

PlayStation®2



NTSC U/C

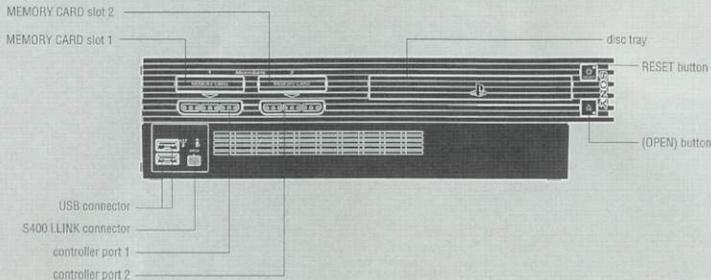
湾岸  
*MIDNIGHT CLUB II*



EmuMovies



## 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 (standby)/RESET button. When the (open) indicator lights up, press the (open) button and the disc tray will open. Place the Midnight Club 2 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.

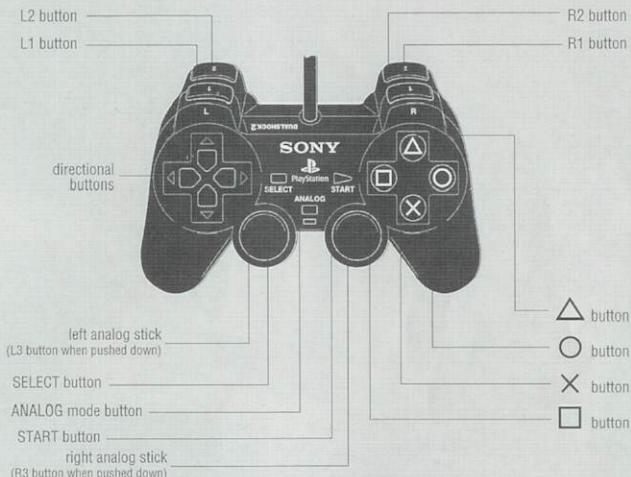
### LOGITECH STEERING WHEEL CONTROLS (AUTOMATIC TRANSMISSION)



In Manual Transmission, the **R2 button** shifts up, **L2 button** shifts down, the **left directional button** activates Headlights / Powerups, and the **right directional button** sounds the Horn.

## STARTING UP

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



### Default Controls

#### (AUTOMATIC TRANSMISSION)

- × button** - Accelerate
- △ button** - Handbrake
- button** - Camera switch
- button** - Brake/Reverse
- R1 button** - Handbrake
- R2 button** - Nitro / SST
- L1 button + left analog stick** - Weight transfer
- L2 button** - Look back
- Right analog stick** - Accelerate / Brake / Reverse
- Left analog stick** - Steering
- L3 button** - Flash high beams / Use Power-up
- R3 button** - Horn
- Up directional button** - Map
- Down directional button** - Mini-map zoom
- Right directional button** - Music On/Off
- Left directional button** - Music On/Off
- SELECT button** - Online: Chat Keyboard On/Off
- START button** - Pause

