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.

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 game play 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 safely played 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 on your set.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.
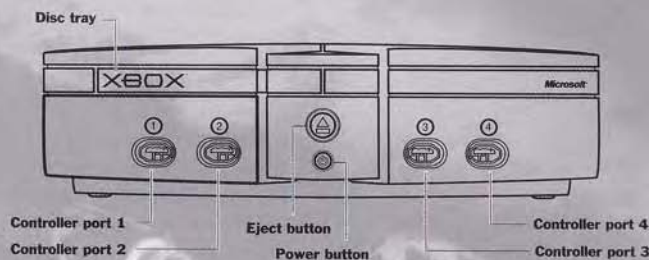
Unauthorized copying, reverse engineering,transmission,public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

CONTENTS

GETTING STARTED

Disc tray

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
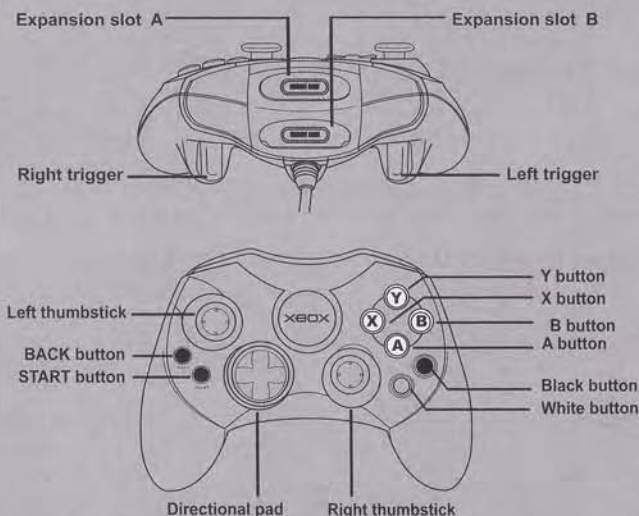Controller port 3

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 *MTX: Mototrax™* 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 *MTX: Mototrax™*.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

• Insert only Xbox-compatible discs into the disc drive.

• Never use oddly shaped discs, such as star-shaped or heart-shaped discs.

• Do not leave a disc in the Xbox console for extended periods when not in use.

• Do not move the Xbox console while the power is on and a disc is inserted.

• Do not apply labels, stickers, or other foreign objects to discs.

CONTROLLER CONFIGURATION

Expansion slot A
Expansion slot B
Right trigger
Left trigger

Left thumbstick
BACK button
START button
Y button
X button
B button
A button
Black button
White button
Directional pad
Right thumbstick

Using the Xbox Controller

1. Connect the Xbox Controller into any controller port on the front of the Xbox console.

2. Insert any expansion devices (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 to play *MTX: Mototrax™*.
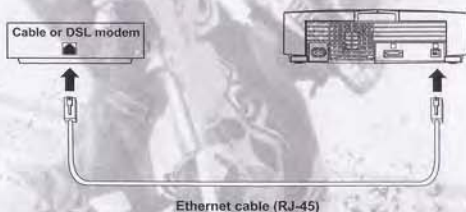
CONNECT TO XBOX LIVE™

Important! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings.
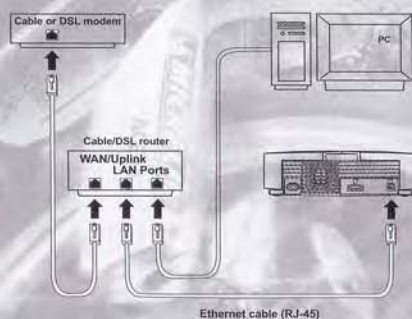
Step 1: Connect

To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B.

For more details and other home networking options, including Internet connection sharing, see **www.xbox.com/live**.

A. Direct Connection

Cable or DSL modem

Ethernet cable (RJ-45)

B. Shared Connection

Cable or DSL modem

Cable/DSL router
WAN/Uplink
LAN Ports

PC

Ethernet cable (RJ-45)

Step 2: Go *Live*

Important! Xbox *Live*™ is a subscription service. You will need a subscription code to set up an Xbox *Live* account and play online. To find out how to get a subscription code, visit your local retailer or see www.xbox.com/live.

You'll need to set up an Xbox *Live* account to play games online. Here's how:

1. Insert an Xbox *Live* Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox *Live* play.

2. From within the game, select the option for Xbox *Live*.

At this point, the Xbox console will try to go online. If it works, create your Xbox *Live* account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

Step 3: Configure (if necessary)

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

Need More Help?

Should you have any problems connecting to the Xbox *Live* service, do not attempt to take apart, service or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire and will also void your warranty. For additional assistance see www.xbox.com/live or call the Customer Support number:

- United States and Canada: 1-800-4MY-XBOX (1-800-469-9269)

- TTY users (requires special equipment for hard of hearing): United States and Canada: 1-866-740-9269 or 1-425-635-7102

CONTROLLING THE RIDER

Basic Controls

Steering
To control the rider, use the directional pad or the left thumbstick.

Accelerating
To accelerate, pull the **right trigger**.

Braking
To brake, press the **X** button.

Compressing
Compressing the suspension helps you get more air when coming off a ramp. Compressing the suspension is crucial when racing so you can make the jumps. In freestyle, compressing gets you more air, allowing you to do more tricks. Compress by using the left thumbstick. When you're coming up to a jump, move down on the **left thumbstick**. You'll notice the compression meter located at the bottom right of the screen fills up with red. When you hit the end of the jump, move the **left thumbstick** up in a quick motion to release the suspension. You can also use the **A** button to compress.

Landing
Use the left thumbstick or directional pad to line up the bike on landings.

Tricks
During the course of your *MTX: Mototrax*™ career, you'll learn a variety of tricks. When you start off, there's a limited supply of tricks available to you. As you complete objectives in the Free Ride and Freestyle areas, you'll open more tricks. Access your trickbook in the PDA to view your tricks and how to perform them.

Whoops
When riding through the Whoops sections, move down on the **left thumbstick** to make the rider lean back. Leaning back in the Whoops helps you skim over the tops of the bumps to take the section more quickly.

Advanced Controls

When starting a race, pull the **right trigger** and move up on the **left thumbstick** when "GO" appears on the screen to get a boost.

