEN, PRESS (X) TO SELECT.

PINK SLIPS!

AS YOU WORK YOUR WAY UP THROUGH THE RANKS OF THE MIDNIGHT CLUB YOU WILL WIN THE PINK SLIPS (TITLES) OF OPPONENTS' CARS. IT'S WIN OR WALK HOME. KEEP YOUR EYES PEELED FOR NEW OPPORTUNITIES TO WIN NEW CARS, ESPECIALLY AFTER REALLY BIG WINS.

14 DIFFERENT PERFORMANCE ADJUSTED MAKES TO RACE WITH, WITH THREE MODELS OF EACH - LOW RIDERS, MUSCLE CARS, PICK-UP TRUCKS, FOREIGN SPORTS CARS AND CONCEPT PROTOTYPES.

TO SHIFT OR NOT TO SHIFT: SELECT MANUAL OR AUTOMATIC TRANSMISSION - MANUAL IS HARDER TO MASTER BUT MORE REWARDING, AS EVENTUALLY, ONCE YOU'RE MORE PROFICIENT, YOU'LL HAVE A BETTER RELATIONSHIP WITH YOUR CAR, AND THE ROAD.

WHO YOU'RE UP AGAINST

**EMILIO SANCHEZ**

EMILIO IS AN ANGRY YOUNG MAN. AN AGGRESSIVE DRIVER, WHO SOMETIMES LETS HIS AGGRESSION GET THE BETTER OF HIM, HE COMES FROM SPANISH HARLEM, AND RACES TO PROVE HIS OFTEN QUESTIONED MASCULINITY.

**LARRY MULLER**

A WAREHOUSE MANAGER WITH POSSIBLE MAFIA CONNECTIONS, MULLER IS QUEENS TO THE CORE. HE DOESN'T MINCE HIS WORDS, AND HE DOESN'T MINCE MUCH. HIS STYLE IS SIMPLE, AND WELL SUITED TO MANHATTAN. STRAIGHT, AND VERY FAST.

**KEIKO HATANO**

KEIKO DRESSES IN THE BEST DESIGNER CLOTHES, AND DRIVES ONE OF THE BEST DESIGNER CARS. SHE LOVES RACING AGAINST MEN, AND WILL USE ANY TRICK, TECHNICAL OR EMOTIONAL, TO WIN THE RACE.

**KAREEM WINDROSS**

A SELF-MADE BUSINESS MOGUL, HE IS THE FASTEST IN NEW YORK. OVER-BEARING ARROGANCE MAY BE HIS ONLY WEAKNESS. HAS NEVER BEEN DEFEATED IN AMERICA, AND DOESN'T EXPECT TO BE. TRAVELS TO LONDON TO RACE THERE FOR GREATER CHALLENGES.

**LUKAS HOWELL-JONES**

WELL-BRED BUT THINKS HE'S FROM THE STREETS. EMOTIONALLY CONFUSED WEB DESIGNER. TAKES HIS AGGRESSION OUT ON OTHER RACERS. TECHNICALLY EXCELLENT, BUT PRONE TO MISTAKES. FINANCED BY TRUST FUND.

**EMILY MORTON**

PARTY GIRL. DAUGHTER OF A DISGRACED GOVERNMENT MINISTER. TWISTS MEN AROUND HER FINGER, ESPECIALLY FELLOW RACERS. VERY FAST, BUT VERY IMPETUOUS. DANGEROUS AND RECKLESS, SHE HAS HAD MANY ACCIDENTS, SOME WHILE DRIVING.

**DARREN THURROCK**

UNCOMPROMISING. HARD. RICH. LEFT FAMILY TRADE, EXTORTION, AND MADE A FORTUNE IN MOBILE PHONES; NOW RACES CARS FOR KICKS. DRIVES WHAT HE THINKS IS THE BEST CAR IN THE WORLD, BUT KNOWS HE IS ONLY THE SECOND BEST DRIVER.

WORLD CHAMPION

ALL THAT IS KNOWN IS THAT THIS DRIVER HAS NEVER BEEN BEATEN. THIS MYSTERIOUS ROAD WARRIOR TRAVELS TO THE WORLD'S MAJOR CITIES, LOOKING FOR CHALLENGES. ONLY POSSIBLE WEAKNESS IS BOREDOM, AS COMPETITION IS NON-EXISTENT.



