XBOX

MX UNLEASHED™

INSTRUCTION MANUAL



EVERYONE
E
CONTENT RATED BY ESRB

rainbow STUDIOS

THQ®

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, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by 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 rear-projection 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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TABLE OF CONTENTS

Using the Xbox Video Game System 2

Using the Xbox Controller 3

Introduction 6

Main Menu 7

Gameplay Screen 8

Career Mode 8

- Racing Career 8
- Freestyle Career 9
  - Hit Objectives 9
  - Run Objectives 10
  - Machine Race Objectives 10
  - Stunt Objectives 11

Supercross and Nationals Racing 11

Freestyle Mode 13

Trick System 13

Profile Manager 15

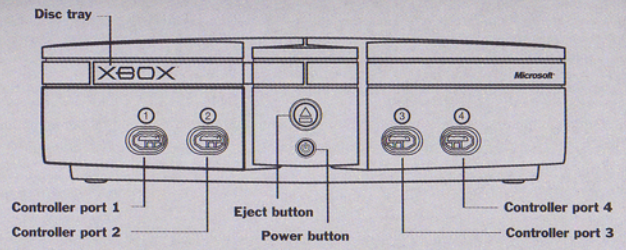
Pause Menu 15

Options 16

Credits 17

Warranty 21

USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the ***MX Unleashed***™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing ***MX Unleashed***™.

If you have HDTV capabilities, you can run MX Unleashed™ in one of 3 High-Definition modes including 480p, 720p, or 1080i. To enable these modes you should first consult the documentation that came with your television to confirm which modes will work with your particular TV. Not all HDTV's support all 3 high-definition resolutions.

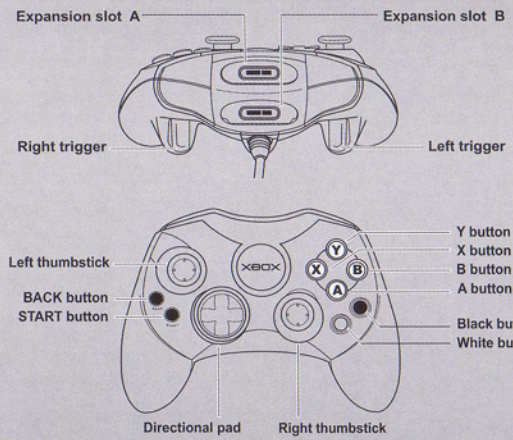
To enable or disable individual HDTV resolutions, you must run the Xbox Dashboard. To do this, remove the disc from the disc tray and then turn on the Xbox video game system. This will start the Xbox Dashboard. Choose "Video Settings" and then enable the appropriate video modes that you want to use when playing the game. If you enable more than one mode, the game will choose the highest resolution mode that is supported by your television.

Next, you need to select the aspect ratio that matches your TV. Most HDTV's support the widescreen 16:9 aspect ratio.

NOTE:
If you select a mode and then start ***MX Unleashed***™ *and your display is black or distorted, then your TV does not support the high-resolution mode you selected in the Xbox Dashboard.*

USING THE XBOX CONTROLLER

XBOX CONTROLLER CONFIGURATION



1. Insert the Xbox Controller S into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller S to play ***MX Unleashed***™.

menu / interface controls

EFFECT	BUTTON
Highlight menu item	⊕ ⬆ / ⬇
Change highlighted item	⊕ ⬅ / ➡
Change menu item	◀ / ▶
Back	Ⓑ button

Basic Racing Controls

Gas	Ⓐ button
Brake	Ⓧ button
Clutch	LT
Preload Suspension	⬇ + ⬆
Steer / Lean	⬅ / ➡
Shift Rider Weight	⬆ / ⬇
Reset Vehicle	LT + RT
Reverse	Ⓐ + Ⓧ button
Pause Game	▶ button

Basic Trick Controls

Ⓑ button + ⊕ (⬆/⬇/⬅/➡)
Ⓨ button + ⊕
Ⓑ button + Ⓨ button + ⊕
Ⓑ button + RT + ⊕
Ⓨ button + RT + ⊕
Ⓑ button + Ⓨ button + RT + ⊕
⬆ + ⬇ - Backflip
⬇ - Stop backflip
⬆ - Speed up backflip

Trick Tips

Holding tricks: When you queue up a trick, you can hold the rider posed in mid-trick by holding down the buttons used to invoke the trick.