To pop a wheelie, move down and hold the **left thumbstick** and pull the **right trigger**. Keep pulling lightly on the **right trigger** to maintain the wheelie.

To perform an endo, move up on the **left thumbstick** and press the **X** button. This causes the rider to balance on the front wheel of the bike.

Clutch
To use the clutch, pull the **left trigger**. This disengages the engine and gives you a slight speed boost. The clutch is best used on the inside of turns.

Control Tips

- When landing a jump, make sure you line up with the way the opposite ramp is situated.

- If you somehow lose control of the bike, immediately stop accelerating.

- Always wear a helmet while you're playing.

- Avoid greasy foods if you know you're going to be handling the Xbox Controller.

MAIN MENU

The main menu of *MTX: Mototrax*™ allows you to select from all the different game modes. Press **up** and **down** on the directional pad to highlight the desired option. Press the **A** button to confirm your selection.

Single Player Game Modes

MTX: Mototrax™ Career
Grab your helmet, gas up the bike and get ready for the most complete MX experience to date. It all starts with creating your rider and heading out to Travis Pastrana's house.

Custom Rider
Access this option to create your rider, load and change a previous rider or just check out the different options your rider has available.

Dirt Wurx™ Track Builder
Think you have what it takes to create a killer supercross track? Access this option and build to your heart's content. You can even save the track for later play.

Options
This is where you access the Xbox controller, sounds, display and gameplay options.

Exhibition Mode
In Exhibition mode you get the chance to ride any track as one of the pros. This is purely for practice and will not affect your career. Exhibition mode is a great place to practice the tracks that you're currently racing.

Ghost Mode
This mode allows you to record a lap time and race against it. It's great for practicing for multiplayer games.

MTX: MOTOTRAX™ CAREER

To get started in *MTX: Mototrax*,™ you have to create a character. Then you'll advance to Travis' "Compound." Travis will greet you and get you started in the game. The Compound acts as a tutorial level that teaches you all the game basics. You'll start with racing, but after some exploring, you'll find training areas for freestyle and other game elements. Here's some stuff you'll need to know.

The *MTX: Mototrax*™ PDA
All the information about your career is documented in the *MTX: Mototrax*™ PDA. It contains all your e-mail, sponsors, statistics and bike info.

Events

Racing Series

There are different motocross and supercross racing series. The series are broken down into 125cc and 250cc classes—including both two stroke and four stroke engines. In the beginning, you'll be able to race in the 125cc series. After winning this series, more series will be offered to you.

Freestyle Events

After you get the necessary MTXP points in Travis' Compound, you'll get the opportunity to compete in a freestyle event.

Free Ride Levels

Set your own pace on these levels! Your job is to complete the goals and find all the trick spots. Doing so opens up more tricks that you can use in the freestyle portion of the game. Completing Free Ride goals gives you cash that you can use to purchase prototype items from your sponsors.

Career Opportunities

As you complete different series in *MTX: Mototrax,* you'll be offered various sponsorship and riding opportunities. These opportunities are crucial to excel in the game. Each opportunity offers something different.

- *Sponsorships*: As you begin to place well in the 125cc and 250cc series, more people will offer you sponsorship opportunities. Once you sign up with a sponsor, you'll get a selection of equipment for your rider.

- *Racing Team*: Along with sponsors you'll have the option of joining different racing teams. These teams will offer you a new kind of bike to ride. NOT ALL BIKES ARE THE SAME! The better you perform in the races, the better the racing team that offers you a spot.

MULTIPLAYER GAME MODES

MTX: Mototrax™ Online Play

Connect your Xbox to the Internet or through System Link and play up to 8-player games. If you have Internet access and an Xbox *Live* account, you can challenge riders around the world.

Note: If you do not have Internet access or Xbox *Live*, you can play against a friend in 2-player split-screen.

2-Player

Connect 2 Xbox controllers and you can play against a friend in split-screen action.

Multiplayer Games

2 Player Single Race:
Challenge someone to a race
in any of the supercross,
motocross or created levels.

Race Series: Race
against other opponents
in a series of motocross
or supercross levels.

Online

King of the Hill: It's your hill, be the king. Compete with other
players in a battle for the gold helmet. The player that holds the
helmet for the set amount of time wins. To get the helmet, you'll
need to run into other riders.

Freestyle Battle: Grab the gold helmet to score points. The first
player to earn the score goal wins the battle.

Multiplayer Stats

Overall Lap Time: This stat contains the top 10 single lap times
recorded in multiplayer games during a given day. It's broken down
by level.

Weekly Lap Time: This stat contains the top 10 single lap times
recorded in multiplayer games during a given week. It's broken
down by level.

Overall Mileage: This stat shows who's recorded the most mileage
in the game.

Global Time: This stat shows your combined times for all
laps completed.

THE LEVELS

Racing Levels

Supercross
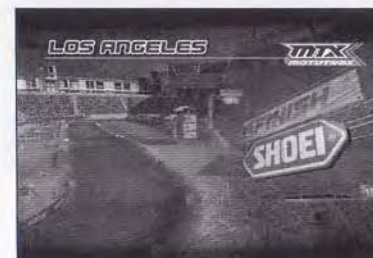
Los Angeles

Minneapolis

Daytona
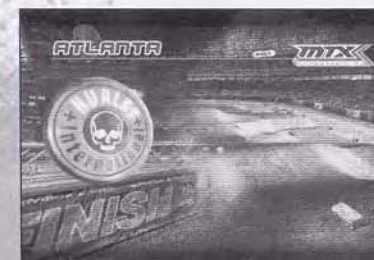
Atlanta

Phoenix

San Francisco

Denver

McKenna Rock

Devil's Gate

St. Louis

Motocross

Boggstown

Woodbridge

Paradise Valley

Pacific Hills

Hawaii

Australia

Free Ride Levels

Travis's Compound

This is the first stop in the game, Travis Pastrana's house. Here you'll learn game basics along with some advanced stuff to give you an edge. Once you learn to race, you can decide to go to the first 125cc event or explore the area and take a different path—it's up to you.