POLICE – TRYING TO SHUT DOWN YOUR RACING CLUB. WHAT ELSE WOULD THE BOYS IN BLUE SPEND THEIR TIME DOING? THEY WILL CRASH INTO YOU, RUN YOU OFF THE ROAD, AND DO WHATEVER THEY CAN TO PUT YOU OUT OF COMMISSION. BE ON THE LOOK-OUT FOR THE POLICE, AS YOU NEVER KNOW WHEN AND WHERE THEY'LL SHOW UP.

DAMAGING OUT – WHEN YOUR CAR HAS SUFFERED ENOUGH DAMAGE, THE VEHICLE WILL REMAIN MOTIONLESS FOR A FEW SECONDS BEFORE RESPAWNING BRAND NEW. YOU CAN DAMAGE OUT IN ANY MODE, BUT IN CRUISE MODE IT SIMPLY MAKES YOU SIT STILL FOR ABOUT FIVE SECONDS. IN RACES OR COMPETITIONS IT WILL CAUSE YOU TO LOSE THE GAME.

EXTRAS

GAME OPTIONS

ALLOWS YOU TO CUSTOMIZE YOUR RIDE THROUGH MIDNIGHT CLUB, SO THE GAME IS PLAYED PRECISELY THE WAY YOU WANT IT. YOU CAN ADJUST THE AUDIO, THE CONTROLLER, THE DISPLAY AND THE ARCADE DATA. USE THE UP AND DOWN DIRECTIONAL BUTTONS TO TOGGLE BETWEEN THE OPTIONS AND THE **X** BUTTON TO SELECT AN OPTION.

AUDIO

YOU CAN ADJUST THE VOLUME OF THE THREE COMPONENTS OF THE AUDIO; MUSIC, SFXS AND VOICE RELATIVE TO ONE ANOTHER. USE THE UP AND DOWN DIRECTIONAL BUTTONS TO SCROLL BETWEEN THE OPTIONS AND THE LEFT AND RIGHT DIRECTIONAL BUTTONS TO MAKE EACH SETTING LOUDER OR QUIETER. YOU CAN ALSO SWITCH BETWEEN STEREO AND MONO AUDIO SETTINGS TO SUIT YOUR TELEVISION.

CONTROLLER

USE THE LEFT AND RIGHT DIRECTIONAL BUTTONS ON YOUR CON-

TROLLER TO CHOOSE BETWEEN FOUR DIFFERENT CONTROLLER CONFIGURATIONS. CONFIGURATION A IS THE DEFAULT SETTING. YOU CAN ALSO TURN THE VIBRATION FUNCTION ON OR OFF. PRESS THE DOWN DIRECTIONAL ARROW, THEN USE THE LEFT AND RIGHT DIRECTIONAL ARROWS TO TOGGLE THE VIBRATION FUNCTION ON OR OFF.

DISPLAY

ALLOWS YOU TO ADJUST THE WAY THE GAME LOOKS AND WHAT INFORMATION YOU SEE ON SCREEN. USE THE UP AND DOWN DIRECTIONAL BUTTONS TO SCROLL BETWEEN THE OPTIONS AND THE LEFT AND RIGHT DIRECTIONAL BUTTONS TO TOGGLE FUNCTIONS ON OR OFF. MAP TURNS THE ONSCREEN MAP ON OR OFF. TACHOMETER SHOWS YOU THE RPM OF YOUR ENGINE AS YOU HAMMER THE GAS. ARROW REFERS TO THE DIRECTIONAL ARROW AT THE TOP OF THE SCREEN. THE SPEEDOMETER CAN BE SHOWN IN MPH, OR IN KPH, IF YOU ARE A FAN OF THE METRIC SYSTEM, OR TURNED OFF COMPLETELY IF YOU ARE COMPLETELY LAWLESS. SHARPNESS LETS YOU ADJUST THE LOOK OF THE OVERALL GAME. SEE IF YOU PREFER IT ON OR OFF



ARCADE DATA

SAVE YOUR ARCADE CARS AND OPTIONS HERE. YOU CAN SAVE YOUR OPTIONS AND UNLOCKED CARS EVEN IF YOU ARE NOT PLAYING AND SAVING A MIDNIGHT CLUB CAREER MODE GAME. AFTER PLAYING IN ARCADE MODE, ADVANCE TO THE MAIN MENU AND SELECT EXTRAS. SELECT GAME OPTIONS, AND THEN SELECT ARCADE DATA. THE SAME RULES APPLY FOR LOADING AND SAVING GAMES HERE AS IN CAREER MODE, EXCEPT THAT YOU CANNOT DELETE GAMES IN ARCADE DATA.