#### BATTLE MODE

- L3 button** - Headlights / Siren & Use item

# 湾岸 *MIDNIGHT CLUB II*

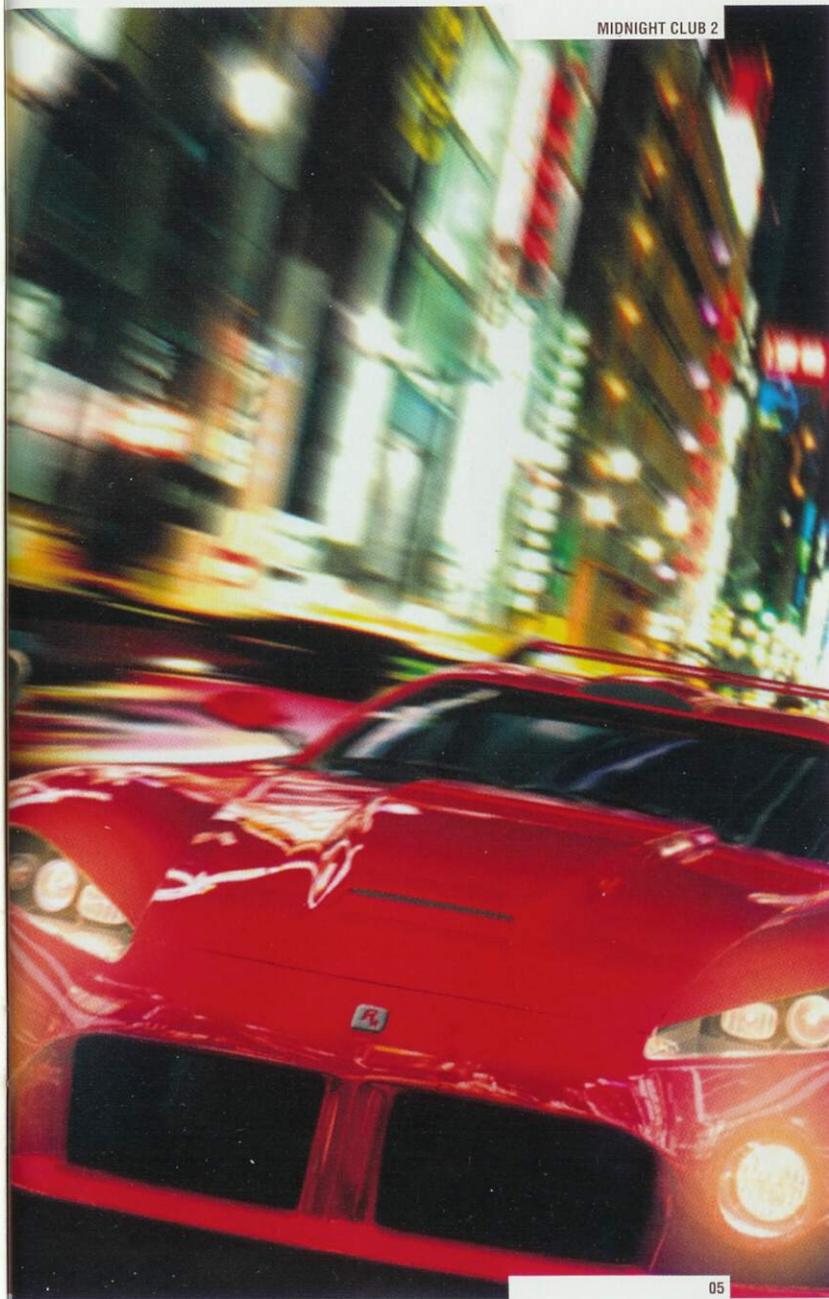
## The History of The Midnight Club

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 outrunning 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. Once you've followed and matched your new adversary move for move on a mad chase through the city, finally he pulls over. He dares you to meet him and his friends at midnight. You've got your shot. Victory will earn you membership in the club, which comes with pride, thrills and glory.

You're on your way...



## Heads-Up Display / HUD



1. **Arrow:** The arrow directs you to the nearest checkpoint / Hookman.
2. **Current Lap:** Time for your current lap, number of laps and current race position.
3. **Rearview Mirror:** Shows the position and distance of the players behind you. Bigger, brighter headlights mean a closer opponent.

## 4. MAP:

- Yellow Triangle - Player
- Red Triangle - Main Character
- Green Triangle - Other opponents
- Light Blue Circle - Immediate Checkpoint
- Dark Blue Circle - Secondary Checkpoint
- N - North
- Flashing Perimeter - Police Attention

5. **Turbo Gauge:** Measures the level of boost you'll get from a slipstream turbo or burnout. Your turbo gauge must be full in order to turbo, but you may burnout with the gauge at any level above zero.
6. **Nitrous gauge / Slip Stream Turbo:** Displays the number of nitrous shots remaining in the tank.
7. **Gear:** Current gear.
8. **Tachometer/Speedometer:** RPM redline and vehicle speed in MPH.
9. **Damage:** Displays current vehicle damage.