Everglades

The second stop on the freeride circuit, the Everglades, is straight out of the south. There are a ton of things to do here— make sure you explore the whole area. Watch out for the designated trick areas and complete all of them.

Rock Quarry

What better place to ride a dirt bike than an entire pit devoted to dirt? The quarry offers some primo spots for racing, chasing and getting huge air.

Redwoods

If you made it this far, you're doing something right. The Pacific Northwest is a good place to ride around in. There are trees, waterfalls and gullies waiting for you and your bike.

Freestyle Levels

There are a series of freestyle levels in the game leading up to the ultimate freestyle event—the ESPN® X Games.™ Make sure you learn enough tricks in the freeride levels or you won't be able to cut it with the big boys.

Butterfinger

Nixon

Puma

X Games

THE RIDERS

MTX: Mototrax™ features 13 of the hottest professional MX riders!

Travis Pastrana

How did a 20-year-old kid become the world's most popular freestyle and motocross rider? For Travis Pastrana, it started at age 4 with a single-speed Honda Z-50. He soon hammered his way through a string of National Amateur Motocross titles, becoming World Freestyle Champion at age 14, and an icon in the world of motocross.

Travis has done more in his 20 years than most racers have done in their entire career, taking the gold in freestyle 3 years in a row at the X Games in addition to inventing many of the sport's tricks. On top of racking up a full resume of contest victories, writing his own column in Racer X magazine and completing his own video, Travis graduated from high school 3 years early and is taking classes at the University of Maryland, studying communications.

Travis is well on his way to establishing himself as the sport's brightest rising star with a huge number of contest achievements. On top of 4 gold medals at the X Games and 5 gold medals at the Gravity Games, Travis is an accomplished motocross and supercross racer. In 2000, he claimed the AMA Rookie of the Year award, the 125cc Outdoor National Championship and was the youngest rider ever for the winning Team USA in the Motocross de Nations in France. Travis followed all of that up with a 125cc Supercross Championship in 2001.

Travis is also well known for his innocent, Mr. Nice Guy attitude, which has made him a media darling and earned him big exposure. He's headlined *ESPN's Sportscenter* and *ESPN: The Magazine*, sat on the couches of both *Jay Leno* and *David Letterman*, been a guest star on Disney's *The Jersey* and *Motocrossed*, featured in *Newsweek* and starred in almost every X Games commercial. When he's not competing, signing autographs or training, he can be found working on his 20-acre backyard track in Annapolis, Maryland.

Carey Hart

Carey Hart is one of the most recognized names in freestyle motocross. His father bought him his first moto bike when he was only 4 years old and what started as a father and son pastime quickly turned into Carey's passion. He entered a local race and was hooked. By the time he graduated from high school, Carey Hart was a professional motocross rider racing in the supercross circuit.
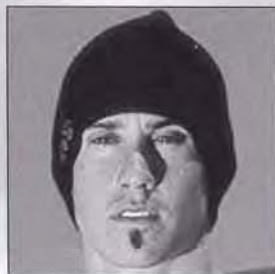
Carey eventually grew bored with supercross and started riding with a group of guys interested in a more creative form of motocross. In 1998, the freestyle movement was born and Carey has been one of the most innovative riders in the sport. He's the inventor of the Hart Attack and at the 2000 Gravity Games, Carey etched his name in the record books as the first rider ever to complete a backflip on a 250cc motorcycle. The backflip catapulted Carey and freestyle motocross as a whole to an entirely new level. The stunt got the world's attention; it was even featured on *Ripley's Believe It or Not!*

Carey has traveled the globe on a quest to promote freestyle motocross. Along the way, he jumped the trailer park in Kid Rock's video, "*Bawitdaba*" and realized his dream to play bass with the band Pennywise on the 2000 Australian Warped Tour. His popularity has helped increase exposure for the sport of motocross. He's been involved with nationwide ad campaigns for Ford and Mountain Dew and been featured in *Paper Magazine*, *Teen People*, *ESPN: The Magazine* and *Rolling Stone*. Carey's face has graced the covers of numerous motocross magazines. He also starred in ESPN/Touchstone Pictures' IMAX film, *Ultimate X* and has cameo appearances in Columbia Pictures' *XXX* and Touchstone Pictures' *Charlie's Angels II*.

There is no denying Carey's dedication and passion. He's suffered his share of injuries attempting new tricks, but like a cat with 9 lives, he continues to bounce back and does it all in the name of progress. The Las Vegas resident is determined to ride until he stops having fun and hopefully, for us, that's not any time soon.

Tim Ferry

Tim Ferry is viewed by many as a "racer's racer." He, like many of his peers, began racing while still in elementary school. His family sacrificed so Tim could spend his amateur career logging countless miles crisscrossing America to compete in virtually every moto series and individual race imaginable. He's won untold numbers of heats and mains as a privateer and factory rider regardless of engine class, style and color scheme. Still shy of 30, the former AMA Rookie of the Year has packed in a lifetime of racing.

By all accounts, Tim "Red Dog" Ferry has hit his groove and shows no signs of backing off the proverbial throttle. The 2002 AMA Supercross and Outdoor National series marked Ferry's 10th year as a professional and it took a super-human effort from another Floridian, Ricky Carmichael, to keep the '02 Outdoor National runner-up (Ferry) off the top of the podium. Ferry continued to battle for the past 2 years, scoring an amazing 14 motocross podium finishes—7 in 2002, 7 more in 2003—the 2nd most from any 250cc class racer over the last 2 years.

In supercross, Ferry blazed back from a tough '02 season to finish 5th overall in '03, scoring podium finishes in the first 2 races (4 overall) despite battling an illness that forced him to the sidelines for 4 races.

Ferry's Yamaha roots stretch back to the end of the 1999 season when Team Chaparral's Larry Brooks approached Ferry and offered him a chance to run with the heavily backed Yamaha support team. Ferry's innate riding skills and personal drive, combined with Larry's keen eye for spotting talent, made it one of the best moves of Ferry's career.

But it wasn't long—1 season to be exact—before Ferry made another leap from support team to Team Yamaha Factory rider. Through a set of circumstances that read like a Jerry Bruckheimer movie script (*Days of Thunder*), Ferry piloted the innovative YZ426F to several

podium finishes in the 2001 supercross season, turning Salt Lake City and Las Vegas race fans into true believers in Tim Ferry and in Yamaha's 4-stroke thumper.

