



SAFETY INFORMATION

ABOUT 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, discrientation, 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rearprojection types, can be damaged if any video games, including Xbox games, are
played on them. Static images presented during the normal course of gameplay may
"burn in" to the screen, causing a permanent shadow of the static image to appear
at all times, even when video games are not being played. Similar damage may occur
from static images created when placing a video game on hold or pause. Consult your
television owner's manual to determine if video games can be played safely on your
set. If you are unable to find this information in the owner's manual, contact your
television dealer or the manufacturer to determine if video games can be played
safely on your set.

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The motorcycles and all terrain vehicles (ATVs) included in this game may be different from the actual motorcycles and ATVs in terms of movement and performance. The racing and tricks in this game are intended to be fantasy. DO NOT IMITATE THE RIDING AND MOVEMENTS SHOWN IN THIS GAME. The manufacturers and distributors of the motorcycles and ATVs shown in this game recommend that all riders take a motorcycle and ATV training course. When riding a motorcycle or ATV, always wear a helmet, goggles and protective gear. Always supervise young riders. Always avoid excessive speeds and be careful on difficult terrain. And remember, when riding a motorcycle or ATV in real life, always ride it safely.

USING THE XBOX CONTROLLER



MENU/INTERFACE CONTROLS

BUTTON	ACTION
Directional pad ★/◆	Highlight menu item
Directional pad ◆/◆	Change highlighted item
①/D triggers	Scroll to next page (if available)
6 button	Back
O button	Accept

Basic Racing Controls

O button	Throttle
O button	Brake
■ trigger	Clutch
***	Preload Suspension
+/+	Steer/Lean
/	Shift Rider Weight
O button + O button	Reverse
L trigger + R trigger	Reset Vehicle
0	Change Camera Options
0	Pause Game

RACING TIPS

Learn to use the clutch to get maximum acceleration coming off jumps and out of turns!

Pull in the clutch (\blacksquare), grip the throttle (\square), lean back slightly (\clubsuit) and let 'er rip (release \blacksquare) for a short burst of power. Be careful, though; you don't want to loop your machine! (Use this same trick to pop a wheelie--just lean back farther.)

Lean back (*) going through whoop sections to get through them faster.

Lean forward (ullet) and pop the clutch as soon as the gate drops to ace the hole shot.

Keep an eye out for shadows coming down on top of you. Having another rider drop on your head will cause both of you to crash.

BASIC TRICK CONTROLS

⊕ button + (♠ / ♠ / ♠ / ♣)
⊕ button + (♠ / ♠ / ♠ / ♣)
⊕ button + ⊕ button + (♠ / ♠ / ♠ / ♣)
⊕ button + ⊕ trigger + (♠ / ♠ / ♠ / ♣)
⊕ button + ⊕ trigger + (♠ / ♠ / ♠ / ♣)
⊕ button + ⊕ button + ⊕ trigger + (♠ / ♠ / ♠ / ♣)
⊕ trigger + ♠ , ♠ (or ♠ , ♠)
■ trigger + ♠ , ♠ (or ♠ , ♠)
Three Sixty Flip
♠ / ♠ Speed up or Slow down Three Sixty Flip (based on rotation)

TRICK TIPS

To get more air off of jumps, get max preload on your suspension. Press \clubsuit at the bottom of the jump and press \spadesuit quickly just as you leave the jump. For backflips and Three Sixty Filps, press $\blacksquare + \spadesuit$ (or \spadesuit) at the bottom of the jump and \clubsuit (or \spadesuit) at the lip of the jump.

Press and hold the last button(s) in a trick sequence to hold the trick for max points. Some tricks, such as the No-Hander, can even be held all the way until you land.

You can perform multiple tricks before landing. Input the next trick before the first trick finishes, but be sure you have enough time to finish the last trick before you land!

Add tricks to backflips and Three Sixty Flips for major points!