# 湾岸 MIDNIGHT CLUB II

## QUICK START



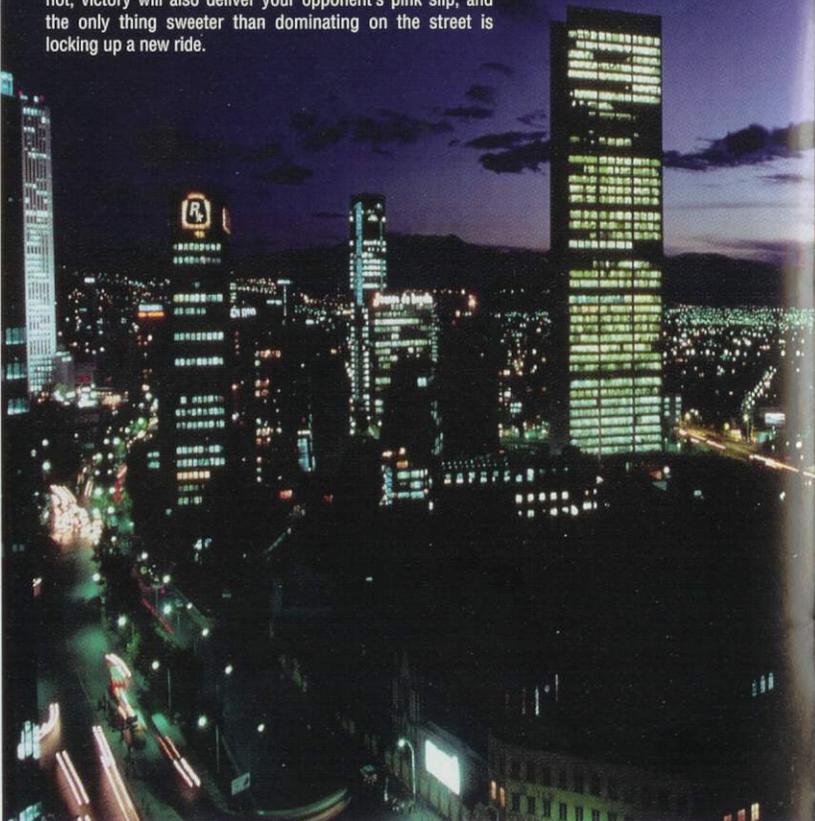
Scroll over to ARCADE in the menus and select CRUISE mode. If you and a friend both want to play, toggle over to 2-PLAYER. For controls, refer to the back cover of this manual. Even though you don't have much of a car to work with yet, just the Cocotte, this is a great way to familiarize yourself with Los Angeles and get a feel for the game before you start your racing career.



# 湾岸 MIDNIGHT CLUB II

## CAREER MODE

Earning respect is why racers brave the Midnight Club, and winning races is the only way to claim it. More often than not, victory will also deliver your opponent's pink slip, and the only thing sweeter than dominating on the street is locking up a new ride.



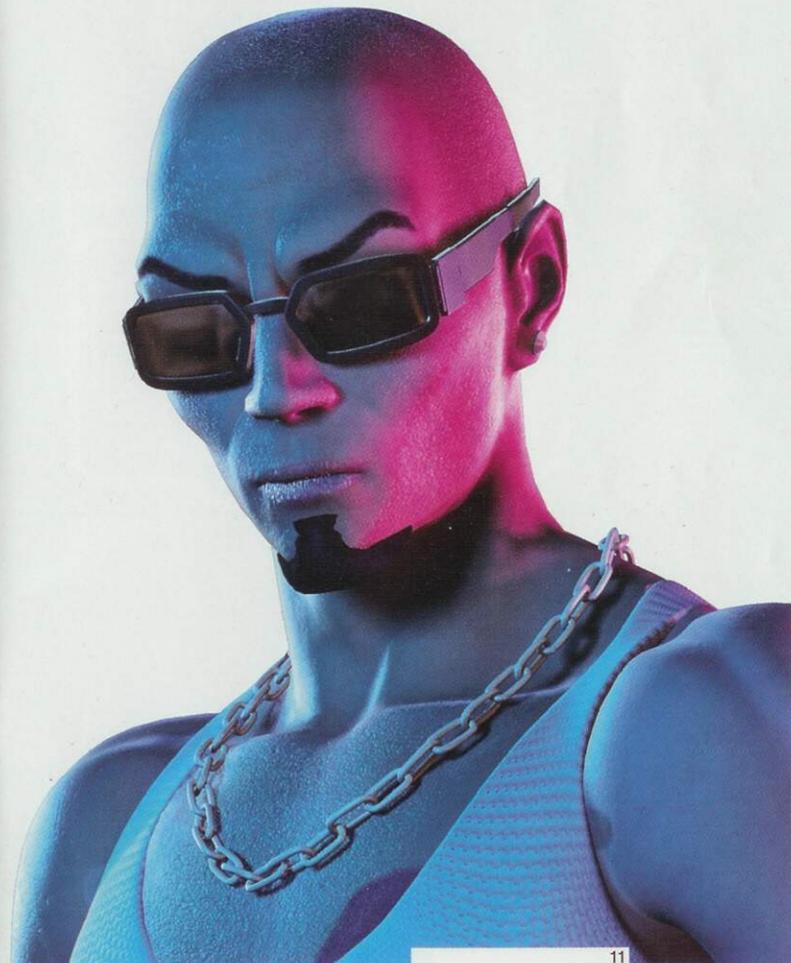
Los Angeles



## LOS ANGELES

**STREET REPORT:** A balance of remote winding hills, expansive open highways, and thoroughfares. Arid, drought-plagued climate results in optimal traction. Precipitation is a relatively null race variable.