Queuing up multiple tricks: You can queue up multiple tricks prior to the first trick finishing. All tricks must be completed prior to landing or the rider will wreck on impact.

Try to add tricks on top of a backflip for huge points.

Trophy Truck / Dune Buggy / Monster Truck Controls

Gas	Ⓐ button
Brake	Ⓧ button
Reverse	Ⓐ + Ⓧ button
Clutch	LT
E-Brake	Ⓑ button
Steer	⬅ / ➡
Preload Suspension	⬇ + ⬆

Biplane Controls

Increase Throttle	Ⓐ button
Decrease Throttle	Ⓧ button
Left Rudder	LT
Right Rudder	RT
Return to home base (if on ground)	LT + RT
Bank Left / Right	⬅ / ➡
Climb / Dive	⬇ / ⬆

Helicopter controls

Climb	Ⓐ button
Descend	Ⓧ button
Rotate Left	L
Rotate Right	R
Return to home base (if on ground)	L + R
Bank Left / Right	⬅ / ➡
Increase / Decrease Speed	⬆ / ⬇

Bike Racing Tip:

To maximize your straight-line acceleration on your motorbike, learn to use the clutch! To accelerate quickly, press in the clutch, apply the gas and lean the rider back on the bike. When you let go of the clutch the bike will accelerate much faster than usual.

INTRODUCTION



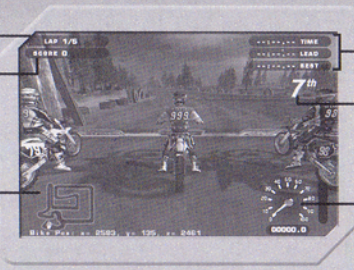
Rainbow Studios returns to their heritage to bring the definitive next-generation motocross game to life. Featuring enormous freeworld environments and an extensive racing career mode, ***MX Unleashed***™ is one big off-road playground. Go bar-to-bar with the top riders in the world through the Supercross and Outdoor Nationals series. For a little more intense action, battle it out with a monster truck, helicopter, or bi-plane in the massive freeworld environments. Littered with treacherous terrain and mini competitions like target jumping and machine races, ***MX Unleashed***™ is the ultimate product for adrenaline junkies.

MAIN MENU

Once ***MX Unleashed***™ has been loaded, you will be at the Main Menu. Press up/down on the ✣ to change the highlighted menu options below. Press the Ⓐ button to select the item.

Career	Start an exciting Motocross career. Take on 14 race leagues and 5 freestyle competitions as you try to become the best. See page 8 for more details.
Supercross	Tackle the Supercross tracks. See page 11 for more details.
Nationals	Are you ready to compete in the Nationals? ***MX Unleashed***™ is ready to put you to the test. See page 11 for more details.
Freestyle	Tackle the tracks as you attack the course and try to pull-off some insane tricks. Take on 3 pro riders in a frenzied Hit or Run Objective and challenge a different machine in each environment in a point-to-point race. See page 13 for more details.
Profile Manager	***MX Unleashed***™ allows you to keep up to 6 different profiles to track your progress in the game. Go to the profile manager to select the one you want to compete with. See page 15 for more details.
Store	As you compete, you will earn more points. Head to the store to buy more stuff like tracks and vehicles. Press the Ⓐ button to purchase the item, press the Ⓑ button to go back.
Options	Configure the game so you can play it just the way you want to. See page 16 for more details.
Training	Learn how to compete with the pros in six different training videos. Choose from the following, or select to play all of the videos:
Basic Driving Skills	*Watch how to accelerate, brake, steer, perform wheelies and stoppies, and go through whoops.*
Clutching and Turning	*Learn how to use the clutch, ride the berm, and square up turns.*
Jumping and Preloading	*Watch how to preload the suspension and how to pitch the bike mid-air.*
Tricks	*Figure out how to perform and land the tricks, including No Handers!*
Racing Mode	*Learn more about the game's racing modes.*
Freestyle Mode	*Learn what it takes to compete in the freestyle mode.*

GAMEPLAY SCREEN



CAREER MODE

The career mode is made up of 14 race leagues and 5 freestyle competitions. The career is structured in such a way that you can make progress in your racing career independent of progress in your freestyle career.