TROPHY TRUCK / DUNE BUGGY / SAND RAIL / MONSTER TRUCK / GOLF CART CONTROLS

button	E-Brake
D button	Gas
⊗ button	Brake
■ trigger	Clutch
+.+	Preload Suspension
+/+	Steer
button + button	Reverse
L trigger + A trigger	Reset Vehicle
0	Change Camera Options
0	Pause Game

AIRPLANE CONTROLS

⊘ button	Increase Throttle
⊗ button	Decrease Throttle
C trigger	Left Rudder
ID trigger	Right Rudder
/	Bank Left / Right .
/	Dive / Climb
C trigger + B trigger	Return to Home Base (if on ground)
0	Change Camera Options
0	Pause Game

HELICOPTER CONTROLS

O button	Climb
⊗ button	Descend
C trigger	Rotate Left
n trigger	Rotate Right
•/•	Bank Left / Right
/	Increase / Decrease Speed
■ trigger + 🗈 trigger	Return to Home Base (if on ground)
0	Change Camera Options
0	Pause Game
A THE RESIDENCE OF THE PARTY OF	



MAIN MENU

- · Single Player Jump right into riding!
- Championships Race for supercross or nationals titles, and complete challenges!
- Multiplayer Race online or against your riding buddies!
- · Quick Race Hit the track for a quick race!
- . Training Learn how to ride!
- · Profile View or load player profiles.
- · Store Spend your player points on new bikes, gear, and more.
- . Options Customize the game with the following options:
 - . Game Settings Adjust various game settings.
 - . Audio Options Configure in-game audio options.
 - . Jukebox Choose in-game tunes.
- . Game Statistics View various game stats.
- Controller Settings Choose your favorite controller set-up and change button mapping for stunts.
- . Cheat Codes Enter cheat codes.
- . Hall of Fame View game records.
- . Credits View game credits.

PLAYING A GAME

Choose your desired mode, set your racing options, and hit the track. Before any race or activity, you can choose race mode (single play or practice), difficulty level, # of laps (or duration), # of opponents, your vehicle, its class, whether to compete against different vehicle types (MX vs. ATV, for example), its physics model (race or pro, once pro is unlocked), set the difficulty level of opponents, and customize your rider and/or vehicle.

SINGLE PLAYER MODE

In Single Player Mode, you can choose to race single races (supercross, nationals, short track, open class, hill climbs, or supermoto), compete in freestyle events, accept challenges, or pick a location and just ride (free ride).



PLAYING A GAME(cont.)

CHAMPIONSHIP MODES

Compete in either the THQ Supercross Championship or the Nationals Championship series. Each series runs 16 weeks.

THE GAME SCREEN



MULTIPLAYER / XBOX LIVE

Choose split-screen for head-to-head action, or Xbox Live to play against online opponents.

TAKE MX vs. ATV UNLEASHED BEYOND THE BOX

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

PAUSING THE GAME

Press O at any time to pause the game and access the following options:

- . Resume Return to ridin'!
- . Restart Restart activity from the beginning.
- Activity Options Choose mode, number of opponents, difficulty, and number of laps for current activity.
- . Switch Activity Switch to a different activity.
- · Quit Activity Quit current activity.
- · Overlay Options Toggle HUD options ON/OFF.
- . Control Options Configure controller set-up.
- . Jukebox Choose in-game tunes.
- . Audio Presets Adjust preset audio mixes.
- · Switch Event Switch to a different event.
- Return to Main Menu Quit and return to the Main Menu.

SAVING AND LOADING

To create a new MX vs. ATV Unleashed™ profile, select Profile from the Main Menu and then choose Create.

To load a profile, select Profile from the Main Menu and then choose Load.



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Performed by The Black Eyed Peas Courtesy of A&M Records under Hoesse fram Universal Music Enterprises Written by Will Adams, Dave Buckner, Tobin Esperance, Allan Pineda, Jacoby Shaddix Cherry Lane Music Publishing Company, Inc. (ASCAP)/ Cherry River Music Co. (BMI) / Dreamworks Songs (ASCAP)/Vive La Cucaracha Music (ASCAP)/Will,1.Am Music Inc. (BMI)/Jeepney Music Publishing (BMI) administered by Cherry Lane Music Publishing Company, Inc.