**TRAFFIC STUDY:** Over-populated and with a poor mass-transit system, Los Angeles is notorious for its traffic congestion. Although such traffic is much less of a concern late at night, local nightlife restrictions result in above average recreational cruising.



# 湾岸 MIDNIGHT CLUB II

## Los Angeles



## TIPS

### TAIL-SLIDING (left analog stick + R1 button):

Maximize controltime during races - tail-slide by hand-braking (R1 button) through turns.

### FLASHING HEADLIGHTS (L3 button):

Press down on the left analog stick (L3 button) to signal an opponent; if he wants to race, then it's on.

### SLIP STREAM TURBO (Draft opponent + R2 button):

Line up in the wake of the car ahead of you, watching air streams and listening for draft noise. Stay in this sweet spot for a few moments until the meter fills with red and then hit the turbo (R2 button) to slip ahead of your opponent with blinding speed.

### BURNOUT (R1 button + X button):

Hold down the handbrake (R1 button or  button) and accelerate ( button) at rest or low speeds. When the meter tops out and turns red, release the handbrake. You can also turn the car while burning out to turn in place. Keep an eye on the redline damage this causes.

### IN-AIR CONTROLS (L1 button + left analog stick):

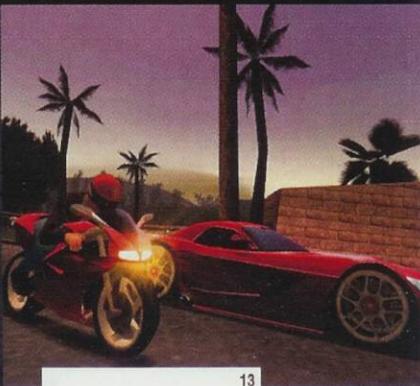
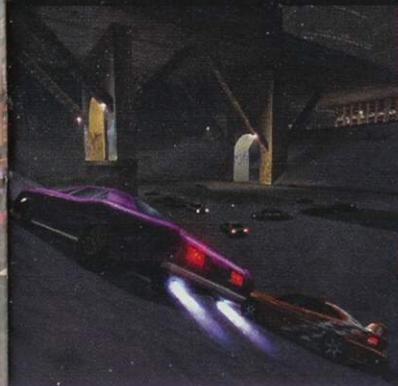
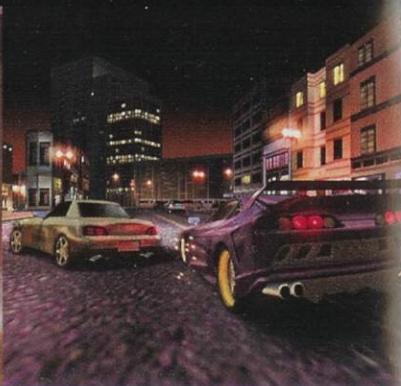
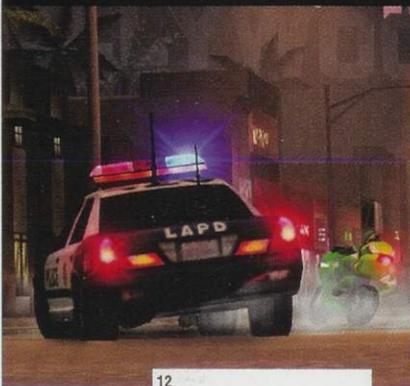
When in the air, hold down the weight transfer button (L1 button). This by itself will self-adjust your roll. Continue to hold down the weight transfer button and you can use the left analog stick to level out.

### GAS STATION PUMPS:

Clip one of these while trimming the fat off that final curve and kiss your car goodbye. Nudge an opponent into a pump and watch them go up in flames.

### POLICE COPTER:

LAPD's street crime unit has been relying on helicopter support for decades now. Be as wily and fast as possible to avoid detection from above and subsequent capture on the ground.



# 湾岸 MIDNIGHT CLUB II

## PARIS

**STREET REPORT:** Old-world cobblestone streets are well preserved, but still don't provide the traction afforded by modern day pavement. Like much of urban Europe, city streets are a network of avenues, circles, and narrow alleyways - helpful when in need of short-cuts.

**TRAFFIC STUDY:** Known for their etiquette and enduring nationalism, Parisians are resentful of reckless Yankee scofflaws. Commuter traffic is not at all accommodating to street racing. Congestion is mostly limited to daytime, however, nightlife crowds causing foot and vehicle traffic are a predictable constant.