When the season moved outdoors for the Nationals, Ferry continued to snatch several podium finishes, including a win at Glen Helen in 2001 aboard his fully dialed 4-stroke. While chasing down the top riders of the season, Ferry dominated the tracks at Southwick, Hangtown and High Point with more trips to the podium.

Tim Ferry pilots his Steve Mathes-tuned #15 YZ450F 4-stroke in both the AMA Supercross Series and the AMA/Chevy Trucks U.S. Motocross Series. Look for Tim on the podium again in '04.

2003

Opened the supercross season with 2 podium finishes and would score 2 more in an illness-shortened '03 season, still managing to finish 5th overall. Backed his amazing '02 Outdoor National season with another 7 podium finishes—the most by any rider other than Carmichael.

2002

The highlight of Ferry's supercross season was a 2nd place finish at Daytona, his home state race. Battled various minor injuries to finish 14th overall. Rebounded in a BIG way for the Outdoor Nationals, finishing a career-best 2nd overall with an amazing 7 podium finishes.

Sebastien Tortelli

At the stratospheric level of a full-on factory-backed motocross ride, talent counts for a lot. By winning two consecutive F.I.M. Motocross world championships, Sebastien Tortelli has proven that he has riding talent in ample supply.

Hard work has its rewards, and the French-born Tortelli has demonstrated his championship-level commitment by not only moving to America and making a swift adjustment to living and training in a foreign country, but also by winning races in the most challenging motocross series in the world.

Tortelli's halcyon moment in U.S. motorcycle racing came at the opener of the '99 supercross season at the legendary Los Angeles Coliseum. Tortelli came out of nowhere on the No. 103 bike, passed motocross champion Doug Henry and held on for the win with everybody saying "Who the heck's number 103?"

Well, the motorsports industry found out after that January evening in Los Angeles. Only problem for his new legion of fans stateside was the fact that Sebastien moved back to Europe to race the GP series, which he won in '98 by 8 points over Stefan Everts.

In 1999, Tortelli made the move back to the United States for good. The following summer, 2000, was highlighted by some epic races with Ricky Carmichael—with whom Sebastien traded the series points lead numerous times throughout the season before finishing 2nd overall. Tortelli tasted victory for the first time in 1999 when he again surprised the motorcycle industry with an overall win at Glen Helen.

"Racing motorcycles in the States is a tough job," Tortelli acknowledges. "You know, the other guys will have been racing before I have a chance to get back up to speed. I expect to get stronger as the seasons wear on and get some supercross podium finishes. For outdoors, it's going to be a different story. I'm going to put all my focus on that championship. You know, for the last 3 years I've had a little bit of bad luck, and last year I crashed a lot because of my injuries. So, hopefully this year I'll put everything together and win the title."

As in the previous 3 years, Tortelli will be riding in both the AMA 250cc Supercross and National Outdoor Motocross series for 2003/04. This past year Tortelli was forced to watch from the sidelines while recovering from a knee injury. Still, the international superstar is always a fan favorite and excited about the opportunity to return to racing. "You must put a lot of things together consistently to go fast in supercross," he says. "You must be very precise on the bike, which is part of what makes it harder. For me, supercross takes more strength and motocross takes more endurance. I look forward to coming back this year."

Tortelli's back with Suzuki this year and he feels he has the best equipment and is backed by the best team in the sport. "You feel like the whole team is pulling everything together to make it happen," he says. "And the new RM 250 fits me really well. The chassis is more forgiving and it has more power, with more on top. So it's very rideable, the best combination out there."

This combination could make 2003/04 the year that Tortelli puts it all together. So look for Sebastien to be on the podium throughout both of the 250cc AMA Supercross and Outdoor Nationals seasons.

2003

Rather than risk serious injury and another shot at the 250cc title that barely eluded him in the 2000 season, Tortelli sat out the 2003 race season with a knee injury. He will most certainly be back for the 2003/04 season, again with Team Suzuki.

2002

Tortelli scored a season-best 3rd place finish at the inaugural supercross at Rice-Eccles Stadium in Salt Lake City. His motocross season was highlighted by 4 overall podium finishes and a spot just off the final series standing, finishing 4th.

Chad Reed

In 2001 Chad Reed came onto the world motocross scene as an unknown rider. Eight months later, the story was quite different after Reed secured 2nd place in the 250cc World Grand Prix standings and won a Grand Prix at the famous Lierop Circuit in Holland. In July of that year, Chad was contacted by the former 125cc World Champion Bob Moore about fulfilling his dream of coming to America to race against the best in supercross. Chad joined the Yamaha of Troy 125cc team in September and began to prepare for the 2002 supercross season.

When Chad Reed entered the AMA Supercross scene, he was a virtual unknown to American race fans. Sure, he had an Australian supercross championship and World Motocross Grand Prix win under his belt, but to supercross fans, the rookie had something to prove on U.S. soil. Not a problem. Reed quickly showed fans that he earned that Yamaha of Troy ride by piloting the 4-stroke YZ250F to the 125cc East championship, finishing all 7 races on the podium—6 in the coveted number 1 spot. After winning the supercross championship, Chad set his sights on the motocross championship that summer and placed 2nd overall with 1 win and 12 podium finishes.

In 2003, Reed joined the Factory Yamaha team as rider number 3 in the 250cc class. Rounding out the multi-talented team in blue, Reed continued his winning streak aboard the YZ250 during both the supercross and motocross series. Chad won an amazing 8 rounds of the supercross series and is the current 2003 World Supercross Champion.

A racer's work is never done. Always training, Reed can be found at the factory test track in Southern California in his "off time." If he gets lucky and can fit it into his schedule, he's at the local golf course practicing his skills. Watch out, Tiger.

Ernesto Fonseca

Ernesto Fonseca has accomplished a great deal in his 4 years as a professional motocross rider. Having won 5 Latin American National Championships, 4 AMA Amateur Nations Championships and 2 AMA Supercross Championships by the age of 20, Fonseca has proven that he's more than qualified to compete with the world's top riders.

