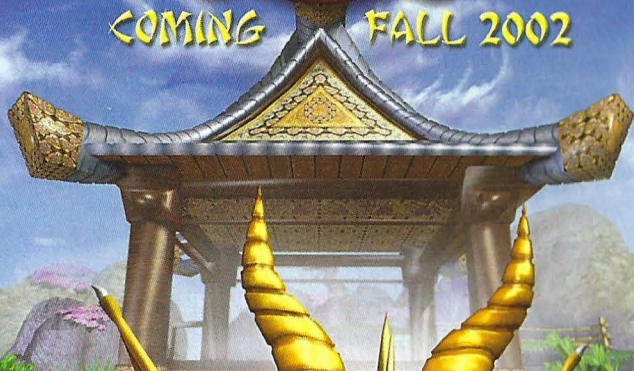


SPYRO™

ENTER THE DRAGONFLY

COMING FALL 2002



EVERYONE
Mild Violence

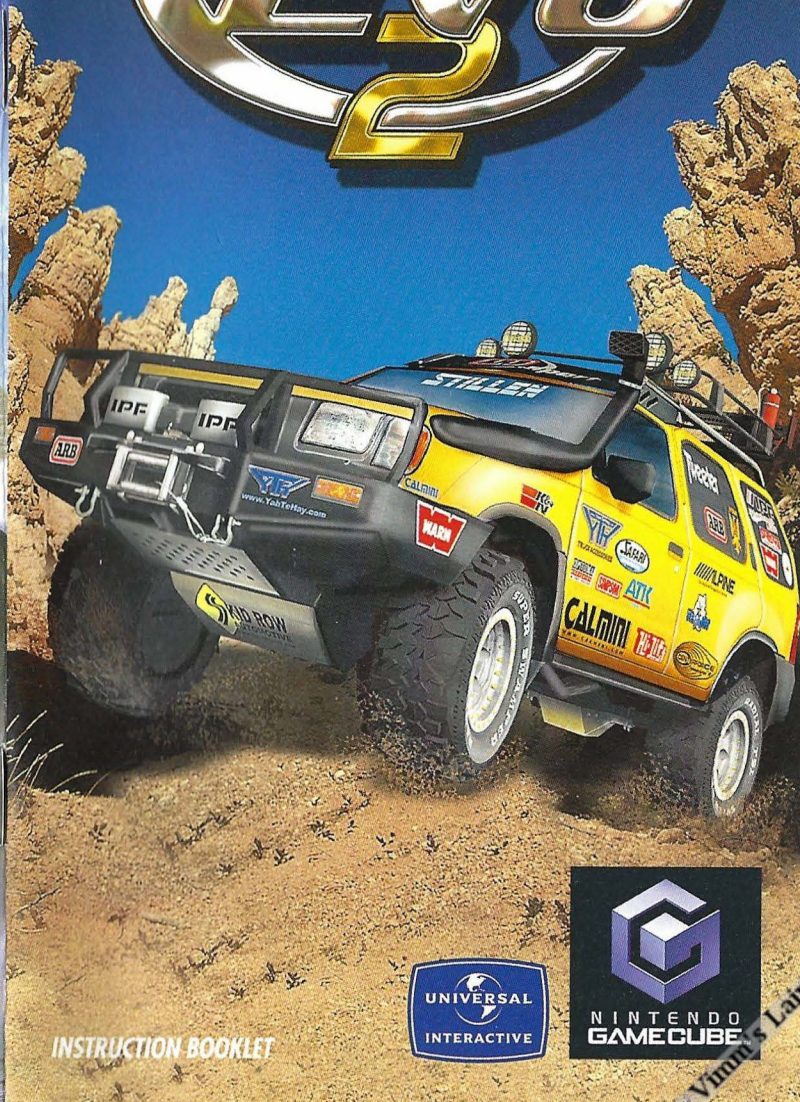
UNIVERSAL INTERACTIVE
100 Universal City Plaza
Bldg 1440/ Suite 3300
Universal City, CA 91608

7180310
PRINTED IN USA



Spyro, Enter the Dragonfly, Interactive game © 2002 Universal Interactive, Inc. Spyro, the Dragon and related characters are ™ and © of Universal Interactive, Inc. All rights reserved. Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo.