Paris



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## Paris



## TIPS

### REVERSE 180 (left analog stick + R1 button + □ button):

Hold down reverse (□ button), apply the handbrake (R1 button), and turn. The car will spin around.

### MOTORCYCLE LEAN-TURN (L1 button + left analog stick):

Hold down the weight transfer button (L1 button) and steer left or right. This will make a sharper turn. This is the preferred method for turning instead of handbrake 'drifting'.

### TWO WHEEL DRIVING (L1 button + left analog stick):

While driving a car, hold down the weight transfer button (L1 button) and turn with the left analog stick. Continue to hold the weight transfer button as you maneuver the car. Releasing the weight transfer button, braking, slowing down too much, or a collision will bring the vehicle back down.

### FRENCH 101:

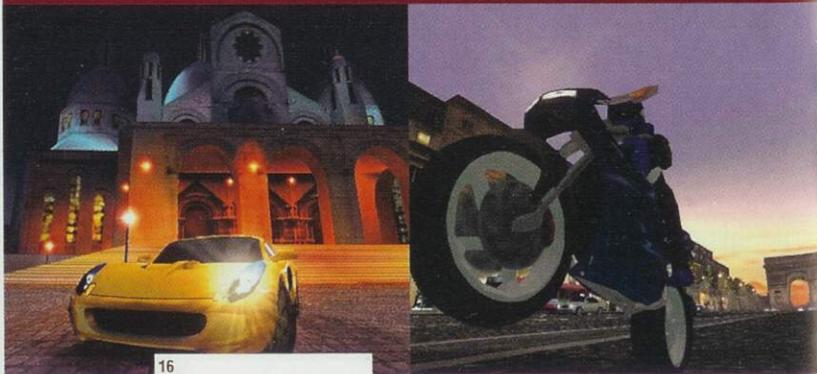
P's point the way to alley shortcuts, C's highlight entrances to the underground catacombs, and T's let you know there's a tunnel ahead.

### MASSIVE JUMPS:

With the right velocity and power virtually no distance is unattainable. Don't let otherwise dead-ends put an end to your performance.

### FISH TAILING - FRIEND OR FOE:

Losing control in a critical moment can thwart an entire race; however, carefully executed collision tactics can force a fishtail on an opponent, possibly distinguishing a win from a loss in those last key moments.



# 湾岸 MIDNIGHT CLUB II



Tokyo

## TOKYO

**STREET REPORT:** The silky black street twists and turns through Tokyo's neon canyons, perfect for laying down rubber and weaving between compacts. Take time adjusting to left-side drive and beware aggressive local authorities.

**TRAFFIC STUDY:** Tightly packed downtown but the raised highways move quickly. Congestion vanishes at night when strict curfews send most wanna-be racers back to the suburbs.



# 湾岸 MIDNIGHT CLUB II

## Tokyo



## TIPS

### DUCK (L1 button + left analog stick):

While riding a motorcycle, hold down the weight transfer button (L1 button) and push forward on the left analog stick. This will increase the top speed of the bike by reducing drag.

### WHEELIE (L1 button + left analog stick):

While riding a motorcycle, hold down the weight transfer button (L1 button) and pull back on the left analog stick. Too much pull back will cause the rider to fall off. This applies a speed boost to the bike. Push forward on the left analog stick, or release the weight transfer button to return the bike to normal.

### NOSIE / ENDO / FRONT STAND (L1 button + left analog stick):

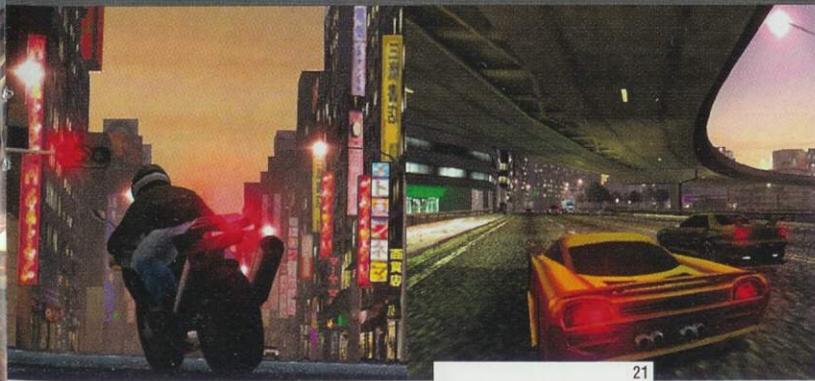
While riding a motorcycle hold the weight transfer button (L1 button) and push the left analog stick forward. Apply the normal brake (□ button). The bike will balance on the front wheel.