Racing career

The racing career is made up of 14 race leagues, six 125cc leagues and eight 250cc leagues. Over the course of your racing career, you will compete against the top 100 riders in the world. As an entry-level rider, you start out ranked #100 in the world. To increase your world ranking, place in the top 3 at the end of any available race league.

The Number One Ranking

To become the #1 ranked rider in the world, you must compete in each league until you are able to place 1st overall in all 14 leagues.

Unlocking Cool Stuff through Career Mode

Tracks	***MX Unleashed***™ *has 46 unique race tracks. Most tracks are locked at the start of the career. Each time you unlock new race leagues by moving up in the Top 100 world ranking, you also unlock all the tracks to compete on as a part of those leagues. This allows you to practice individual tracks in single race mode as well as compete Fast Lap Attacks and Ghost Racing.*
Fast 50 bikes	*To unlock the 50cc class bikes, you must place first in the THQ World Supercross GP 125cc series.*
500cc bikes	*To unlock the overpowered 500cc class bikes, you must place first in the THQ 250cc World Supercross GP.*
Machines	*To unlock 5 unique vehicles, including a dune buggy, trophy truck, monster truck, biplane and helicopter, you must defeat each one in a race across the terrain. Once a vehicle is unlocked you can take control of it to free-ride around the freestyle levels.*

Freestyle career

The Freestyle career is composed of 5 gigantic, free-roaming levels filled with a variety of objectives. Freestyle levels are made up of 4 basic sets of objectives: Hits, Runs, Tricks and Machine Races. Each level has 5 Hit objectives, 5 Run objectives, 1 trick objective, and 1 Machine Race objective.



Hit Objectives

Each hit is a single jump that has a designated take-off and landing zone. To successfully complete a hit, the bike must leave the ground inside the take-off zone and must touch down safely inside the landing zone.

A Hit Objective is a competition against 3 computer opponents to complete a group of 10 hits. The first rider to successfully complete all 10 hits first is the winner.

Radar Tip:
You can find the start zone for each objective on your radar by looking for its symbol.

To start a Hit Objective, look around the world for Hit Start Zones that appear as Green beams rising up into the sky. As you approach a Hit Start Zone, come to a stop inside the zone and the game will present you with the choice to start the objective.

Each Hit Objective you win unlocks the next hit objective, until you've unlocked all 5 in each level.

Tip
You can pull the + triggers to attempt the same hit over again.

Run Objectives

A run is a collection of hits laid out in order. To successfully complete a run, you must jump each hit in the run in order without missing a jump, or wrecking.

To start a Run Objective, look around the world for Run Start Zones that appear as Amber beams rising up into the sky. As you approach a Run Start Zone, come to a stop inside the zone and the game will present you with the choice to start the objective.

Each Run objective you complete unlocks the next Run Objective, until you've unlocked all 5 in each level.

Tip
When competing in a run objective, you can pull the + triggers to retry the last jump attempted.

Machine Race Objectives

In ***MX Unleashed***™, you not only get to compete against motorcycles, but against a variety of other vehicles as well. Each freestyle level contains one unique vehicle for you to compete against in a 2-lap waypoint race.

To start a machine race, look around the world for Machine Race Start Zones that appear as Blue beams rising up into the sky. As you approach a Machine Race Start Zone, come to a stop inside the zone and the game will present you with the choice to start the race. When the race starts, follow the on-screen arrow to each waypoint gate. To complete the objective, you must win the race. Each Machine Race Objective you complete unlocks that machine for free riding on all freestyle levels.