4x4 EVO™



INSTRUCTION BOOKLET



Virtual Lab

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

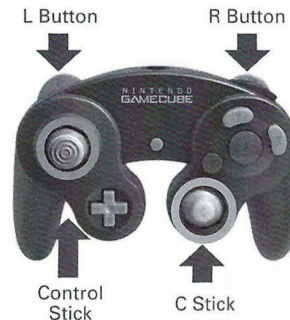
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.[®]



1 Player

**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**



2 Player
Simultaneous

**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

TABLE OF CONTENTS

Using the Nintendo GameCube™	3
Game Modes	5
Options	12
Game Paused Menu	13
Vehicle Settings	15
General Tips	20
Credits	21
Like the Game So Far?	25
Technical Support	25
License Agreement	26



Welcome to *4x4 EVO 2*, the sequel to the rowdiest off road racer ever developed. *4x4 EVO 2* allows you to break the confines of the race track and explore alternative routes, unencumbered by the normal boundaries in other racing games.

Beyond racing, *4x4 EVO 2* has an extensive career mode which includes a variety of adventure-based missions along with racing for a cash prize.

Be prepared to delve into a variety of different environments from the backwater swamps of Louisiana, to the ancient pyramids of Egypt. Travel the globe and drive to your heart's content. Roam mode allows you to leave the racing life behind and casually explore rich environments that lay before you. Explore carefully, because you never know what surprise, or obstacle, hides behind the next mountain!

Put on your racing suit and hop into your favorite truck or SUV because it's time to race off-road!

USING THE NINTENDO GAMECUBE™

1. Set up your Nintendo GameCube™ by following the instructions in the Nintendo GameCube™ instruction manual.
2. Press the Power button and the status indicator light will light up.
3. Press the Open button and the disc tray will open.
4. Place the *4x4 EVO 2* Nintendo GameCube™ Game Disc on the tray with the label facing up and close the tray.
5. Follow on-screen instructions and refer to this manual for more information on playing *4x4 EVO 2*.

AVOIDING DAMAGE TO THE GAME DISCS OR THE GAME DISC DRIVE

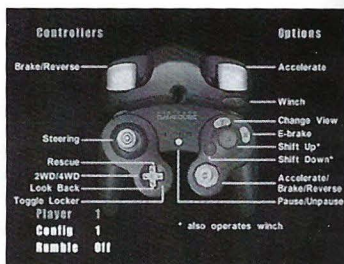
To avoid damage to Game Discs or the Game Disc drive:

- Insert only Nintendo GameCube™ compatible Game Discs into the Game Disc drive.
- Never use oddly shaped Game Discs, such as star-shaped or heart shaped Game Discs.
- Do not leave a Game Disc in the Nintendo GameCube™ console for extended periods when not in use.
- Do not move the Nintendo GameCube™ console while the power is on and a Game Disc is inserted.
- Do not apply labels, stickers, or other foreign objects to Game Discs.

USING THE NINTENDO GAMECUBE™ CONTROLLER

Insert the Nintendo GameCube™ Controller into any Nintendo GameCube™ Controller Socket of the Nintendo GameCube™ console. For multiple players, insert additional Controllers into available Controller Sockets.

Insert any expansion devices (Nintendo GameCube™ Memory Cards) into Memory Card slot A or Memory Card slot B as appropriate.



Follow on-screen instructions and refer to this manual for more information on playing *4x4 EVO 2*.

DEFAULT CONTROLS

Accelerate	R Button
Brake / Reverse	L Button
Steering	Control Stick
Accelerate / Brake	C Stick
Look Back	Control Pad down
2wd / 4wd High / Low	Control Pad left
Locker	Control Pad right
Menu	Start
Reset Position	Control Pad up
Winch	Z Button
Change Camera View	Y Button
Emergency Brake	X Button
Shift Up / Winch In	A Button
Shift Down / Winch Out	B Button

GAME MODES

QUICK RACE

Quick Race allows you to jump right into the action, racing any track in any weather condition.

Quick Race has the following setup screens:

• SETUP RACE OPTIONS

CONTINUE: This selection advances you to the Vehicle Setup Options screen.

RANDOM RACE: Choose this and the computer randomly chooses the track, weather, and time of day options for the race.

TRACK: This allows you to select a track from the available list.

