

PC  DVD
ROM

MANUAL



MX vs. ATV UNLEASHED™



ALL NEW
**Track
Editor**



nordic® games



Instruction Manual

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

Epilepsy warning

Some people may experience loss of consciousness or epileptic seizures when exposed to certain light effects or flashes of light. Certain graphics and effects in computer games may trigger an epileptic seizure or loss of consciousness in these people. Previously unknown predispositions for epilepsy may also be stimulated. If you or someone in your family has epilepsy, please consult your doctor before playing this game. If you experience symptoms such as dizziness, blurred vision, eye or muscle spasms, unconsciousness, disorientation, or any sort of involuntary motions or cramps while playing this game, turn the device off IMMEDIATELY and consult a doctor before playing again.

Epilepsie-Warnung

Es kann bei manchen Menschen zu Bewusstseinsstörungen oder epileptischen Anfällen kommen, wenn sie bestimmten Lichteffekten oder Lichtblitzen ausgesetzt sind. Bestimmte Grafiken und Effekte in Computerspielen können bei diesen Menschen einen epileptischen Anfall oder eine Bewusstseinsstörung auslösen. Auch können bisher unbekannte Neigungen zur Epilepsie gefördert werden. Falls Sie Epileptiker sind oder jemand in Ihrer Familie Epileptiker ist, konsultieren Sie bitte Ihren Arzt, bevor Sie dieses Spiel benutzen. Sollten während des Spielens Symptome wie Schwindelgefühle, Wahrnehmungsstörungen, Augen- oder Muskelzuckungen, Ohnmacht, Desorientierung oder jegliche Art von unfreiwilligen Bewegungen oder Krämpfen auftreten, schalten Sie das Gerät SOFORT ab, und konsultieren Sie einen Arzt, bevor Sie wieder weiterspielen.

Avertissement sur l'épilepsie

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de connaissance à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en jouant à un jeu vidéo, veuillez consulter votre médecin avant toute utilisation. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, troubles de la vision, contraction des yeux ou des muscles, perte de conscience, troubles de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

Avvertenze in caso di epilessia

Alcune persone possono subire crisi epilettiche o svenimenti in presenza di particolari effetti luminosi o fenomeni intermittenti. In queste persone, crisi epilettiche o svenimenti possono insorgere in presenza di determinati tipi di grafi ca o effetti prodotti dai videogame per computer. Anche persone che non hanno mai subito una crisi, possono correre questo rischio. Se al giocatore o a un membro della famiglia è stata diagnosticata una forma di epilessia, questi dovrebbe consultare il proprio medico prima di giocare. Se si dovessero avvertire sintomi quali vertigini, perdita di coscienza, contrazioni oculari o muscolari, svenimenti, senso di disorientamento o movimenti involontari e/o convulsioni, è necessario spegnere IMMEDIATAMENTE il computer e consultare il medico prima di riprendere a giocare.

ADVERTENCIA SOBRE LA EPILEPSIA

Alguna personas pueden sufrir ataques epilépticos o confusión mental al exponerse a ciertas luces estroboscópicas o parpadeantes. Estas personas pueden padecer un ataque o perder la consciencia con ciertos gráficos y efectos de videojuegos. Asimismo, estos factores podrían fomentar tendencias epilépticas previas ya existentes. Si tú o alguien de tu familia tiene antecedentes de epilepsia, consulta a tu médico antes de utilizar este juego. Si experimentas mareos, alteraciones de la visión, espasmos musculares u oculares, desmayos, desorientación o cualquier tipo de movimiento involuntario o calambres mientras utilizas este videojuego, deja de jugar INMEDIATAMENTE y consulta con tu médico antes de continuar.

PRODUCT WARRANTY

Nordic Games GmbH will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for EUR 8.00 to cover postage and handling fees.

Please be sure to include the following:

- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail to:

Nordic Games GmbH
Landstraßer Hauptstraße 1/Top 18
A-1030 Vienna
Austria

TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places: Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support: <http://www.nordicgames.at/index.php/contact>

Skype contact: support.quantilab

Phone Support: +1 (206) 395-3545

Phone: +40 (0) 364 405 777

Please note: We do not provide hints via technical support.