Racing Tip:
Remember that the fastest way to the next waypoint is not necessarily a straight line. It may be more strategic to go around a set of hills.

Unlocking Additional Freestyle Levels

To unlock the next level in a Freestyle career, you must complete 3 of the 5 hit objectives, 3 of the 5 runs, complete the stunt competition, and win the machine race.

Unlocking Machines for Free-Ride

Each level in the Freestyle career has a unique machine to race against. To unlock each machine for you to fly or drive, you must win the Machine Race against that vehicle. Once a machine is unlocked you can play with it in any of the freestyle levels by selecting Freestyle from the Main Menu. You can even load two of the same machine into a level so you and a friend can play split-screen.

Stunt Objectives

Stunt Objectives are a timed 2:00 minute activity where you must achieve a specified amount of trick points within the 2:00 minute time limit. To find a Stunt Objective, look for a Purple beam rising up into the sky.

SUPERCROSS AND NATIONALS RACING



Supercross is indoor stadium-based racing. ***MX Unleashed***™ features 24 unique indoor stadium Supercross tracks. In addition to the Supercross tracks, ***MX Unleashed***™ includes 22 outdoor National tracks to enjoy!

Racetracks are unlocked by competing in the career mode. Once a track is unlocked, you are free to race on it outside of the career. Each track supports up to two players via split-screen action.

Each Supercross and Nationals Race has several modes. Select from the following:

Practice	1 or 2 players can take an unlimited amount of spins around the track. Compete in a practice session before you hit the racetrack so you can really tear it up.
Single Race	1 or 2 players can compete in a 2 to 20 lap race.
Ghost Racing	1 player can compete in a Ghost Race in an unlimited amount of laps.
Free Ride	1 or 2 players can take an unlimited amount of laps around the track, just like Practice Mode. In Free Ride Mode, you are free to explore the environment and find cool jumps away from the track itself.
Fast Lap Attack Mode	Fast Lap Attack is a great way to learn all of the Supercross and Nationals tracks in the game. It applies the Run Objectives found in Freestyle as a teaching tool designed for improving your performance on a racetrack. Each racetrack in the game has a number of approaches, or lines, that a rider can explore as he races around the track. Some lines are faster than others because you can better maintain speed or utilize a shorter path around a curve. Many of the fastest lines are quite challenging if you're a beginning motocross rider. That's where Fast Lap Attack comes to the rescue. A Fast Lap consists of a collection of freestyle hits placed on the track to illustrate where to jump and land as you go around the track in order to carry the highest possible speed. The objective of Fast Lap Attack Mode is to successfully complete a perfectly clean 1 lap run on each of the 46 racetracks the game has to offer. In doing so, you will become a force to be reckoned with when you race your friends.

FREESTYLE MODE

Bust out tricks and earn profile points you can spend in the store. Freestyle mode is open-ended with no time or lap limits. You can partake in a freestyle competition, hits, runs, and/or machine races. Freestyle mode is where it's at as you explore the courses and catch big air.

Racing Tip

In the beginning, the only driving model is Race Physics. As you compete in Career Mode, you will unlock the Pro Physics model.

TRICK SYSTEM

Overview

MX Unleashed™ includes tons of the latest motocross tricks. The basic trick control system allows you to map 24 of your favorite tricks to your current control scheme. For more information on re-mapping tricks, see the Options section on page 16.

Basic Trick Controls

B button + ⊕ (⬆/⬇/⬅/➡)
Y button + ⊕
B button + Y button + ⊕
B button + ▬ + ⊕
Y button + ▬ + ⊕
B button + Y button + ▬ + ⊕
⬆ + ⬇ - Backflip
⬇ - Stop backflip
⬆ - Speed up backflip

Trick Tip

Holding tricks: When you queue up a trick, you can hold the rider posed in mid-trick by continuing to hold down the buttons.

