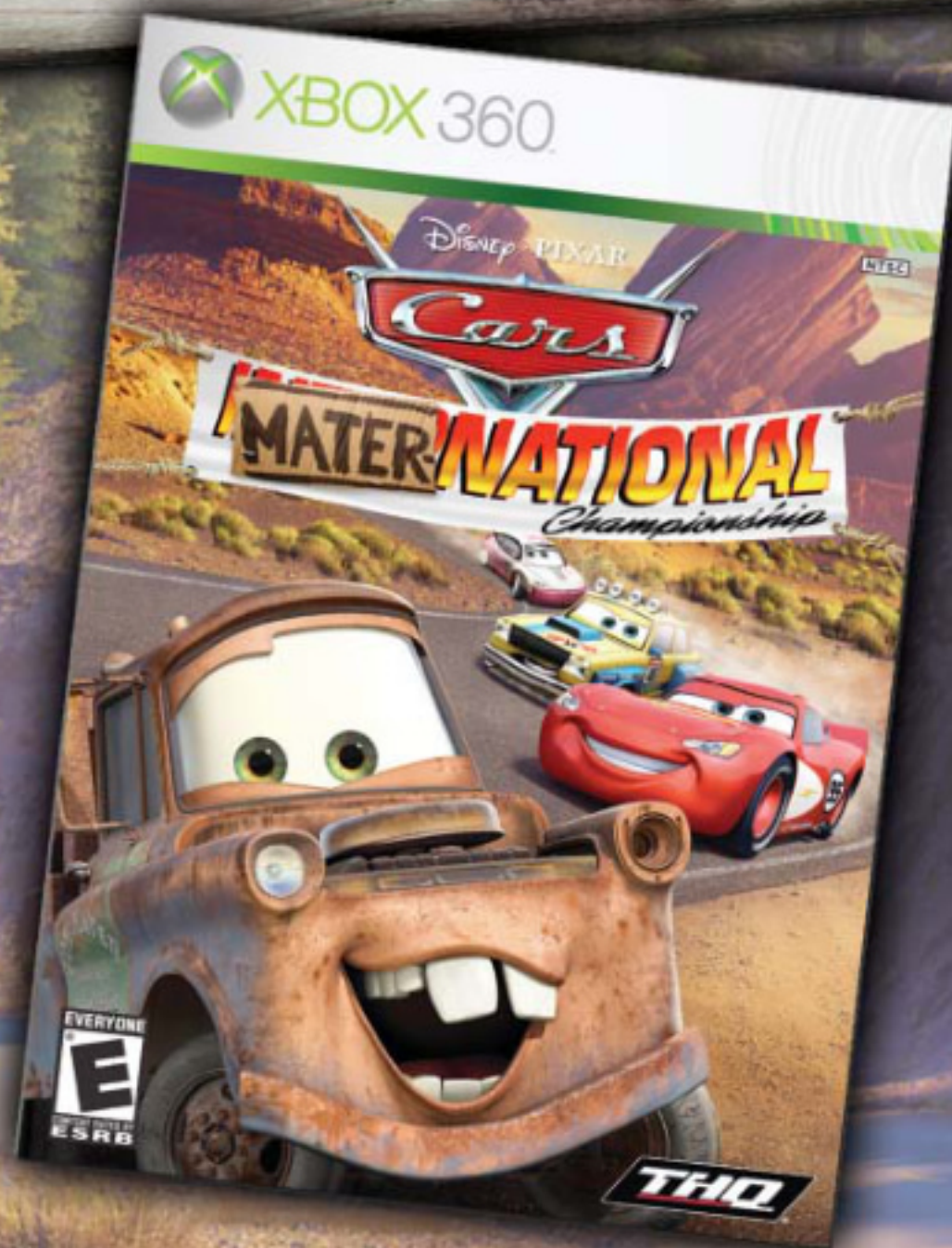
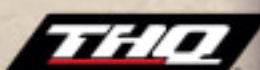


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112197



XBOX 360

XBOX
LIVE

MX vs. ATV UNTAMED



WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

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 taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