The young Costa Rica native has accomplished more than riders with greater experience. In his 1st year as a professional, Ernesto had a factory ride, won his first AMA Supercross Championship and earned the honor of AMA Rookie of the Year. At the age of 20, the 2002 AMA Supercross season saw the 125cc champ move up to the 250cc class for the 1st time. In 2003 Ernesto made the adjustments necessary to be a full fledged contender in the premier 250cc class by making podium appearances in 6 races, finishing off the season in 3rd place in the final 250cc supercross standings.

With the full support of team Honda, Fonseca will take on whatever challenges the 250cc class presents. "Yeah, it's a new challenge," he says. "I want to go out and win races next year. I think next year should be one of my best yet." With a positive attitude and strong work ethic, Fonseca gives 100%, striving to make the podium at every race.

Fonseca feels confident that he also has the racing team and equipment to help him take on this challenge. "Everything been going great, the bike works great, the team works great and we all work real well together," he says. Fonseca will no doubt put his #24 Honda CR250 to good use as he races through the pack. 2004 should prove to be his brightest year yet.

Nate Adams

Nate "The Destroyer" Adams is determined to be the best freestyle rider in the world. At only 19 years old, he has already won 2 world championships, a Gravity Games gold medal, as well as numerous silver medals from the X Games in the freestyle arena and a host of other competitions. Nate loves to ride and he shows it through his positive attitude and expanding trick repertoire.

A native of Arizona, Adams was exposed to motocross at 8 years old when his dad first taught him to ride. After several years of riding, he began competing in freestyle events in the year 2000. Adams was quickly named as the IFMA Rookie of the Year for 2000 and continued to win over fans and competition judges. In 2002, he captured both the WFA Freestyle Championship and the WFA Big Air Championship with perfect runs that included the backflip.

Adams feels fortunate to be a part of the growing motocross freestyle sport. "I do this because I love riding my dirt bike," he says. "There are too many hassles and there's too much danger in the sport to do it for any other reason. You have to love it enough to be willing to put your body, health and in some circumstances, your life on the line."

In addition to competing at events such as the IFMA Series, the Vans Triple Crown Series, the Gravity Games and the X Games, Adams is also one of the founding riders of the "Hessian Aggression." Nate, Robert Distler and Jeff Doetzer are all part of the Hessian Aggression, and they do their best to ride together a few times a week when they're not traveling to and from events.

Backed by more sponsors than you can shake a stick at, Adams does his best to dominate freestyle competitions. He's bent on staying healthy and on top of his freestyle game. In 2004, we'll see Nate Adams focused on doing the sickest tricks, taking home more gold medals and doing exactly what he loves: riding his dirt bike.

Tommy Clowers

Tommy "Tomcat" Clowers continues to dominate in the rising world of freestyle motocross and his signature event, the Step-Up. Currently world champion, world record holder and 3 time X Game gold medalist, Clowers shows off his innovation and style in each competition.

Born in San Diego, California, Clowers discovered motocross at an early age and began competing soon after. He won 14 amateur MX championships before turning pro and earning a factory ride. By the age of 21, Clowers had several top 5 finishes in the supercross 125cc series and a big win in Anaheim. Clowers was poised to be the new top dog on the circuit, but after several more years of racing, he ultimately jumped into the freestyle arena.

Now, 10 years later, Tommy Clowers is one of the most recognized names in freestyle motocross. Clowers has won more freestyle motocross medals at the X Games than any other rider and is currently the world record holder for the Step-Up competition, with a record of 35 feet. Having invented tricks like the Catwalk and the Cat Nac, he continues to innovate and add his own variations to many freestyle tricks.

Clowers has appeared in several freestyle motocross videos and an ESPN X Games commercial. His record Step-Up win was also featured on the *Guiness Book of World Records* primetime show. Recently, "Tomcat" has created his own line of clothing and his own videos, *Steppin' Up* and *Steppin' Up 2*. 2003 will surely be another successful year for Tommy Clowers as he continues to dominate the sport of freestyle motocross.

Davi Millsaps

Davi Millsaps, the 15-year-old motocross wonder kid has had a fantastic amateur career and is set to dominate the professional arena. Having started riding at the tender age of 3 and winning his first national title by the age of 6, Millsaps has already had a long career in motocross. Many have remarked at the speed he's displayed winning 9 Loretta Lynn titles and the US Open Mini Class in Las Vegas.

Ever wonder what it would be like if you knew how to perform a double before you knew how to tie your shoes? Well, Davi knows exactly what that's like! Competing in his first race at the age of 4, he soon learned that jumping wasn't his only talent. He would soon be better known for his record times. So many people have been impressed by his speed that Davi is the first amateur ever to be sponsored by a factory team. Other sponsors followed suit and he became a fully sponsored rider by the age of 15.

The first amateur to grace the cover of *Racer X* magazine, Millsaps is currently riding select national events. The 125 East Supercross and Outdoor Nationals will surely be a hot contest in 2004 when Davi rides his Team Suzuki bike throughout the season.

Mike Brown

Mike Brown is one of the hardest working athletes in motocross. Much of his success on the track can be attributed to the intense practice and training regimen Mike does with his best friend, Ricky Carmichael. That hard work pays off in endurance. Mike Brown seems to get stronger as each race nears completion.

"Brownie" as he's called by those close to him, got a relatively late start in racing and didn't compete in his first race until the age of 12. During his early racing days, he claimed no less than 3 National Amateur Championships before turning professional in 1994. Brown won his first pro race that season at the Pontiac Silverdome in the 125cc AMA Eastern Region Supercross Series. He returned in 1995 to win 2 more 125cc Eastern Region Supercross main events and added his first AMA 125cc National Motocross overall victory later that summer at Washougal, Washington.

In 1999 and 2000, Brownie raced in Europe and competed in the 125cc World Championship Grand Prix Motocross Series, as well as the 125cc British National Motocross Championship Series. Both years Brownie won more World Championship Grand Prix events than any other racer on the track, but he also broke down and didn't finish more times than any other racer due to inferior machinery. In both 1999 and 2000, Brownie finished 3rd overall in the World Championships, and in 2000, he also became the 125cc British National Champion.