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END-USER LICENSE AGREEMENT (EULA)

To read the Nordic Games End-User Licence Agreement (EULA) kindly visit:

<http://eula.nordicgames.at>

GETTING STARTED

Installing MX vs. ATV Unleashed CD-ROM

1. Insert the MX vs. ATV Unleashed disc into your CD-ROM Drive.
2. If you have AutoPlay enabled a screen will appear asking if you want to install MX vs. ATV Unleashed.
3. Select Install and follow the on-screen instructions.

If AutoPlay is not enabled, select Start and the Run from the Windows Taskbar. Type d:\win\setup (d refers to your CD-ROM drive. If your CD-ROM drive is not d, type the appropriate drive letter.) Follow the instructions that appear on your screen.

Uninstalling MX vs. ATV Unleashed CD-ROM

1. Go to the START Menu and find the listing for MX vs. ATV Unleashed.
2. One of the icons will read "Uninstall".
3. Select this option and follow the on-screen instructions.

GAME CONTROLS

Menu/Interface Controls

| | |
|---|--------------------------------|
| Directional buttons (Up Cursor/Down Cursor) | Highlight menu item |
| Directional buttons (Left Cursor/Right Cursor) | Change highlighted item |
| ESC | Back |
| ENTER / Left Mouse Button | Accept |

Basic Racing Controls

| | |
|--|--|
| Spacebar / Button 1 | Throttle |
| LCTRL / Button 2 | Brake |
| C / Button 3 | Clutch |
| Down Cursor + Up Cursor / Forward + Backwards Control Stick | Preload Suspension (Shift Rider's Weight) |
| Left Cursor + Right Cursor / Left + Right Control Stick | Steer / Lean |
| LCTRL + Spacebar / Button 1 + Button 2 | Reverse |
| F | Change Camera View |
| ESC | Pause Game / In Game Options |
| Backspace | Reset Vehicle |

GAME CONTROLS (cont.)

Basic Trick Controls

X + (Left Cursor or Right Cursor or Up Cursor or Down Cursor) (Forward Control Stick or Backwards Control Stick or Left Control Stick or Right Control Stick)

LCTRL + (Left Cursor or Right Cursor or Up Cursor or Down Cursor) (Forward Control Stick or Backwards Control Stick or Left Control Stick or Right Control Stick)

X + LCTRL + (Left Cursor or Right Cursor or Up Cursor or Down Cursor) (Forward Control Stick or Backwards Control Stick or Left Control Stick or Right Control Stick)

X + LSHIFT + (Left Cursor or Right Cursor or Up Cursor or Down Cursor) (Forward Control Stick or Backwards Control Stick or Left Control Stick or Right Control Stick)

LCTRL + LSHIFT + (Left Cursor or Right Cursor or Up Cursor or Down Cursor) (Forward Control Stick or Backwards Control Stick or Left Control Stick or Right Control Stick)

X + LCTRL + LSHIFT + (Left Cursor or Right Cursor or Up Cursor or Down Cursor) (Forward Control Stick or Backwards Control Stick or Left Control Stick or Right Control Stick)

| | |
|--|---|
| LSHIFT button + Up Cursor, Down Cursor Forward Control Stick, Backwards Control Stick | Backflip |
| Down Cursor / Backwards Control Stick | Speed up Backflip |
| Up Cursor / Forward Control Stick | Stop Backflip |
| LSHIFT + Left Cursor, Right Cursor (or Right Cursor, Left Cursor) Left Control Stick / Right Control Stick | Three Sixty Flip |
| Left Cursor / Right Cursor / Left Control Stick / Right Control Stick | Speed up or Slow down Three Sixty Flip (based on rotation) |

GAME CONTROLS (cont.)

Trophy Truck / Dune Buggy / Sand Rail / Monster Truck / Golf Cart Controls

| | |
|--|-------------------------------------|
| Spacebar / Button 1 | Gas |
| LCTRL | Brake |
| Z | E-Brake |
| C / Button 3 | Clutch |
| Down Cursor + Up Cursor / Forward + Backwards Control Stick | Preload Suspension |
| Left Cursor + Right Cursor / Left + Right Control Stick | Steer |
| LCTRL + Spacebar / Button 1 + Button 2 | Reverse |
| Backspace | Reset Vehicle |
| F | Change Camera View |
| ESC | Pause Game / In Game Options |