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Pirates

Performed by Bullets and Octane Written by Jack Tankersley. Gene Bullets, Brent Clawson, Skye Jane, Ty Smith Careers - BMG Music Publishing, Inc. (BMI) o/b/o Black Market Saint Music, Forever My Family Music. Snakehole Publishing, Havana Saint Music. Mini Smart Ass Publishing Under license from BMG Film & TV Music

Performed by Crosstade Courtesy of Columbia Records By Arrangement with Sony Music Licensing Written by Ed Sloan Sony/ATV Songs (BMI)

Wait

Performed by Earshot Courtesy of Warner Bros. Records Inc. By Arrangement with Warner Strategic Marketing 2004 Warner Bros. Records Inc. Written by William Martin, Scott Kohler, Mike Callahan, Johnny Sprague Earshot Music (ASEAP)

Let's Ride

Performed by Kottonmouth Kings Licensed from Suburban Noize Records Suburban Noize Music (BMI)/Pack and Snap (ASCAP)/Green 2 Da Bing (BMI)/Daddy X Music (BMI)

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Because of You

Performed by Nickelback Produced by Nickelback and Joey Moi. Mixed by Randy Staub @2004 The All Blacks B.V. From the Roadrunner Records album The Long Road, used by permission. Written by Chad Kroeger, Michael Kroeger, Ryan Peake, Ryan Vikedal © 2003 Warner-Tamerlane Publishing Corp. (SOCAN), Warner-Tamerlane Publishing Corp. (BMI), Black Diesel Music, Inc. (SOCAN), Zero O Music Inc. (SOCAN) and Ladekiv Music Inc (SOCAN) All rights administered by Warner-Tameriane Publishing Corp. (BMI) All rights reserved. Used by permission.

Saturday Night

Performed by Ozematil Written and Published by: Ozomatli (Breakdance Willy music for Willly Wil-Dog Abers: La Bella Senido Publishing for Utises Bella; Sunit Music for Justin Porce: Alcela Music Productions for Asdru Sierra, Et Bully Music for Raul Pacheco; Jeeters Music for Jiro Yamguchi-BMII Additional Writer: J. Smith-Freeman (Napz Teef n Earz Music-ASCAP) Rap Vocals: Jabu and Justin El Nino Porce From Ozomatfi's CD Street Signs (CCD-2200) on Concord Records @@2004 Concord Records, Inc.

Getting Away With Murder

Performed by Papa Roach Courtesy of Geffen Records under license from Universal Music Enterprises Written by Tobin Esperance. Jerry Horton, Jacoby Shaddix and David Buckner Viva La Cucaracha Music, Inc. (ASCAP)

Magnetic Mic Control

Performed and written by Phunk Junkeez Licensed from Suburban Noize Records Joe Vallente Music (ASCAP)/ Hellamilk Music (ASCAP)/Clip Hop Music (ASCAP)/Big Bottom Music (ASCAP)/ DPGEEZUS Music (ASCAP)

Bring Me Down

Performed by Pillar Courtesy of Flicker Records Under license from EMI Film & Television Music Written by Noah Henson. Lester Estelle, Rob Beckley and Michael Published by Flicker USA Publishing and Fireproof Music (BMI)

Heroes and Villains

Performed by Powerman 5000 Written by Spider and Adam Williams Courtesy of Megatronic Records

Stop The World

Performed by Riddlin' Kids Courtesy of Aware/ Columbia Records By Arrangement with Sony Music Licensing Written by Chuck Gladfelter and Clint Bakor Published by Follow Your Muse Music (ASCAP) / EMI Blackwood Music Inc.

Give It All

Performed by Rise Against Courtesy of Geffen Records under license from Universal Music Enterprises Written by Rise Against Sony/ATV Tunes LLC (ASCAP)

Fly From The Inside-

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Strung Out Analog from the album Exile. in Oblivion Written/performed by Strung Gut Fat Wreck Chords

Stronger

Performed by Trust Company Courteay of Interscope Records under license from Universal Music Enterprises Written by Kevin Palmer, James Fukal and Jason Singleton Published by EMI April Music Inc.

Celebration Song Performed by Unwritten Law

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Notify the THQ Customer Service Department of the problem requiring warranty service by calling (\$18) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone aron the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty geriod to:

THQ Inc.

Customer Service Department

27001 Agoura Road, Suite 270

Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

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