Returning to the U.S. in 2001, Brownie stormed to 3 overall wins on the way to becoming the 125cc AMA National Motocross Champion, which he captured in come-from-behind fashion. Trailing by 13 points with 2 rounds remaining, Brownie staged a remarkable comeback, claiming the title in the last moto of the season. In 2002 and 2003, he finished 2nd in the 125cc AMA Eastern Region Supercross Series.

Brownie is continuing with his strong work ethic this year and is determined to pilot his new Yamaha ride through another successful motocross season. He'll be racing in the 250cc AMA Supercross Series and the 125cc AMA National Motocross Series, with a focus on becoming the 2004 125cc AMA National Motocross Champion.

Kenny Bartram

This is no ordinary cowboy. "Cowboy" Kenny Bartram redefines the word on a 250cc bike with riding boots and a helmet. The only weapon this cowboy's carrying is his daredevil style and determination to conquer in every event.

Kenny's been riding since he was 7, starting off in supercross and motocross and later crossing over to the freestyle arena. Over the years, he's gone on to prove himself and become the king of freestyle. Bartram is now the defending champ of every major freestyle series. Cowboy Kenny is a crowd favorite, known for his technical combos and being the best freestyle rider in the world.

In addition to knowing and performing every freestyle motocross trick, Bartram is forging new ground in the sport. Cowboy Kenny landed the first backflip-to-heel clicker in a competition in July 2003. "When I saw 3 guys do no-footers to no-handed landings, I didn't want to join the group and do the same thing. I had been thinking about the trick for a while, so I figured that was a good time to try it."

Bartram is for real, on and off the dirt. Kenny was the 2003 IFMA Champion but has also been racing in his "spare time," making an appearance during the supercross season with Travis Pastrana as his mechanic! Kenny knows every trick, does them all big, works hard, rides constantly, has great bike skills and is a nice guy to boot. This cowboy is seemingly unstoppable and he's still making plans for the future.

Ezra Lusk

Ezra Lusk is a model of consistency in motocross racing. "Yogi" as he's otherwise known, has proven to be a serious contender in each of his nearly 20 years of racing. Considered one of the "elder statesmen" in the sport, he's a family man and mentor to several of the sport's rising stars.

Lusk started riding at age 5 and entered his first race at age 6. In 1984, he started his amateur racing career with Kawasaki's Team Green. After amassing dozens of amateur titles for Kawasaki Team Green, including 4 AMA Amateur National Championships, 2 in 1986 and 2 in 1988, Yogi turned pro in 1992.

In 1994, Lusk won 6 main events en route to the AMA Eastern Region 125cc Supercross Championship. Then in 1996, he began a string of 4 consecutive years where he finished in the top 3 in the AMA 250cc Supercross final point standings, including back-to-back 2nd place finishes in 1998–99. Giving reigning champion Jeremy McGrath a serious run at the title that lasted late into the season in 1999, Yogi won 5 main events. He would eventually finish 2nd in the final standings that year.

Showing his consistency once again in 2002, Lusk finished the season with the 2nd highest points of all 250cc riders. He garnered 7 podium finishes, including a 2nd place finish at the Las Vegas Supercross. Ezra will again pilot his Kawasaki 250cc bike in the 2003 Supercross and Outdoor National seasons. No doubt he'll be racing in the front of the pack.

Jamie Dobb

One of England's top riders for over 10 years, Jamie Dobb has won more championships than you can count on 2 hands. He's competed in the British Championships and the World Motocross Championship and taken away many wins, even while racing in the U.S.

At the age of 2, Dobb began riding motorcycles. By age 5, he was racing in amateur events. In 1987 at age 15, Jamie turned pro and took 3rd in the British 125cc Championships. The following year, he won the Coupe de Lavi race. More impressive, in 1989 Dobb took 1st in the British Championship in the 125cc class. He was the youngest rider to ever win this title.

1993 saw Jamie cross the Atlantic to race in the U.S. During that year, he suffered 2 broken arms and was out most of the season. But for the next 3 years, he continued to ride consistently in supercross and Outdoor National events, culminating in a win at the Red Bull National in 1996.

In 1997, Dobb returned to Europe to race, winning 2 consecutive British Championships in the 125cc class in 1998 and 1999. Again in 2001, he dominated yet another series and became the World 125cc Motocross Champion. Jamie will continue to race his KTM the only way he knows how—to victory at the finish line!

OPTIONS MENU

The Options menu contains display settings, sounds options, music track listings, save and load options and your controller configuration. Use the directional pad to select an option and the right trigger to confirm your selection.

DIRT WURX™ USA

This is where you can create your own tracks to race against the AI or play with friends in 2-player split screen. Be creative!

Controls

Starting Out/Track Layout

- *Directional Pad and Left Thumbstick* – Change the pieces
- *Right Trigger and Left Trigger* – Rotate the pieces
- *X Button* – Close track
- *A Button* – Accept
- *B Button* – Delete
- *Y Button* – Help

Controls Once the Track is Built

- *Directional Pad and Left Thumbstick* – Choose different pieces of the track
- *White Button* – Turn bales off or on
- *Black Button* – Change the color of the bales
- *Right Trigger and Left Trigger* – Move forward or backward along the track
- *X Button* – Open the track (back to track layout)
- *Y Button* – Help

MTX: MOTOTRAX ONLINE PLAY

Ready to go online and play against opponents around the world? Before you can connect to the online community, you must have a broadband Internet connection and an Xbox *Live* account. You'll also need a subscription code from the official Xbox web site, www.xbox.com/live.
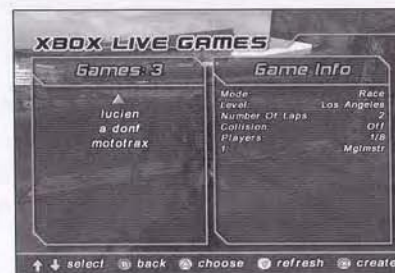
Note: By joining an online session, you must leave the Activision-controlled environment in *MTX: Mototrax*. The game's content has been rated E for Everyone, but the content of the game may be different in interactive exchanges. Activision and Microsoft take no responsibility for content external to the game itself. Please read the terms of use for online play at mtxmototrax.com

Setup

Please refer to pages 4 and 5 in this manual for proper setup and connection to Xbox *Live*.