### TELEPHONE POLES:

Mowing down street lights can block a following opponent's line, but plowing into telephone poles will leave you struggling to find first gear.

### TRAFFIC LIGHTS:

Hastily speeding through intersections against red traffic lights and risking high-speed collisions is a sure-fire way to jeopardize a win. Mastering the art of catching the green should be part of your repertoire.



# 湾岸 MIDNIGHT CLUB II

## ARCADE MODES



### CRUISE:

A great way to familiarize yourself with the cities and get a feel for the game before you start your racing career, CRUISE also gives you a risk free arena to test new cars out. Everything you've unlocked in career is available here.



### CIRCUIT RACES:

Traditional lap races, only with pedestrians and gridlock traffic thrown into the mix. Tick through the checkpoints first and pick up the checkered flag. Like career racing, proper vehicle selection and shortcuts are key. Because there are usually multiple laps in Circuit Races, make sure your vehicle can take some serious punishment.

# 湾岸 MIDNIGHT CLUB II

## BATTLE MODES

Car combat at its finest, play solo or go online. Play classic Capture the Flag mode as well as innovative Detonator mode, both all-out battles to survive on the streets.

### DETONATE

Grab the detonator first, then make it to the trigger point in one piece to light your opponents up. Destroy the car with the detonator and a new round starts with new opponents.



#### SETTINGS:

Power Ups	On/Off
Capture Limit	0 - 10
Time Limit	0 - 30 minutes
Detonator	Light/Heavy (Heavy Detonators reduce the top speed of the vehicle carrying it)
Teams	No Teams
Number of Vehicles	2 - 8

### CAPTURE THE FLAG

Pick up the flag and race it back to the goal before your opponent. Take the flag by tagging the racer carrying it. Use the Power-ups to your advantage and assure victory.



#### SETTINGS:

Power Ups	On/Off
Capture Limit	0 - 10
Time Limit	0 - 30 minutes
Flag	Light/Heavy (Heavy flags reduce the top speed of the vehicle carrying it)
Teams	No Teams
Number of Vehicles	2 - 8

## BATTLE MODE ICONS

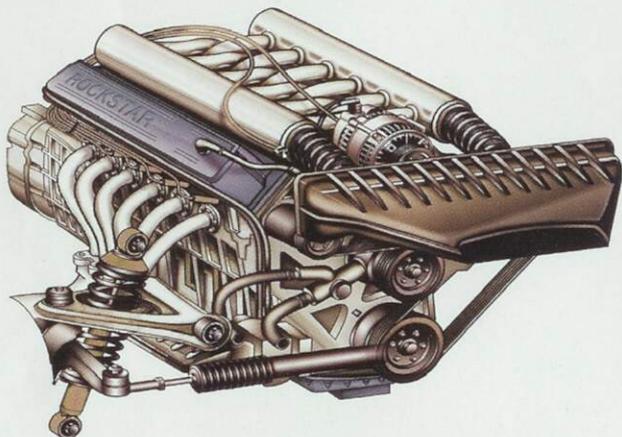
ICON:	NAME:	TARGET:	EFFECT:
	DISRUPTOR	Opponents	An opponent hit by this power-up will have a distorted view.
	GO	Opponents	An opponent hit by this power-up will accelerate, hitting the brake will not stop the acceleration. One of the opponent's available nitros will be used.
	ICE	Opponents	An opponent hit by this power-up will drive as if on ice.
	IMPULSE	Opponents	When the player activates this, opponents in the immediate vicinity will be pushed away. It's like an explosion force without the explosion.
	STEALTH	Player	The player becomes invisible for a few seconds.
	NITRO	Player	One nitro boost is added to the player's reservoir.
	QUAD	Player	The player inflicts four times the normal damage to opponents.
	SHIELD	Player	The player becomes immune to damage of any sort.
	STOP	Opponents	An opponent hit by this power-up will suddenly engage both the brake and the handbrake.
	REVERSE STEERING	Opponents	When an opponent is hit by this power-up the steering is reversed. Steering left turns right & vice versa.
	SWAP POSITIONS	All	When activated, the players swap positions.