special tricks

Wheelies:	Accelerate the bike and lean the rider back until the front wheel comes off the ground. Balance the wheelie by shifting the rider's weight forward/back.
Stoppies:	Go fast, apply the brakes and lean the rider all the way forward. The back tire will come off the ground. Balance the Stoppies by shifting the rider's weight forward/back.
Back-flips:	Press ⬆ then ⬇ quickly on the ⊕ or Ⓛ. Increase the back-flip rotation speed by pressing ⬇. Decrease the back-flip rotation speed by pressing ⬆.
No-hander:	To land a trick no-handed, perform a No-Hander trick (default Ⓨ button + ⬆) and hold the trick mid-pose until the rider touches down. To end the No-Hander, let go of the trick button and the rider will resume steering normally.

trick scoring system

Each airborne trick is 2500 points per second.

additional trick methods include:

- Wheelies (1,000 per second flat rate)
- Stoppies (2,000 per second flat rate)
- Back Flips (10,000 per back flip flat rate)

The trick multiplier starts at a value of 1 each time the bike jumps. Each unique trick performed per jump adds 1x to the trick multiplier. Trick points are lost if the player wrecks on landing.

PROFILE MANAGER



With ***MX Unleashed***™, you can have up to six different profiles. Profiles allow you to save your progress and profile points in the game and to track your best times. Profiles also allow you to save the gear, bike, and other information for your custom rider. You can configure everything - your rider's name, number, jersey, goggles, and even his gloves! When you go to the Profile Manager, you can see how much of the game you have completed, the percentage of races completed, and the percentage of the freestyle competitions completed.

Ⓑ **button**	Back
Ⓐ **button**	Create Profile
Ⓧ **button**	Edit Profile
Ⓨ **button**	Delete Profile

PAUSE MENU

While you are playing the game, press the ▶ button to pause the action. Once you have paused the game, you will get a chance to select one of the following options:

Resume	Return to the action.
Restart Activity	Start the activity over.
Switch to Machine (Freestyle Only)	Once you've unlocked any of the machines, you can switch from the motorcycle to take over a machine.
Player Options	Enable or disable various items in the on-screen overlays or displays.
Game Audio Options	Adjust the audio settings.
Quit Activity (Freestyle Only)	Stop the current activity.
Quit	Leave the current race.
Event Options (Supercross and Nationals Only)	Customize the current event.
Save Ghost/Load Ghost/Clear Ghost (Ghost Racing Mode Only)	Save, load, or clear a Ghost when racing in the Ghost Racing Mode.
Fast Lap Attack Instructions (Fast Lap Attack Only)	View instructions during the Fast Lap Attack Mode
Machine Instructions	View instructions when driving any of the machines

OPTIONS

In the Options Menu, customize the game so you can play it just the way you like it. Change the audio, the control setup - even the cheats!

Game Settings	Change the split screen, measurement system, collisions and display settings from this menu.
Game Audio Options	Select the stereo mode you want. You can also change the sound mix by selecting one of the presets or selecting one of your own.
Jukebox	***MX Unleashed***™ comes with an awesome soundtrack. At the jukebox screen, you can select the songs you want playing as you race. On the Xbox™ video game system, you can play your own ripped tunes as well.
Videos	Select a movie to watch and press the Ⓐ button.
Controller Presets	Want to change up the controls a little bit? Customize the controller setup here.
Map Tricks	You can perform all kinds of tricks on your motorcycle. Select the button combos to go along with your favorite tricks.
Screen Adjustment	Move the screen around to set it up just right for your television.
Cheat Codes	Got a cheat code? Enter it here.
Hall of Fame	See the fastest lap and track times.
Game Stats	See how long you've played the game, how much of the game that you've unlocked, and other game statistics.
Load/Save Game	Loads or saves ***MX Unleashed***™ game save data.