Getting into the Game

Once your hardware is connected and you have an Xbox *Live* subscription code, you're ready to go online. Select **Multiplayer** from the main menu then select **Network Play**. Select your rider and motorcycle. You have the option to select between Xbox *Live* and System Link.

Xbox *Live*

Select **Xbox Live** then select your Xbox *Live* account. Enter your passcode (you'll be signed in automatically if you don't have a passcode).

Note: If you don't have an Xbox *Live* account, you'll be taken to the Xbox dashboard to create an Xbox *Live* account.

Xbox *Live* Main Menu

- *Quickmatch* – Automatically searches for the first available session and gives you the option to host your own session if none are found.
- *Optimatch* – This feature allows you to refine your search for game sessions.
- *Create Match* – Host your own session based on settings you specify.
- *Friends* – A list of your online friends.
- *Scoreboards* – Online rankings of race times for every track.
- *Appear Offline/Online* – Appear offline or online to your Friends list.
- *Sign Out* – Sign out of Xbox *Live*.

Optimatch Menu

Search for an online session.

- *Search* – Begin search.
- *Use Voice* – Search for sessions that have Voice Chat enabled or disabled.
- *Game Type* – Search for sessions by game type: Race, King of the Hill or Freestyle Battle.
- *Collision* – Search for sessions with Collision enabled or disabled.
- *Laps* – Search for sessions with a specific number of laps: 2 to 9 laps.
- *Skill Level* – Search for sessions within your personal skill level: -30 sec, -10 sec, -5 sec, +5 sec, +10 sec or +30 sec.

Create Match

Host an online session.

- *Host Name* – Choose the name of your session.
- *Game Type* – Choose the game type to be played: Race, King of the Hill or Freestyle Battle.
- *Level* – Choose the level.
- *Target Score/Laps/Time* – Choose the target score for a Freestyle Battle match, choose the number of laps for a race or choose the time limit for a King of the Hill match.
- *Number of Players* – Choose the maximum number of players allowed to join your session: 2 to 8 players.
- *Private Game* – Make the session invisible to the public. Only friends will be allowed to join through Game Invite or Join Game.

- *Collisions* – Choose to have Collision enabled or disabled.
- *Use Voice* – Choose to allow Voice Chat in your session.
- *Skill Level* – Choose the skill level of your session: -30 sec, -10 sec, -5 sec, +5 sec, +10 sec or +30 sec.
- *Create Match* – Begin session.

System Link

System Link allows you to join separate Xbox video game systems connected via an Xbox System Link Cable or a network hub. Each Xbox supports one player. Once you select System Link, you have the option of either joining a match in progress on another Xbox on the LAN, or creating a match for other Xbox video game system players to join.

Host Game

- *Host Name* – Choose the name of your session.
- *Game Type* – Choose the game type to be played: Race, King of the Hill or Freestyle Battle.
- *Level* – Choose the level.
- *Target Score/Laps/Time* – Choose the target score for a Freestyle Battle match, choose the number of laps for a race or choose the time limit for a King of the Hill match.
- *Number of Players* – Choose the maximum number of players allowed to join your session: 2 to 8 players.
- *Create Match* – Begin session.

Join Game

This option takes you to the System Link Games lobby where all available System Link games are shown.

Playing in an Xbox *Live* Game

An *MTX: Mototrax*™ session is hosted by one player and can hold up to 8 riders. If you have selected Optimatch to enter a game, you are considered a "player" to the host. If you selected Create Match, you're considered the "host" player. After joining, you'll most likely be dropped into Free Ride mode. When the host player is ready to start a game, you'll get a notification and the game will start. After the game is completed, you'll be shown the final rankings screen and then return to Free Ride.

Host Pause Menu

- *Continue* – Return to the game.
- *Start Game* – Start the current game type.
- *Game Options* – Brings up the Game Options menu.
  - >> *Retry* – Reset the game.
  - >> *Select Level* – Brings up the Level Select menu.
  - >> *Vibration Options* – Brings up the Vibration menu.
    - >> *Local Player* – Turn vibration on or off.
    - >> *Done* – Return to the Game Options menu.
  - >> *Sound Options* – Brings up the Sounds Options menu.
    - >> *Skip Track* – Skip current song.
    - >> *Song Order* – Change the order in which songs are played: random or in order.
    - >> *Music Level* – Adjust the volume of the music.
    - >> *Sound Level* – Adjust the volume of the sound effects.
    - >> *Soundtrack* – Select a soundtrack.
    - >> *Done* – Return to the Game Options menu.
- *Online Options* – Brings up the Online Options menu.
  - >> *Friends* – A list of your online friends.
  - >> *Players* – Brings up the Player List menu.
    - >> *Mute Player* – Mute a selected player's voice chat.
    - >> *Add Friend* – Send a selected player a friend request. The option is disabled if they're already your friend.
    - >> *Kick Player* – Kick a selected player from the game.
    - >> *Give Feedback* – Give feedback about the selected player.
      - >> *Send Positive Feedback* – Send positive feedback about the selected player.
      - >> *Send Negative Feedback* – Send negative feedback about the selected player.
      - >> *Cancel* – Return to the Player List menu.
    - >> *Cancel* – Return to the Online Options menu.
  - >> *Voice Options* – Brings up the Voice Options menu.
    - >> *Voice Mode* – Choose to enable or disable voice chat.

- >> *Device* – Choose between Xbox communicator and system speakers.
- >> *Voice Masking* – Select a voice mask.
- >> *Loopback* – Hear yourself through your selected voice device.
- >> *Done* – Return to the Online Options menu.
- *Quit Game* – Quit the game and return to the Xbox *Live* lobby.