Helicopter Controls

| | |
|---|-------------------------|
| Spacebar / Button 1 | Raise Altitude |
| LCTRL / Button 2 | Lower Altitude |
| Left Cursor + Right Cursor / Left + Right Control Stick | Turn Helicopter |
| Down Cursor + Up Cursor / Forward + Backward Control Stick | Pitch Helicopter |

Airplane

| | |
|---|------------------------|
| Spacebar / Button 1 | Add Throttle |
| LCTRL / Button 2 | Reduce Throttle |
| Left Cursor + Right Cursor / Left + Right Control Stick | Bank Airplane |
| Down Cursor + Up Cursor / Forward + Backward Control Stick | Pitch Airplane |

MAIN MENU

- **Single Player** – Jump right into riding!
- **Championships** – Race for supercross or nationals titles, and complete challenges!
- **Multiplayer** – Race online or on a local network.
- **Quick Race** – Hit the track for a quick race!
- **Profile** – View, load, create and save player profiles.
- **Store** – Spend your player points on new bikes, gear, and more.
- **Options** – Customize the game with the following options:
 - **Video Options** – Configure in game video settings.
 - **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.
 - **Cheat Codes** – Enter cheat codes.
 - **Hall of Fame** – View game records.
 - **Credits** – View game credits.
 - **Exit** – Exit game and return to operating system.



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).

Ghost Racing Mode

Try to improve your lap times by racing against your best lap. There are no other opponents so improving your corner speed and rhythm selection may be the key to beating yourself to the finish line. Ghost Racing Mode is available in Supercross, Nationals, ShortTracks, OpenClass, or SuperMoto.

Championship Modes

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

THE GAME SCREEN



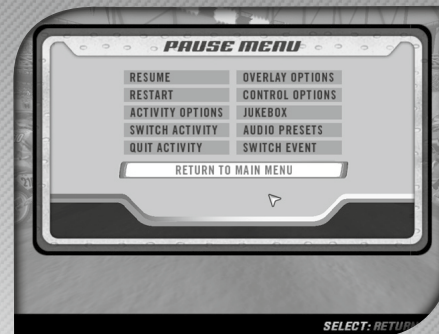
- ① Points
- ② Track Times
- ③ Lap Counter
- ④ Track Map
- ⑤ Track Position
- ⑥ Speed



PAUSING THE GAME

Press **ESC** 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.**

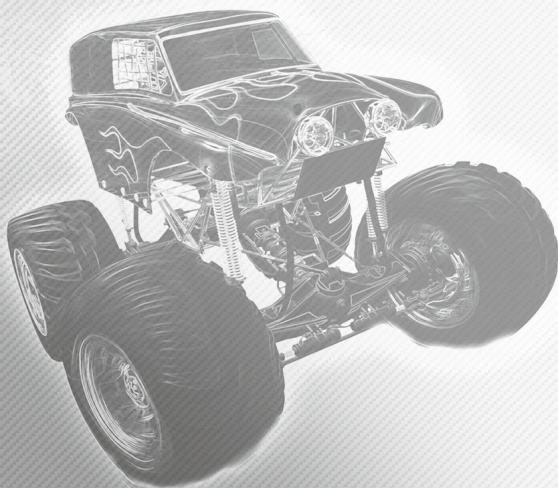


SAVING AND LOADING

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**.

To save or load a ghost, enter the track you wish to race first as a ghost race. From the in-game pause menu select the **Ghost Save Options**. From here you can choose to load a new ghost save, save your current ghost, or delete an individual ghost save.



TRACK EDITOR—QUICK-START GUIDE

What can you do with the Unleashed Track Editor?

The Unleashed Track Editor allows you to create a track that can be loaded and played with the MX vs. ATV game.

You can create the terrain, color it as you like, add objects such as starting gates and rocks, and define paths for the computer-controlled riders to follow. You can then export the track and load it inside the MX vs. ATV game in the same way you would with the built-in maps. Additionally you can trade tracks with your friends, or download other people's maps and play either locally or with others online.

What can't you do with the Unleashed Track Editor?

The Unleashed Track Editor is a very powerful tool and allows you to quickly and easily create very rich and detailed tracks. However, there are some limitations. You cannot add new models to the game engine, such as new vehicles or new in-game objects. The game A.I. (Artificial Intelligence) cannot be modified, and thus for single-player tracks, you must take into account the play style of the computer-controlled opponents. New skybox textures cannot be created; you must use one of the existing in-game skyboxes. Finally the physics engine cannot be modified, so unfortunately you cannot create a map with lunar gravity.