LOAD - IF YOU POWERED UP THE GAME WITHOUT YOUR MEMORY CARD IN, AND WANT TO LOAD WHICH CARS AND RACES YOU'VE PREVIOUSLY UNLOCKED.

SAVE - IN CASE YOU STARTED UNLOCKING STUFF WITHOUT A MEMORY CARD, AND SUBSEQUENTLY WISH TO PLUG IN A CARD AND SAVE YOUR PROGRESS.

RESET - WILL RESET ALL DATA SO NO CARS OR RACES ARE UNLOCKED EXCEPT THE DEFAULTS.

HIGH SCORES

LETS YOU CHECK YOUR HIGH SCORES IN BOTH CITIES, BOTH GAME MODES (CAREER AND ARCADE), AND FOR ALL RACES (HEAD 2 HEAD AND WAY POINT). HIGH SCORES ARE AUTOMATICALLY SAVED IF YOU HAVE A MEMORY CARD (8MB) (FOR PLAYSTATION®2) INSERTED.



GARAGE

THIS IS AN IN-GAME CAR SELECT THAT YOU ACCESS FROM THE IN-GAME PAUSE MENU. IN CAREER, YOU CAN SWITCH CARS WHILE IN ROAM MODE, OR AFTER WINNING A RACE. IN ARCADE MODE, IN HEAD 2 HEAD, WAYPOINT, AND CAPTURE THE FLAG, YOU CAN ONLY CHANGE CARS AFTER A RACE. CRUISE MODE IS LIKE ROAM MODE, IN THAT YOU CAN CHANGE THE CAR WHENEVER YOU LIKE.

CHECK OUT SOME OF THE CARS THAT ARE YOURS FOR THE WINNING. IF YOU CAN CUT IT.





SLOW DOWN!

IT PAYS TO TAKE A 10-MINUTE BREAK IN EVERY HOUR OF PLAY, SO PUT THE ACTION ON HOLD...

- PRESS THE START BUTTON TO FREEZE THE ACTION.
- PRESS THE START BUTTON WHILE THE ACTION IS FROZEN TO RESUME PLAY.

TROUBLESHOOTING

IN THE UNLIKELY EVENT THAT MIDNIGHT CLUB REFUSES TO WORK, CONTACT OUR CUSTOMER SERVICES DEPARTMENT AT 9900 FRANKLIN SQUARE DRIVE SUITE A BALTIMORE MD 21236 ATTN: TECH SUPPORT OR CALL 410-933-9191 MONDAY - FRIDAY BETWEEN 9:00 AM - 5:00 PM EST EXCLUDING MAJOR HOLIDAYS. FAX: 410-933-1740.

E-MAIL: SUPPORT@TALONSOFT.COM. AND IF YOU WRITE, DON'T FORGET TO INCLUDE YOUR NAME, ADDRESS AND TELEPHONE NUMBER.



LOOK AFTER YOUR MIDNIGHT CLUB DISC

COMPACT DISCS ARE ROBUST BUT NOT INVINCIBLE, SO HANDLE THEM WITH CARE.

- THIS DISC CONTAINS SOFTWARE FOR THE PLAYSTATION2; NEVER USE THIS DISC WITH ANY OTHER MACHINE AS IT COULD DAMAGE IT.
- DO NOT LEAVE THE DISC NEAR HEAT SOURCES OR IN DIRECT SUNLIGHT OR EXCESSIVE MOISTURE.
- NEVER ATTEMPT TO USE A CRACKED OR WARPED DISC, OR ONE THAT HAS BEEN REPAIRED WITH ADHESIVES, AS THIS COULD LEAD TO OPERATING ERRORS.
- TRY NOT TO TOUCH THE UNDERSIDE OF THE DISC WITH YOUR FINGERS.
- IF THE UNDERSIDE OF THE DISC IS DIRTY, GENTLY WIPE IT CLEAN WITH A SOFT CLOTH; DO NOT USE ANY FORM OF CLEANING FLUID AS THIS WILL DAMAGE THE DISC'S DELICATE SURFACE.