WEATHER: Choose between four weather modes: Clear, Foggy, Dense Fog, or Rain.

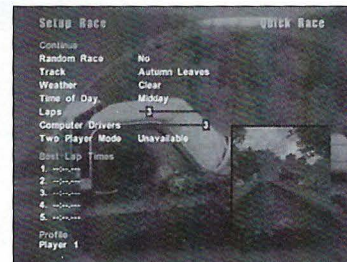
TIME OF DAY: Choose between racing during the bright midday or the dark of dusk.

LAPS: Choose between 1 to 20 laps for your Quick Race.

COMPUTER DRIVERS: Choose between 1 to 7 computer-controlled opponents to compete against in the race.

AI DIFFICULTY SLIDER: Choose how challenging your opponents will be.

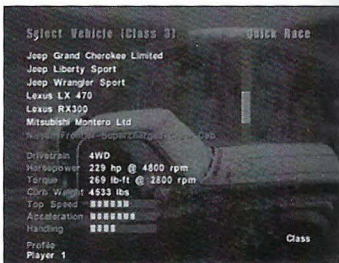
BACK: This returns you to the Select Mode screen.



• SETUP VEHICLE OPTIONS

GO RACE: Jump right into the race using the current settings for the track and vehicle.

VEHICLE SELECTION: This allows you to select a truck for racing. Choose from the list of vehicles or use the truck you've been building in Career Mode.



- *Class 2 Vehicles are lightly modified. These are the "intermediate" trucks that average racers drive.*
- *Class 3 Vehicles are heavily modified. These are the "expert" trucks. They go faster, but are much harder to control, and your opponents will be much more difficult racing Class 3 Vehicles.*

COLOR SELECTION: Choose the color of your truck from the list of manufacturer-approved colors.

VEHICLE SETTINGS: This advances you to the Vehicle Settings screen where you can modify certain parameters of your vehicle. Please see the Vehicle Settings section for more information.

BACK: This returns you to the Race Setup screen

FREE ROAM

Free Roam allows you to explore any track you like without the pressure of racing. Explore carefully—each course has secrets hidden somewhere within.

• FREE ROAM SETUP

CONTINUE: This selection advances you to the Vehicle Setup Options screen.

RANDOM RACE: The computer randomly chooses the track, weather and time of day options for the track you're about to explore.

TRACK: This allows you to select a track from the available list.

WEATHER: Choose between four weather modes: Clear, Foggy, Dense Fog or Rain.

TIME OF DAY: Choose between exploring during the bright midday or the dark of dusk.

BACK: This returns you to the Select Mode screen.

• SETUP VEHICLE OPTIONS

GO RACE: Jump right into exploring using current settings for the track and truck.

VEHICLE SELECTION: This allows you to select a truck for racing. Choose from the list of vehicles or use the truck you've been building in Career Mode.

- *Class 1 Vehicles are showroom stock. These are the "beginner" trucks that inexperienced explorers should start out using.*
- *Class 2 Vehicles are lightly modified. These are the "intermediate" trucks that explorers should drive.*
- *Class 3 Vehicles are heavily modified. These are the "expert" trucks. They go faster, but are much harder to control, taking much more skill and finesse to get over some of the obstacles.*

COLOR SELECTION: Choose the color of your truck from the entire list of manufacturer-approved colors.

VEHICLE SETTINGS: This advances you to the Vehicle Settings screen where you can modify certain parameters of your vehicle. Please see the Vehicle Settings section for more information.

BACK: This option will return you to the Roam Setup screen

HOT LAP

Hot Lap allows you to race against yourself for the best time on a particular track. You can even choose to see a ghost image of yourself on the track while racing. Hot Lap is an excellent way to learn the best shortcuts to take, so that you can kick some serious butt when going against the computer AI or against real opponents.

CAREER

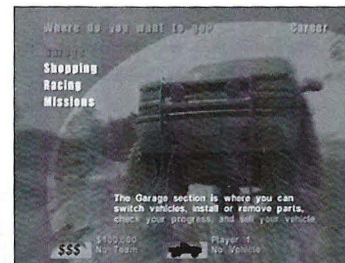
Career mode starts you out without a vehicle but with \$30K to spend on a vehicle and parts. Start out by buying a stock truck and then compete in races or successfully complete missions to earn cash. Use this cash to buy performance parts to upgrade your current truck, or sell off your truck and part to buy customized team trucks. Upgrade the part or upgrade your ride. You decide.