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MUSIC

1. Pax 217 "AM"
"A.M."
Performed by Pax 217
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2. Relient K's "College Kids"
"College Kids"
Performed by Relient K
Written by Matthew Thiessen
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3. Cinder/ Soul Creation
"Soul Creation"
Performed by Cinder
By Kenny Craig, Roger Young and Jason Bieler © 2003 EMI APRIL MUSIC INC, BIG AND BOUNCY PUBLISHING, JASON BIELER All Rights for BIG AND BOUNCY PUBLISHING Controlled and Administered by EMI APRIL MUSIC INC (ASCAP) All Rights Reserved. International Copyright Secured. Used By Permission. Courtesy of Geffen Records under License from Universal Music Enterprises

4. Flaw/ Get Up Again
"Get Up Again"
Performed by Flaw
By Chris Volz, Ryan Jurhs, Christopher Ballinger, Jason Daunt & Lance Arny © 2002 EMI April Music Inc. and Rabid Janitor Publishing
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5. Ra/ Do You Call My Name
"Do You Call My Name"
Performed by Ra
Written by Sahaj Ticotin - Sahaja Music @ASCAP, Skoota Warner - OGW Music @ASCAP ℗ © 2002 Courtesy of Universal Records under License from Universal Music Enterprises

6. Trust Company/ Downfall
"Downfall"
Performed by Trust Company
By James Fukai, Joshua Moates, Kevin Palmer and Jason Singleton
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7. Depswa/ From The Inside
"From The Inside"
Performed by Depswa
Words and Music by JEREMY BRIAN PENICK, RYAN BRADLEY BURCHFIELD, DANIEL S. NOONAN, GORDON CHARLES HECKAMAN
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8. Hoobastank/ Out Of Control
"Out Of Control"
Performed by Hoobastank
(Doug Robb, Daniel Estrin, Markku Lappalainen, Chris Hesse)
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And Spread Your Cheeks
And Push Out The Music (ASCAP)
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9. Breaking Benjamin
"Natural Life"
"Natural Life"
Performed by Breaking Benjamin
Written by Ben Burnley
Breaking Benjamin Music
c/o Entertainment Services
Courtesy of Hollywood Records
℗ 2002 Hollywood Records, Inc

10. Trapt "Headstrong"
"Headstrong"
Performed by Trapt
Written by (Christopher Brown, Simon Ormandy, Peter Charell)
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11. 3against1 "It's Over"
"Its Over"
Performed by 3against1
Words Written by Mark Weiss,
Music Written by Mark Weiss & Arnaud Lemaire
Performed by Mark Weiss, Arnaud Lemaire, Saul Ashley & Jeff Williamson
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12. Dillusion "New Root"
"New Root"
Performed by Dillusion
Written by: (Jason Evigan, Casey Cresenzo, Cary Garwood, Ben Paul, Pat Ridge and Emily Belgard) © 2002 South Amboy music CORP.
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13. Otis "Lonely Day"
"Lonely Day"
Performed by OTIS
Written by Ryan Jarred and Cal Campbell