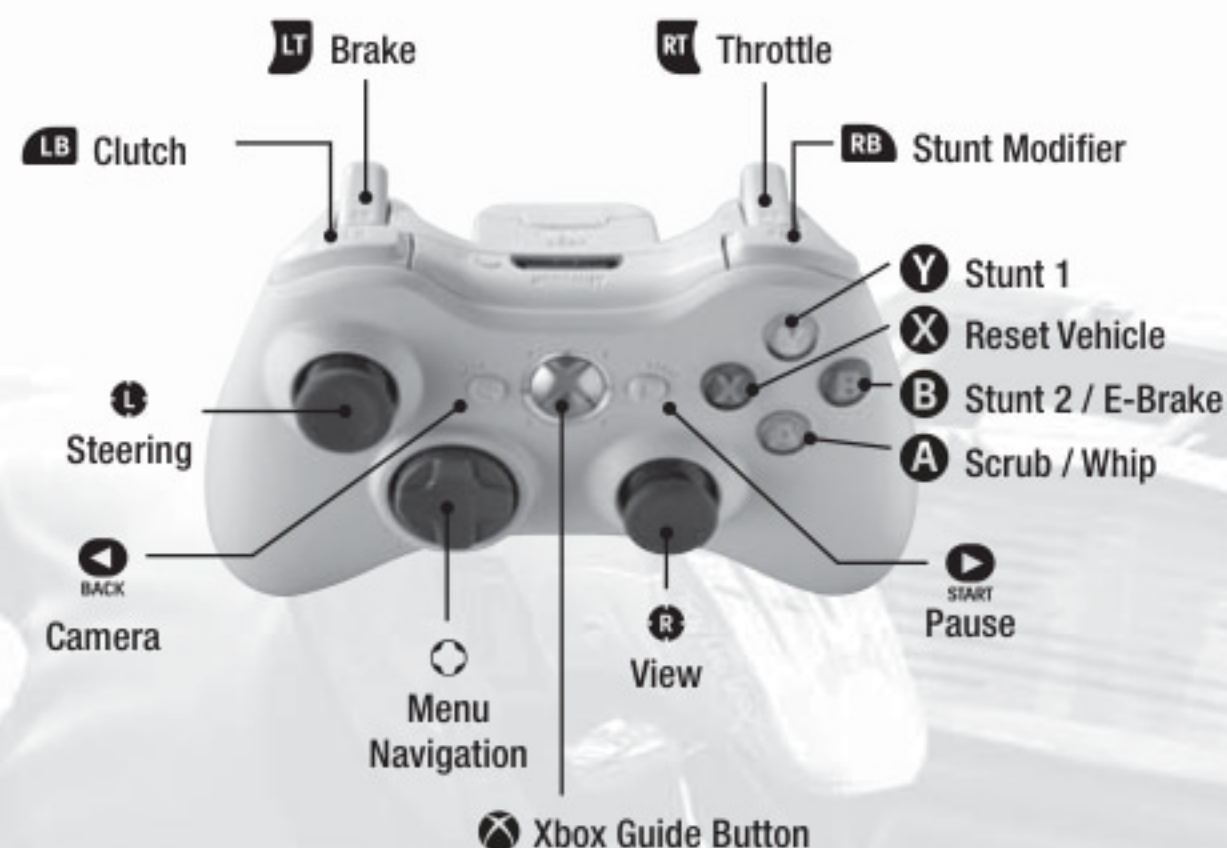
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

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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.