GARAGE: Visit the garage to take a look at the tricked-out vehicles you own. From here you can install or remove parts as well as view the races you have completed.

SHOPPING: This is where you buy the vehicle of your dreams, or purchase parts to upgrade your current truck.

RACING: Choose a Qualifying Event or Series to compete in for cash. Test your skills against other vehicles in your class. Win, and you bring home the money. Lose, and walk away with a big bowl of nothing.

TEAMS: So, you want to be a winner? Your best bet is to be part of a winning team. In order to be noticed by a team, you have to build up a big enough reputation as an off-road racer. Increase your reputation by winning races. Who wants to invite a loser to their team? Not these off-road rowdies. Build up your reputation to get a shot at the racing team by winning races in that team's favorite make of vehicle. The guys in the Jeeps aren't going to be impressed if you're racing in an Xterra. Race in the same make of vehicle as the team you want to join to increase your reputation with that team quickly. Once you are "bad" enough, the team will invite you to a qualifying race. A team qualifying race consists of five laps on the



team's home turf. At the end of each lap, the racer in last place is eliminated from the race. If you don't finish first, you're out, and you walk away in shame. If you come in first, you earn the respect you deserve and a spot on the team. Don't forget, you're the one trying to get on the team, so you must finish first to avoid elimination and become a team member. Once on a team, you will receive membership privileges and access to purchase special parts and race vehicles only available for that team. Just keep in mind, if you're on a Jeep team and you decide to race in an Xterra, your team isn't going to be too happy with you. You might find yourself being hit on the backside with the door!

MISSIONS: Missions are an alternate or additional way to earn money, only without racing. To get your cash, you have to complete all the mission objectives. Do that, and at mission completion you're granted a cash award. The beginning of each mission starts with a briefing including a list of objectives that you must complete as well as a map of the course. Be sure to check out your map carefully, it will give you hints as to where your objectives are located in relation to where you started. In addition to the mission objectives, every track contains a few hidden surprises. Once the mission objectives are complete, try exploring the track to find the hidden secrets and earn a cash bonus. If you don't feel like putting on your explorer hat, quit the mission and go for another mission or race. As you complete the missions, others will unlock. It's like magic.

MULTIPLAYER

Multiplayer allows you to compete against another 4x4 EVO 2 player in split screen. Leave your friends in the dust or eat some dust yourself. Go into Multiplayer and the program will walk you through what you need to do to start racing.



REPLAY

Check out replay files from here. At the end of each race, you have an opportunity to see a replay of that race so that you can "call your mamma into the room so she can see how good you done" or something of that nature.

RANKINGS

Go to Rankings to check out who really has the bragging rights by viewing the Best Lap Times for all tracks. If it isn't showing here, someone is telling a tall tale.

PROFILES

This selection gives you access to all of your saved profiles. From here you can create a new profile, load a saved profile, save the current profile, delete unused profiles or change the name of a profile. All your career information, track times, etc. are saved in your profile. Accidentally delete the profile you've been working on, the one with half a million dollars in it, and you'll be hurting. Just like in life, there is no undelete—so put on some gloves before handling profiles.

OPTIONS

SOUND OPTIONS

MUTE: Turns all sound off. Need to do some late night racing but don't want to wake the house?

SOUND EFFECTS: Adjust the sound effects volume. Change the volume of your crashes so no one around hears you run into a post or get run over by that train!

BACKGROUND MUSIC: Adjust the music volume—crank those tunes up!

SOUND MODE: Toggle between stereo and monoaudio. Who doesn't want stereo? We don't know, but here is an option just in case you were left in the previous century.

SCREEN DISPLAY OPTIONS

CONVERSION UNITS: Toggle between the metric system that we Americans are so resistant to (Kilometers per Hour) or English (Miles per Hour) units of speed. Yes, take comfort that we have MPH my friend.

FINDER: Toggle the checkpoint finder arrow on/off. Use it or lose it.

RACE INFORMATION: Toggle the race information overlay on/off. Some times too much information is just that: too much.



MAP: Toggle the track map on/off. Don't care where you're going? Fine.