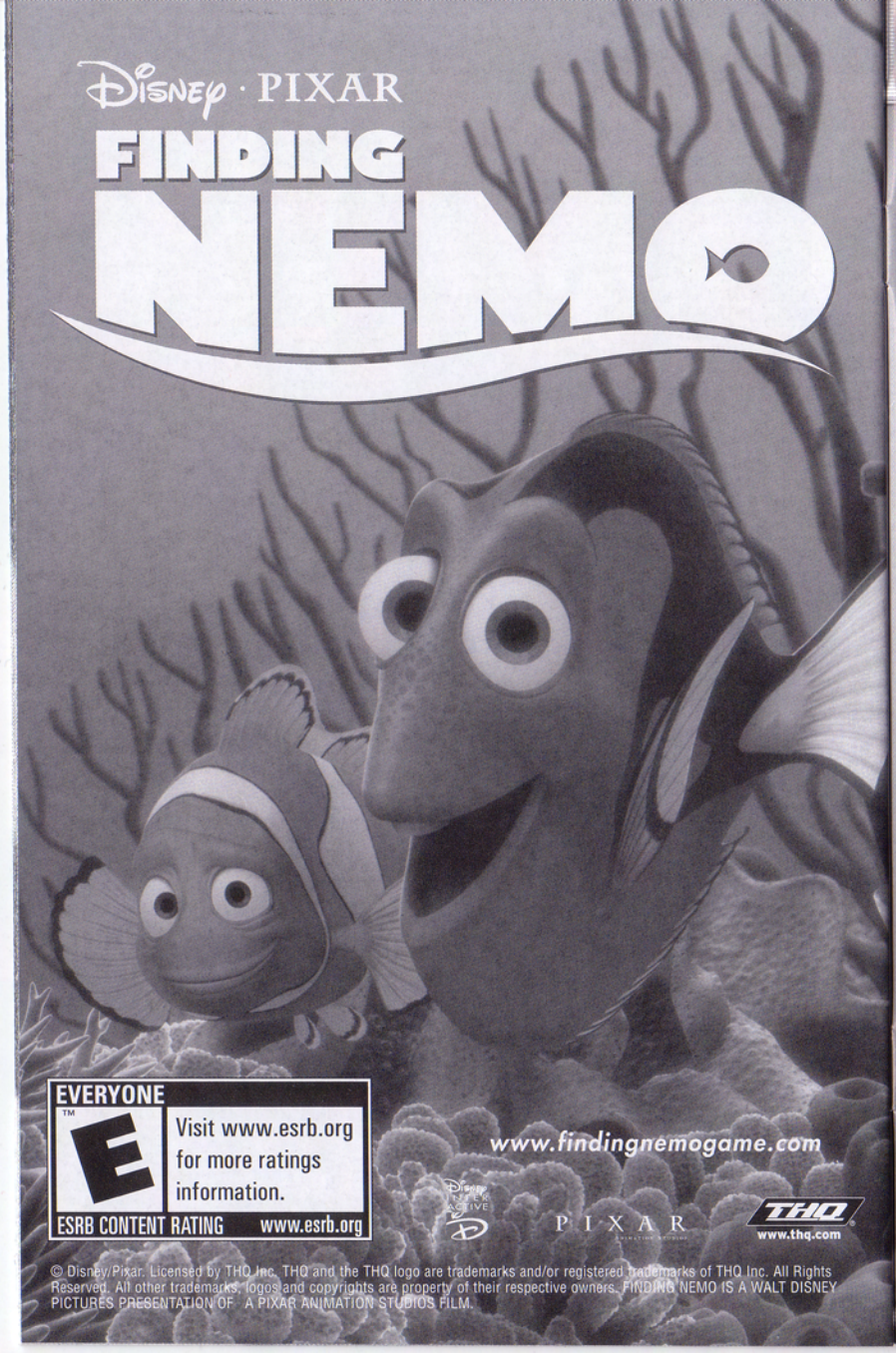
Motorcycles included in this game may be different from the actual motorcycles in movements and performance. Don't imitate the riding and movements shown in this game. And remember, when riding a motorcycle in your real life, always ride it safely.

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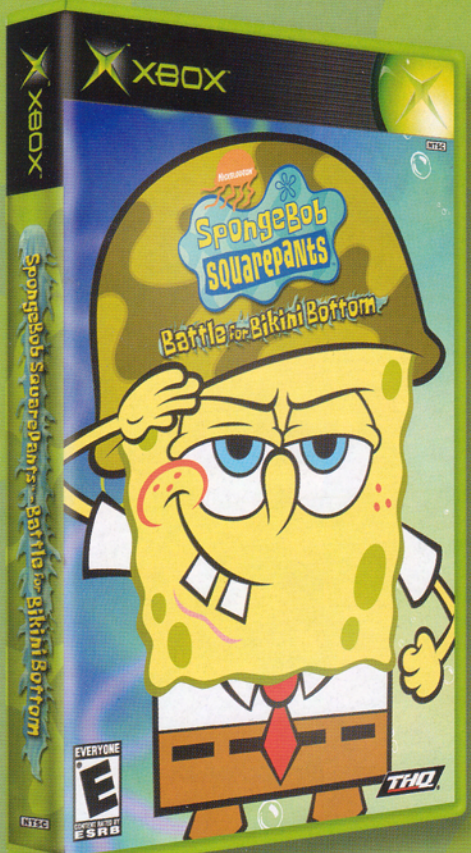
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