GAME CONTROLS



MENU CONTROLS

Select / Change Menu Item	Left Stick or D-pad ↑ / ↓ / ← / →
Confirm / Accept Selection	A
Previous Screen	B
Options Menu	Y
Start Game / Pause Menu	START

RACING CONTROLS

Steering	Left Stick ← / →
Preload Suspension (Shift Riders' Weight)	Left Stick ↓ / ↑
Throttle	RT
Brake	LT
Clutch	LB
Reverse	RT + LT
Reset Vehicle (Free Ride or Practice Only)	X
Stunt Modifier	RB
Stunt 1	Y
Stunt 2 / E-Brake	B
Scrub / Whip	A
Powerslide (Excluding MX Bikes)	Left Stick ← / → and tap LT or RT
Cycle Camera Views (Directional View Only)	BACK
Switch Directional and Rotational View	Right Stick
Directional View	Right Stick ← / → / ↑ / ↓
Rotational View	Right Stick ← / → / ↑ / ↓

Note: Controls above are shown using the DEFAULT controller configuration. To select a different configuration, go to the OPTIONS screen and select PREFERENCES then CONTROL SETTINGS.

TRICK CONTROLS **(MX MINI, MX LITE, MX, ATV)**

Y + Left Stick ← / → / ↑ / ↓

B + Left Stick ← / → / ↑ / ↓

Y + **RB** + Left Stick ← / → / ↑ / ↓

B + **RB** + Left Stick ← / → / ↑ / ↓

Y + **B** + Left Stick ← / → / ↑ / ↓

Y + **B** + **RB** + Left Stick ← / → / ↑ / ↓

Backflip — Before leaving the top of a jump, hold **RB** then Left Stick ↑ and then Left Stick ↓. Releasing **RB** and using the Left Stick ↑ while in the air will help slow your rotation.

Three Sixty Flip — Before leaving the top of a jump, hold **RB** then Left Stick ← and then Left Stick →. You can also do the opposite direction by holding **RB** then Left Stick → and then Left Stick ←. Releasing **RB** and using the Left Stick the opposite direction of your rotation while in the air will help slow your rotation.

Whips — Once in the air, hold **A**, using the Left Stick and pushing ← or → will make the bike style out in the air. Try different directions or combinations to get different looks. Learning when to use and hold **A** will give you your own style.

Scrubs — Scrubs allow you to jump the same distance while flying lower. Doing a scrub is similar to a Three Sixty. Before leaving the top of a jump, hold **A** then Left Stick ← and then Left Stick →. You can also do the opposite direction by holding **A** then Left Stick → and then Left Stick ←. Let go of **A** when you are ready to stop scrubbing.

Note: Trick controls above are shown using the DEFAULT controller configuration. To customize your own trick configurations, go to the OPTIONS screen and select PREFERENCES then STUNT MAPPING.

MAIN MENU



SINGLE PLAYER

Tackle the world of MX vs. ATV in various events and tournaments that include QUICK EVENT, CUSTOM EVENT, X-CROSS TOURNAMENT and EVENT SERIES. By competing in the X-CROSS TOURNAMENT and EVENT SERIES you will be rewarded gear, parts, vehicles and game money to purchase new items. This is where the training wheels come off and you become an off-road champion.

SPLITSCREEN

Two people can play on the same screen at once in challenges that include QUICK EVENT, CUSTOM EVENT and MINI-GAMES.

XBOX LIVE®

Challenge other MX vs. ATV enthusiasts from around the world. Up to twelve players can compete at the same time online in a host of events that include QUICK EVENT, CUSTOM EVENT and MINI-GAMES.

NETWORK

Connect and play with up to twelve Xbox 360® systems over a local area network and compete in QUICK EVENT, CUSTOM EVENT and MINI-GAMES.

Note: MX vs. ATV requires a Profile to enable auto-saving. Playing without a Profile will result in any progress, achievements, collectibles, preferences, or changes you make being lost at the end of your session of play.