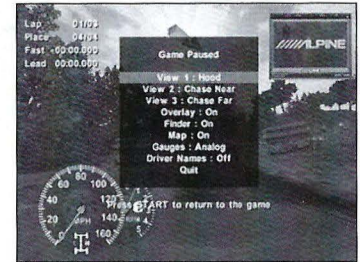
GAUGES: Toggle the overlay gauges between Analog, Digital, or off. We like options, and you should too.

CONTROLLER SETUP

This is where you select controller configuration and type. *4x4 EVO 2* supports the use of the Logitech Speed Force™ Force Feedback Wheel for the Nintendo GameCube™.

GAME PAUSED MENU

The Game Paused menu includes all the information available while racing. Pressing START during a race will pause the game and bring up this menu.



SHOW CONTOUR MAP: Shows the detailed contour map for the current track. This is particularly helpful during missions or while exploring.

- **VIEW 1:** This cycles through each of the views until the desired one is found.
- **VIEW 2:** This cycles through each of the views until the desired one is found.
- **VIEW 3:** This cycles through each of the views until the desired one is found.

VEHICLE SETTINGS

OVERLAY: Toggle the overlay on/off. The overlay appears in the upper left of the screen. It displays current lap count, total number of laps, fastest lap time, and the amount of time by which you either lead the pack or trail the leader.

FINDER: Toggle the checkpoint finder arrow on/off. The checkpoint finder appears as an arrow on the screen. It will guide you to the next checkpoint you must hit to complete the race. Checkpoints are directional; you must drive through a checkpoint from the direction of the side displaying its checkpoint number. A red Checkpoint Finder indicates you are driving in the wrong direction, or away from the next checkpoint. Miss a checkpoint and you're stuck until you go back through it—the right way this time, Einstein, if you ever hope to win.

MAP: Toggle the map on/off. The track map shows the general course of the track as well as the positions of all vehicles racing. It can alert you to turns around that next hill, as well as let you check your position relative to competing vehicles. Hopefully, you'll often find yourself looking and laughing at the trucks behind you rather than sweating over the distance between you and the next truck.

GAUGES: Toggle between Analog, Digital, or off. The gauge appears at the bottom of the screen. It displays your vehicle's tachometer (RPM), speedometer, current gear, and current four-wheel drive mode.

DRIVER NAMES: Toggle your opponents names on/off so you can see who is whipping your butt! The names of the drivers appear floating above the respective vehicle. Watch out for the one named Marbug, he's a killer!

QUIT: If you can't handle the heat and you want to drop out, choose to quit. Because we're nice, you'll be given a screen after selecting Quit to confirm your decision to bail on the race. If you must, you must.

If you don't set up your vehicle correctly, there is no way that you can be #1. Proper vehicle setup is crucial in achieving top racing performance. You can adjust the tire type, transmission, and handling balance on all vehicles. As you add more performance parts, other options are also adjustable.



TIRE TYPE

Each tire type is designed to provide optimum traction on specific surfaces.

SLICK: The slick tire has no tread pattern and is designed for pavement only. Try this one on ice and you'll do nothing but dance in place.

MEDIUM CUT: The medium cut tire has a tread pattern designed for dirt and gravel roads. This is your middle of the line, all terrain tire. Good if you just don't know what's on the track, or don't know which tire to use.

DEEP CUT: The deep cut tire has a very aggressive tread pattern and is designed for mud and sandy terrain. If you're going to get stuck in anything but snow or ice, this is the tire to use. Just keep in mind, the more tread on your tire, the slower you'll go on hard surfaces. You won't see deep cut tires in the Indy 500, and you shouldn't see bald tires muddin'.

STUDED: The studded tire features both a tread pattern and rows of metal studs, and is intended for use on snow and icy surfaces. Use this one on ice, and it is nice. Use this one on pavement, and you'll be getting out and pushing it faster than you can drive.

TRANSMISSION TYPE

AUTOMATIC: The automatic transmission will shift based on the preset RPMs.

MANUAL: The manual transmission requires you to perform all up and down shifting, and allows you to shift exactly when you want. This can give you better performance — IF you know what you're doing.