# 湾岸 MIDNIGHT CLUB II

## GAME OPTIONS

GAME (Change options for both local players):

- Automatic / Manual Transmission
- Vibration: On / Off
- Rearview Mirror: On / Off / Auto (only on when useful)
- Mini Map: Rotate / Fixed
- Default Camera: Driver / Very Close / Close / Medium / Far



### AUDIO:

- Edit volumes of the various sounds in Midnight Club 2 Music, Sound Effects and Voices, as well as Dolby Pro Logic II, Stereo or Mono sound.

### SAVING:

Midnight Club 2 is an autosave game. To save a game, you will need a Memory Card (PS2) with at least 53KB of free space. The game will automatically save after you win any race in Career Mode or Circuit Race Mode. In addition, whenever you alter any of the options on the Options Menu, those changes will be saved when you leave the Options Menu. Midnight Club 2 only supports MEMORY CARD slot 1. If you have entered any game mode without a Memory Card (PS2), and you decide you wish to save, exit to the Midnight Club II Title Screen, and then insert a Memory Card (PS2) into MEMORY CARD slot 1.

### REPLAY MODE:

- X button - Stop/Resume replay
- O button - Stop replay/Advance replay frame by frame



## RACE EDITOR

Pick a city that you've unlocked in Career Mode. Choose one of the 15 available race slots to create a race. Press the X button to enter the Race Editor.

**MAP SCREEN:** Once on the Map Screen, move the cursor with the directional buttons or the left analog stick. The targeted checkpoint will turn yellow. Press the X button or L3 button to place or remove a checkpoint.

**LAYING DOWN THE COURSE:** The letter S will appear on the first checkpoint you place, indicating the starting point of your race. An F will appear on the second checkpoint, indicating the finish line. Every checkpoint you place after that will become the finish line, and the previously placed checkpoints will change to number 1, 2, 3... the most checkpoints you can have is 64.

**RE-ARRANGING:** When any of the checkpoints you have placed are targeted, you can switch around the checkpoint order by pressing the L1 button and R1 button.

**ZOOM:** Zoom in and out on the Zoom Window by pressing up and down on the right analog stick.

**PLAYER ONLY CHECKPOINTS:** Pressing the □ button accesses the Race Options screen. Scroll right or left to alter Opponent Options. When you change the number of CPU Players to None, and then return to the Map Screen, a host of Player Only Checkpoints will appear.

**OPTIONS:** Aside from changing the number of CPU players, you can also change the types of vehicles the CPU will be using, to vary the challenge level. Any vehicle you have unlocked is available. Aside from Time of Day, Weather, and Pedestrian and Traffic Densities, you can also have the following Race and Time Options:

### RACE:

- Ordered: Racers must race through all checkpoints in order
- Unordered: You must figure out the best route to clear all the checkpoints.

### TIME:

- None: There is no time limit to get from one checkpoint to the next.
- Reset Each Checkpoint: You only have a set amount of time to get to the next checkpoint. To change the time allowed to get from one checkpoint to the next, go to the Map Screen. Highlight any checkpoint except the last. Press the L2 and R2 buttons to adjust the time.
- Added Each Checkpoint: Same as Reset, except any extra time will carry over to the next checkpoint.

**EDITOR MENU:** Press the O button while on the Map Screen to get to the Editor Menu. Select Test Race to try out your race. In the Editor Menu you can also clear all checkpoints off of the map, edit another of the 15 race slots, change the name of your race, or exit to the front end, and begin racing for real on your masterpiece.

**SAVING:** Select Exit to Front End when on the Editor Menu screen.

# 湾岸 MIDNIGHT CLUB II

## ONLINE PLAY / NETWORK

NOTE: By joining an online session you must leave the Rockstar controlled environment provided within Midnight Club 2. While the game's content has been rated for Teen audiences, the content of the game may change due to interactive exchanges. Rockstar and Sony Computer Entertainment America take no responsibility for content external to the game itself.

Ready to go online and play against opponents around the world? To play online with Midnight Club 2, you'll need a Network Adaptor (Ethernet/Modem) for PlayStation®2 or a supported networking device (see <http://www.take2games.com/support> for details on which 3rd party devices are supported). You'll also need a Broadband Internet Service Provider.

Make sure you have your connection set up through the Sony Network Adapter Disc, if not configure it now. Visit <http://www.take2games.com/support> for more details.

Choose LAN or Internet play and decide whether to host your own game, or join an existing game. If you join an existing game, select your vehicle (IMPORTANT: only vehicles and races you've unlocked in CAREER mode will be available online) and wait for the host to start the game. If hosting, configure the options as you would for a local game and start when you have the requisite number of players.