THE GAME SCREEN



1. **Stunt Score:** This is the total score for successfully completed stunts.
2. **Position:** Your position among the total racers in the event displaying the name and position.
3. **Map:** Top view of your position, with the yellow triangle representing you. Opponents are white circles.
4. **Lap:** Indicates which lap you're currently on.
5. **Time:** This is your current lap time.
6. **Best:** Your best lap time for the current race.
7. **Lead:** Displays how much you are leading or trailing in the race by time.
8. **Speedometer:** Displays your current speed.
9. **Clutch Indicator:** Indicates when the clutch is engaged.
10. **Preload Meter:** Indicates the amount of preload the vehicle has received.
11. **Stunt Display:** During the execution of stunts, your active stunt name and the points attempting to be earned will appear toward the bottom of the screen. If you land the stunt successfully these points are added to the Stunt Score. If the stunt is not completed successfully the stunt name and score will turn red, and no points will be awarded.
12. **Stunt Link Timer:** This graphical meter indicates the total time you have remaining to execute another stunt. Linking them together to form a combination. Stunt combinations yield bigger point rewards.
13. **Stunt Multiplier:** A stunt multiplier is rewarded when you execute a unique stunt that has not been performed within the current stunt combination.

SINGLE PLAYER

QUICK EVENT

Jump right into the fray for the quickest way to MX vs. ATV action. Event Type, Event Duration, Vehicle Class, and Vehicle Type are all randomized so you don't have to go through the selection process. Press **X** to randomize these options, then when you're ready, press **START** to begin the game.

CUSTOM EVENT

Fully customize your challenge in any of the available event types. Consider this area as either your training ground or pick a single event type to master all the different challenges and rides before moving on to compete in the official tournaments and series.

First, customize the Event Details including the Location, Event Format, Event Duration, and AI Skill Level. You can also preview the course map from here by pressing **X**. Once finalized, press **A** to continue to the next menu where you can adjust the Vehicle Roster details including Class Format, Vehicle Class and Riders. Press **X** to customize your own vehicle and rider or press **START** to begin the game.

FREE RIDE

Feel free to explore the world and hunt for hidden and hard to get sprockets within the environment.

NATIONAL

Outdoor lap based racing courses cast in beautifully detailed environments. Less technical and more about top speed, these courses are prone to big jumps and significant rhythm sections.

SUPERCROSS

Considered to be where the best riders compete, Supercross pushes your skills the hardest in these stadium based location where the tracks are more technical in nature.

FREESTYLE

It's all about pulling off the most difficult tricks in succession to gain first place in Freestyle.

OPENCROSS

Race through treacherous outdoor trails against various types of vehicles — big and small. To win, you must master the environments before the environments master you.

SUPERMOTO

Dirt and paved-courses mark the way for MX, ATV and Trophy Trucks to compete against each other. These courses have plenty of twists and turns to make you succumb to the competition.

ENDUROCROSS™

This competition challenges you to constantly guide your MX bike through the race on courses full of logs, water pits, and boulders inside an arena.

WAYPOINT

Instead of cones and stakes outlining a specific route, there's only the expansive outdoors and key waypoint gates to mark your way to the finish.

MINIMOTO

Race the MX Mini's (also known as pit-bikes) on indoor arena rhythm courses.

X-CROSS TOURNAMENT

Master the controls of each vehicle and the rhythm of every course as each new series tests your mettle among them. Rewards and trophies abound as you make your way to the final Pentathlon Series. Along the way, each series offers new opportunities for victory and even more opportunities for defeat, including new event types and the infamous "Rival" series. This is where you can unlock new gear, vehicles, and bonus cash — that is, if you can compete against the best on all levels and in every type of event.

Use the left stick or  /  /  /  to highlight a series and press  to confirm your choice. To zoom IN/OUT, press .

EVENT SERIES

Go for the gold in the Event Series. A multitude of challenges await as you control the rules and type of competition you'll face in each of these collections of events. Reign supreme and unlock a second set of events to emerge as the champion.

Use the left stick  /  to cycle through the different series in which you can participate. Confirm your series selection by pressing . You can also adjust the Series Format, Vehicle Class, Event Duration, and AI Skill. Press  once again to confirm, and then customize your vehicle and rider by pressing . Once you're set, press  to begin the event.

RECORDS

Check your progress, best lap times, and much more for all the events you've participated in thus far.

MULTIPLAYER

SPLITSCREEN & NETWORK

Two people can play on Splitscreen while up to twelve people can compete at once on Network. QUICK EVENT, CUSTOM EVENT, and MINIGAMES are available for both Splitscreen and Network.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Up to twelve people can compete at once on Xbox LIVE. You have the choice of playing games in either PLAYER MATCH OR RANKED MATCH on Xbox LIVE.