SUSPENSION

This option isn't always available. In order to enable the suspension setting, your vehicle must be equipped with race springs/dampers. If springs/dampers do not come stock on your truck, you can purchase them in Career Mode after you've earned some cash. The suspension settings allow you to adjust the relative stiffness of the springs/damper combination.

SOFT SETTING: A soft setting will allow your vehicle to ride smoothly over bumps and rough terrain, and will make your vehicle less responsive to steering input.

STIFF SETTING: A stiff setting will make your vehicle bounce over bumps and rough terrain. A stiff setting will make your vehicle more responsive to steering input.

AXLE RATIO

In order to enable the axle ratio, your vehicle must be equipped with a racing gearbox or a ring-and-pinion gear set. If a racing gearbox or ring-and-pinion gear set does not come stock with your truck, you can purchase one in Career Mode after gathering up some cash from missions or by winning some races. The axle ratio setting allows you to adjust the final drive of your vehicle.

GREATER ACCELERATION: Adjusting the slider to the left will give your vehicle greater acceleration but less top speed. Greater acceleration is useful on tracks that have lots of tight and twisty corners but not many straights. If you have to take off the line and leave your opponents in the dust, this is the route to go—just keep in mind if there are a lot of straight-aways, they'll be waving goodbye as they blow past ya!

GREATER TOP SPEED: Adjusting the slider to the right will give your vehicle greater top speed potential but slower acceleration. Greater top speed potential is useful on tracks that have very fast corners and long straights. If you're turning lots of corners and have to accelerate often, this might not be your best option.

BRAKE BALANCE

In order to adjust the brake balance, your vehicle must be equipped with a brake-proportioning valve. If a brake-proportioning valve is not stock with your vehicle, you can just go out and buy one in Career Mode—assuming that you have the cash reserves to do so. The brake balance setting allows you to adjust how the vehicle behaves while braking.

FRONT BRAKING: Adjusting the slider towards the front (left side) will distribute more braking power to the front of the vehicle. More front braking will cause your vehicle to be relatively stable while braking, but hard to turn.

REAR BRAKING: Adjusting the slider towards the rear (right side) will distribute more braking power to the rear of the vehicle. More rear braking will cause your vehicle to be loose while braking, but it will be easy to turn while you are stomping on the brake.

TORQUE SPLIT

In order to adjust the torque split setting, your vehicle must be equipped with a racing transfer case. If a racing transfer case is not stock with your vehicle, you can go out and buy one in Career Mode. This setting allows you to adjust power distribution between the front and rear tires of your vehicle while in 4WD mode.

FRONT TORQUE: Adjusting the slider towards the front (left side) distributes more torque to the front tires. More torque on the front tires helps steer the vehicle through the corners but can also cause understeering. Remember, the front tires will spin easier than the rear if they have more torque.

REAR TORQUE: Adjusting the slider to the rear (right side) distributes more torque to the rear of the vehicle. More torque on the rear tires helps the vehicle accelerate quicker. Too much torque on the rear can cause the rear tires to spin easily, and have you dancing in place smelling rubber.

HANDLING BALANCE

This adjusts how the vehicle is balanced when cornering. If the steering just doesn't "feel right" to you, this is the one option to adjust.

UNDERSTEER: Adjusting the slider towards Understeer (left side) makes the vehicle easy to control but difficult to turn.

OVERSTEER: Adjusting the slider towards Oversteer (right side) makes the vehicle difficult to control but easy to turn.

WINCH OPERATION

If you've been smart or lucky enough to have purchased a winch for your vehicle, you can use it (and find it very helpful) in Free Roam and Adventure Missions to get yourself out of a sticky/stuck situation.

Remember: To use the winch, your vehicle must be traveling under 5 mph.

Here are the six easy steps for using a winch in *4x4 EVO 2*.