TRACK EDITOR (cont.)

Sections of the Track Editor

Icon Bar: This bar is located along the top of the screen. The buttons on this bar generally control global options such as loading and saving, or changing the current sidebar.

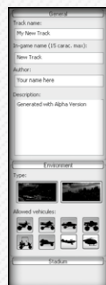
Sidebar: The bar located along the left side of the screen is the Sidebar. The currently active sidebar determines what aspects of the track can be modified. Usually it allows the selection of tools that can be used in the main panel.

Main Panel: The main window of the display is the Main Panel. This is where the track is displayed. When a tool is selected, you would click within this panel to apply it.



Step One: Track Information

When you first open the Unleashed Track Editor, the "General" sidebar will be active. Here you can enter information about the track including the name of the track, in game track name, author as well as a description. The type of track can also be selected (either stadium or outdoors), and finally different types of vehicles can be allowed or disallowed.



TRACK EDITOR (cont.)

Step Two: Terrain Creation



The "Terraforming" sidebar allows you to manipulate the physical aspects of the terrain, such as adding hills or jumps. To activate the "Terraforming" sidebar select the icon with the bulldozer in the icon bar. When this sidebar is active, you are able to modify terrain in the main panel by clicking with the left mouse button.

To manipulate the terrain you can use the icons from the Terraform rollout



(below). When active, they will raise, lower, level, smooth or add preset shapes to the terrain.

Changing the shape of the brush can be selected directly below the Terraform icons. Upon selecting a brush you can change its size, strength, and rotation using the slider bars below the brushes.

Note: If you had selected an Outdoors Track in Step One, you can modify the perimeter terrain by switching between the inner terrain or outer terrain icons located under the Global section

Step Three: Terrain Coloring

To assign color to the terrain (texturing) you must first select Painting, the icon with the terrain picture on the icon bar. When you texture you can paint areas of the terrain with different textures (or solid colors) so for example you could add some grass to a valley or paint a mountain with a stone texture.

To begin, select a brush from the first section under the Painting, and then a texture or color from the second section below the brushes. You can now left click anywhere in the main panel to begin painting the texture on the terrain.

Custom textures can also be imported by opening the Blocks section at the bottom of the sidebar. This would allow you to add any texture you have created on your track for example a helicopter pad.



Step Four: Skyboxes, Lighting or Fog



Assigning a “Skybox” in the Unleashed Editor is easily done. A “Skybox” is a large textured box around the track that simulates having a sky. First to active the Skybox sidebar select the icon with the box on three sides of the ground on the icon bar.

After selecting a skybox, make sure to change camera mode with the camera icon above the images so that you can view the selected skybox.

Below the Skybox section are the controls for lighting. Both the position and color of the sun can be set and this will affect the direction and intensity of the shadows cast by the terrain.

The section at the bottom controls the distance that the fog will be set, as well as its color. Using the slider bar and the color swatch will change those settings.

Step Five: Adding Objects



The world can be populated with a large number of inanimate objects. These will add additional life to your track and include such items as traffic cones, crates and rocks. To add objects first select the Objects icon in the icon bar (Ball icon). This will change the sidebar to the object sidebar.


Then, using the object buttons  under tools you can select, add, move, rotate, raise or lower objects.


The other two icons under the actions allow objects to be deleted or to be moved into alignment with the current terrain height.

Step Six: Activity and Adding Waypoints



The Activities sidebar can be accessed with the activities button on the icon bar. The first section of the sidebar allows you to select the type of activity that will be enabled when the track is loaded, for example “Supercross” or “Motorcross”.


The rest of the sidebar is devoted to adding and manipulating Waypoints. This is the invisible track that the computer-controlled players will follow. By using the buttons under the tools section (below) you can select, start, continue, or joined waypoints. 


Using the icon under the Action section , tracks and individual waypoints can be removed.

Step Seven: Saving, Exporting and Testing



The final step of the creation of a track is to save, export and test it. The first of these steps is to save the track using the save button located on the top icon bar . This will save the track in the editors own format to allow it to be edited additionally in the future.

Next is to export the track to the format that the game will use to play the track. In order to do this the track is to be exported and you can do so by clicking on the Export Track button on the icon bar .

The last step will allow you to quickly test your map inside the editor and that can be done by clicking on the Test Track button on the icon bar .