Note: MX vs. ATV: Untamed requires an Xbox LIVE® Gold Profile to play online.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360® console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

TROUBLESHOOTING

PORTS

MX vs. ATV: Untamed uses UDP port 9301, if you have a difficulty in creating or joining games, use the port forwarding feature on your router. If your wireless router supports UPnP then please enable it. Consult your router's users manual for enabling these settings.

MULTIPLE XBOX 360®

It is recommended to have only one Xbox 360 console behind the same router. Please avoid having more than one on the same router when you play on Xbox LIVE®.

MULTIPLE ROUTERS

If you are using multiple routers to play online it is recommend that you only connect your Xbox 360® console to the primary router.

PLAYER MATCH

Casual non-ranked play with an emphasis on having fun. Event types include QUICK MATCH, CUSTOM MATCH and MINI-GAMES

RANKED MATCH

Intense competition against players of similar skill. Be ranked in either QUICK MATCH or CUSTOM MATCH. Top performers will be listed on the LEADERBOARDS.

LANGUAGES SUPPORT

If your game is available in a language that isn't supported in the Xbox 360® Dashboard, you must select a corresponding locale (region) in Console Settings to enable that language in the game. For more information, go to www.xbox.com

MINI-GAMES

Take a breather from the core events and compete in five crazy mini-games.

SECTION RACE

Instead of racing to the finish line, you must capture specific sections of the course by running the fastest time through each marked section. Whoever captures the most sections wins. It's a no-holds barred, frantic race on these tracks.

GRAFFITI

Jumps are marked throughout each Freestyle course ready to be captured by the highest point total. The person who captures the most jumps by landing the most technical and crazy stunts at the end of the time limit wins.

SNAKE

The objective: knockout your opponents by fencing them in with your “snake barrier” until you’re the last one riding. The only tricks you’ll need to perform are quick turns, crazy swerving, and a lot of bumping. Just make sure someone else’s snake barrier doesn’t catch you or else you’ll be squeezed out of the game.

TAG

This isn’t the schoolyard tag you’re use to playing—your use of off-road mastery is essential to win. You must first collect the ball, and then try to keep it for one minute. Be careful though, the ball is automatically given to an opponent if he drives too close and tags you. The person who keeps the ball for one full minute is the winner.

HOCKEY (SPLITSCREEN ONLY)

Skid around the ice in a wild hockey competition. ATV’s aren’t as agile as skates, but that’s what makes this game so much more challenging and fun.

OPTIONS / PAUSE MENU

While in the Menus press **Y** or **START** while in events to go to the Options or Pause Menu. From here, you’ll be able to choose from **OPTIONS**, **RESTART EVENT** and **QUIT EVENT**.

OPTIONS

In the Options Menu, you can adjust game settings.

PREFERENCES

Adjust the **CONTROLLER SETTINGS** and **SELECT STORAGE DEVICES**.

DISPLAY SETTINGS

Adjust the **GAMMA SETTINGS**, Various **HUD Options**, and other displayed elements.

AUDIO SETTINGS

Tweak the volumes of the **MENU MUSIC**, **SOUND EFFECTS** and **ENGINE NOISE**.

JUKEBOX

Choose your favorite music to play during your off-road excursion.

CHEAT CODES

Enter a code to unlock goodies within the game. This option is not present when pausing the game.

CREDITS

View the credits of all the people that made this exciting game come alive. This option is not present when pausing the game

RESTART EVENT

Restart the entire event over from the beginning.

QUIT EVENT

End the current event. All event progress will be lost.

NOTES

NOTES

A grayscale illustration of a person wearing a helmet and riding a motorcycle, positioned in the lower half of the page. The person is wearing a full-face helmet with a visor and a dark riding suit. The motorcycle is a dual-sport or adventure style bike, shown from a front-three-quarter view. The background is a light, hazy landscape with some distant hills or mountains. The entire illustration is rendered in shades of gray, matching the lined paper background.