1. Press the winch button. This activates Winch Target Mode. Your truck's parking brake automatically engages and the Winch Line Target icon appears onscreen. It looks a lot like an X with a circle around it. It's hard to miss.
2. Use the analogue stick to position the Winch Line Target icon on an object that is suitable for attaching a winch line. Not everything is suitable to be an anchor for a winch line. If the Winch Line Target icon turns red, you can attach the winch line to that object. If the target remains white, the object is further than the winch line can reach OR the object is unsafe to attach a winch line to.
3. When the Winch Line Target icon is positioned on a suitable object (it's red), press the Winch button again. The winch line is now hooked up to the object from your vehicle. Once the line is connected, the parking brake automatically disengages and the truck is automatically set to first gear. You can drive the vehicle while operating the winch, but if your driving is too erratic, the winch line could break or become disengaged. Keep in mind, in real life, you should be outside of your vehicle and clear of it if you are going to winch your vehicle—just in case the winch line breaks and comes crashing through your windshield!
4. Use the Shift Up button to reel the winch cable in. Use the Shift button to let the winch cable out. The winch continues its action as long as the Shift Up or Shift Down buttons are pressed and you're still in a position where the winch line can be safely attached. Releasing the Shift Up or Shift Down button pauses the winch action.
5. When your vehicle is clear of whatever had you stuck, press the Winch button to disengage the winch. Once the winch is disengaged, the winch cable detaches from the selected object and magically winds itself up into the winch.
6. At this point, you can resume normal driving operation.

GENERAL TIPS

- Set the Handling Balance as close to full Oversteer as possible while retaining the ability to turn laps without spinning out or sliding too much. Too much sliding will shave off speed and result in slower lap times. A few seconds can mean the difference between being a winner, and being a wiener.
- Look for shortcuts between checkpoints. They are there, you just have to find them. Always try to take the shortest path possible given the terrain. The shortest distance between two points is a straight line, but sometimes it is not the fastest.
- Try to keep your tires on the ground at all times. When tires lose contact with the surface, they can't accelerate your vehicle. Wheel off the ground = lost speed.
- Use the handbrake to take tight corners or obstacles without dropping too much speed.
- When climbing a slope too slowly, shift down to a lower gear (manual transmission only). If that doesn't produce the desired result, try using four-wheel drive low mode.
- If your tires are spinning too much, do not use full throttle. Back off the accelerator, hot shot. This is an especially useful tip when racing on ice or in the snow.
- Starting off in four-wheel drive low will give you extra punch off the starting line but don't forget to change to four-wheel drive high before you top out in your highest gear. Nothing like getting off to a good start and forgetting that you left it in four low.
- Purchase a winch as soon as possible to help out on adventure missions.
- Just like in real off-roading, for adventure missions, you'll want to purchase the biggest lift and largest tires possible to help your vehicle drive over rock obstacles.

CREDITS

Created By
TERMINAL REALITY

CORE 4X4 EVO TEAM

Producer
John O'Keefe

Lead Programmer
Allen Bogue

Programming
Chris Bream
Fletcher Dunn
Kiu Pau
Mark Randel
Nathan Rausch
Jennifer Goss
Creig Reichard
Paul Russell
Daniel Young
John Marzulli

Lead Artist
Brian Stevens

Art
Andrew Billups
Mario Merino
Chuck Carson
Dave Haber
Grant Gosler
Greg Saxon
Jason Sussman

Terry Simmons
Chris DeSimone

NINTENDO GAMECUBE™

PORT TEAM
Producer
Brendan Goss

Lead Programmer
Craig Reichard

Programmer
Jeff Wilkinson

Lead Artist
Dave Haber

Artist
Mario Merino

Lead Level Designer
David Glasscock

Level Designers
Ally Kates
Ric Keen

Music
Kyle Richards

Vice President
Brett Evan Russell

Licensing
Brendan Goss

House Mom

Marilyn Webb

Quality Assurance Manager

Paul Eckstein

Testing Leads

Tim Tischler

Tatum Tippet

Box Art

Dave Haber

Manual

Brett Evan Russell

Brendan Goss

Special thanks to:

Nvidia – Karen Wilder

Apple – Kerry Howe

Champion Bead locked wheels

American Expedition Vehicles

Interco tires

Warn

Calmini

Wrangler Power Products

Smart Tire Pressure

Management

Safari Snorkel

K&N filters

Skid Row Skid Plates

Frabritron Rock Sliders

Alpine

Sparco Seats

Simpson

IPF lights

Stillen

Spencer Low Racing

Goodridge

Nismo

Skyjacker

Flex-a-lite

Optima Batteries

**PUBLISHED BY
UNIVERSAL INTERACTIVE****Production Coordinator**

Nick Torchia

Senior Producer

Daniel Suarez

VP of Production

Neal Robison

Senior Product Manager

Craig Howe

Associate Product Manager

Michael Scharnikow

**Sr. Vice President of
Global Marketing**

Nicholas F. Longano

VP of Global Marketing

Torrie Dorrell

Director of Operations

Suzan Rude

Director of Business**Development**

David Christensen

Universal Interactive**Public Relations**

Alex Skillman

Sandra Shagat

Erica Dart

Director of Promotions

Chandra Hill

President

Jim Wilson

Testing

Absolute Quality, Inc.