## HOTKEYS

Because the hardcore street racer can't take his eyes off the road for one millisecond while racing through narrow streets at 180mph to abuse his opponents, a hotkey function has been built into Midnight Club 2 which allows you to set phrases that are easily accessible in the lobby before a race, and while racing.

There are 8 hotkey slots which are available for use whenever the virtual keyboard is accessible. We suggest creating hotkeys while in the lobby waiting for a game to start.

### To create a hotkey:

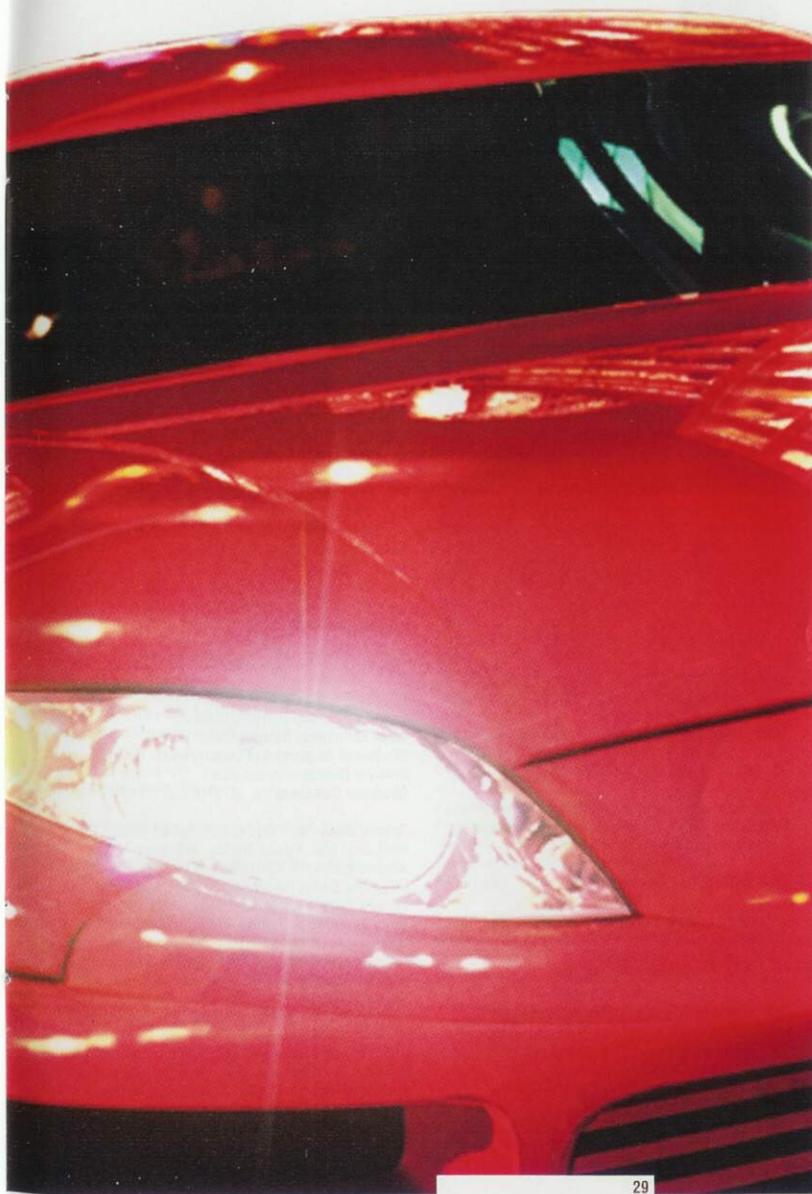
- Press the SELECT button to bring up the virtual keyboard
- Type in the phrase you wish to make into a hotkey
- Press the R2 button to bring up the Hotkey selection screen
- Select "Set"
- Select the hotkey slot where you wish to save the hotkey

### Using a hotkey:

- Press the SELECT button to bring up the virtual keyboard
- Press the R2 button to bring up the Hotkey selection screen
- Select the hotkey you wish to use
- Select "Accept"

There are 2 banks of 4 hotkeys for you to use (for a maximum of 8 phrases); when on the hotkey selection screen press the L2 button to swap between the 2 banks of hotkeys.

Hotkeys are saved at any time the game is saved. For a quick hotkey save simply return to the main front end menu by pressing the **△** button, then press the **△** button again to save.



# DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

## AUTOMATIC



## MANUAL



(THE FUNCTION FOR "NEXT/PREV MUSIC TRACK" IS DISABLED IN CAREER MODE, AND WHEN USING MANUAL TRANSMISSION)

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