Special Thanks

Scott Johnson

Charles Yam

Robert Gray

Matt Kutrik

Gary Lake

Manual Layout

Ignited Minds, LLC

4X4 EVO 2

© 2001 Terminal Reality Inc.

Nissan emblems and designs are trademarks of Nissan Motor Co., Ltd. and are used under license.

Dodge is a registered trademark of Daimler Chrysler Corporation. Dodge Ram, Dodge Dakota, and Dodge Durango vehicles and trade dress are used under license by Terminal Reality. ©2001 Daimler Chrysler Corporation.

General Motors trademarks used under license to Terminal Reality.

Mitsubishi Emblems and designs are trademarks of Mitsubishi Motor Corporation and are used under license.

Toyota emblems and designs are trademarks of Toyota Motor Corporation and are used under license. Lexus emblems and designs are trademarks of Toyota Motor Corporation and are used under license.

The BF Goodrich (tires) trademark is used under license from Michelin Groupe Companies.

Brembo emblems and designs are trademarks of Brembo North America and are used under license.

Mechanix Wear emblems and designs are trademarks of Mechanix Wear Inc. and are used under license.

King Shocks emblems and designs are trademarks of King Shocks Technology and are used under license.

Eibach Springs emblems and designs are trademarks of Eibach Inc. and are used under license.

VP Fuels emblems and designs are trademarks of VP Fuels P.M.E. and are used under license.

All other trademarks and trade names are properties of their respective owners.

4x4 Evo 2, the 4x4 Evo 2 logo, Terminal Reality, and the Terminal Reality logo are trademarks of Terminal Reality, Inc. The Universal Interactive name and logo are trademarks and copyrights of Universal Interactive, Inc. All Rights Reserved.

LIKE THE GAME SO FAR?

Then log onto www.universalinteractive.com now and check out some cool stuff about the game:

Screenshots	Downloads
Browser Skins	Tips and Tricks
Screensavers	AND TONS MORE!!!

TECHNICAL SUPPORT

Universal Interactive Technical Support can be reached in the following ways:

Toll-Free Technical Support Line
(866) 582-7063 (U.S./Canada only)
or (310) 649-8016 (outside U.S./Canada)
Fax: (310) 258-0755
World Wide Web: <http://support.vugames.com>

CUSTOMER SERVICE

Toll-Free Customer Service Line
(866) 341-0879 (U.S./Canada only)
or (310) 649-8006 (outside U.S./Canada)
8 a.m.–5 p.m. PST Monday–Friday

MAIL

Vivendi Universal Interactive
4247 S. Minnewawa Ave.
Fresno, CA 93725

LICENSE AGREEMENT

This software program, any printed materials, any on-line or electronic documentation (the "Program") are the copyrighted work of Universal Interactive, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. Limited Use License. Universal Interactive, Inc. ("UI") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Nintendo GameCube™.

2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by UI or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and UI's licensors may act to protect their rights in the event of any violation of this Agreement.

3. Responsibilities of End User.

A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of UI.

B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of UI; or exploit the Program or any of its parts for any commercial purpose.

4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.

5. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. UI may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. Limited Warranty. UI EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however UI warrants the Game Disc(s), on which the Program is furnished, to be free from defects in materials and

workmanship, under normal use, for a period of ninety (90) days from the date of delivery. UI's sole liability in the event of a defective disk shall be to give You a replacement Game Disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

7. Limitation of Liability. NEITHER UI, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

8. Equitable Remedies. You hereby agree that UI would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that UI shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as UI may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

9. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

Mail: Vivendi Universal Interactive
Attn: Warranty Processing
4247 S. Minnewawa Ave., Fresno, CA 93725
(866) 341-0879 (U.S./Canada only)
or (310) 649-8006 (outside U.S./Canada)

NOTES

NOTES

NOTES

NOTES