Player Pause Menu

- *Continue* – Return to the game.
- *Vibration Options* – Brings up the Vibration menu.
  - >> *Local Player* – Turn vibration on or off.
  - >> *Done* – Return to the Player Pause menu.
- *Sound Options* – Brings up the Sounds Options menu.
  - >> *Skip Track* – Skip current song.
  - >> *Song Order* – Change the order in which songs are played: random or in order.
  - >> *Music Level* – Adjust the volume of the music.
  - >> *Sound Level* – Adjust the volume of the sound effects.
  - >> *Soundtrack* – Select a soundtrack.
- *Online Options* – Brings up the Online Options menu.
  - >> *Friends* – A list of your online friends.
  - >> *Players* – Brings up the Player Options menu.
    - >> *Mute Player* – Mute a selected player's voice chat.
    - >> *Add Friend* – Send a selected player a friend request. The option is disabled if they're already your friend.
    - >> *Give Feedback* – Give feedback about the selected player.
      - >> *Send Positive Feedback* – Send positive feedback about the selected player.
      - >> *Send Negative Feedback* – Send negative feedback about the selected player.
      - >> *Cancel* – Return to the Player List menu.
    - >> *Cancel* – Return to the Online Options menu.

>> *Voice Options* – Brings up the Voice Options menu.

>> *Voice Mode* – Choose to enable or disable voice chat.

>> *Device* – Choose between Xbox communicator and system speakers.

>> *Voice Masking* – Select a voice mask.

>> *Loopback* – Hear yourself through your selected voice device.

>> *Done* – Return to the Online Options menu.

• *Quit Game* – Quit the game and return to the Xbox *Live* lobby.

Menu Available to Host

You're hosting the game, so it's up to you to decide which games are played, what the options are and when they start. You'll be given the same Pause menu options as other players with the following added options:

• *Start Game* – Start the current game.

• *Game Options* – Here you can retry, select the level, go to the sound options or go to the vibration options.

Advanced Options

Player List – Select a player to add to your Friends list. Or if they're acting up, select **Kick** to boot them from your game or **Mute** to mute their voice chat.

Tip: You can only host a game on levels that you've already unlocked. Unlock additional levels by playing offline in MTX Career mode. As a player, you can join a game being played in any type of level.

CREDITS

DEVELOPED BY

LEFT FIELD PRODUCTIONS

Ron Alpert
Hollie Blackman
Julie Bossinger
John Brandwood
Clive Burdon
Aaron Calta
Jun-Hyck Chang
Brent Clearman
Marco Cozzini
Dana De Lalla
Chris George
Jeff Godfrey
Andre Granger
Robert Hemphill
James Higgins
Julie Kurland
Mike Lamb
Joanne Lee
Seung Lee
Milton Mariscal
Olivier Martin
Mounir Masreni
Chris Parise
Stephen Riesenberger
Jon Rush
Brian Schmitt
Mikihiko Suzuki
Tyrone Woodland

Left Field Thanks

Special thanks to all our loved ones who have put up with us throughout the making of this game.

We would especially like to thank Neversoft for all of their help throughout the project.

ADDITIONAL DEVELOPMENT BY

SHABA GAMES

Chris Scholz
Ryan Smith
Quin Richards
Vince Riley
Chris Ledezma

PUBLISHED BY

ACTIVISION PUBLISHING

Producers
Jeff Poffenbarger
Nicole Willick

Associate Producer
Kragen Lum

Production Coordinator
Sam Gaglani

Executive Producer
Adam Goldberg

V.P., North American Studios
David Stohl

Executive V.P., Worldwide Studios
Larry Goldberg

Additional Game Design
Trey Watkins

Additional Network Programming
Steve Ganem
SuperVillain Studios

Sound Effects and Voiceover Audio Recording
Keith Arem
PCB Productions

Sound Effects Riders
Casey Johnson
Billy Payne
Tim Weigand

Voiceover Audio Recording and Direction
Kragen Lum

Casting and Voice Direction
Margaret Tang
Womb Music

Voiceover Recording, Engineering and Editing
Rik Schaffer
Womb Music

Voiceover Actors

Travis Pastrana
Kenny Bartram
Nate Adams
Tommy Clowers
Carey Hart
Cameron Steele
Jay Gordon
Matt Morton
Nathan Lum
Cam Clarke
Robin Atkin Downes
Andre Sogliuzzo

Video Design and Direction

Gregg Godfrey
Godfrey Films

Video Compression and Editing

Forward Never Straight Productions
Chris Hepburn
Kenny Ramirez

Production Thanks

Nathan Lum
Michele Moran
Jodi Tack
Michele Moran
Edean Amador
Sunil Gaglani
Jitendra and Rose Gaglani
David Baker
Damon Willick
Marin Willick
Simon Ebejer
Mike Ward
Stacey Drellishak
Eric Koch
Brian Bright
Mike Fletcher
Irwin Chen
Jake Biegel
Alex Garcia
Charles Park
John Sweeney
Jeff Chen
Jennifer O'Neal
Matt Powers
Brian Pass
Juan Valdes

Edsel Dope
Vince Levalois
Kirk Scherer
Michelle van
Arendonk
Gregory Kniemeyer
Branden Linnell
Mack Hill
Steve Morgan
Jeremy Rawle
Chris Hepburn
Debbie Pastrana
Jimmy Button
Steve Astephen
Mike Redding
Matt Cwieka
Kim Steadman
Steve Bruhn
Joel Jewitt
Scott Pease
Chris Ward
Rick Firmetouchesern

MUSIC DEPARTMENT

**Worldwide Executive
of Music**
Tim Riley

**Music Supervisor and
Licensing Coordinator**
Brandon Young

ACTIVISION MARKETING AND BRAND MANAGEMENT

**E.V.P., Global Publishing
& Brand Management**
Kathy Vrabeck

**V.P., Global Brand
Management**
Will Kassoy

**Director, Global Brand
Management**
Jeff Kaltreider

Brand Managers
Ted Chi
Deanna Natzke

**Corporate
Communications
Manager**
Ryh-Ming C. Poon

**Marketing/
Licensing Consultant**
Lisa Hudson
Black Sun
Productions

**Marketing
Special Thanks**
Gary Pfeiffer
Rachel Silverstein
Paula Cuneo
Bryan Taylor
Greg Macias
Taylor Whisenand
Tom Lochtefeld
Albert Liu
Kevin Meehan
Flora Lew
Marc Gerewertz
David Pokress
Mike Chiang
Tiffany Everett
Amy Bennett
Rich Flier
Shawn Capistrano
Stadiums of America

CREATIVE SERVICES

**V.P., Creative Services
& Operations**
Denise Walsh

**Marketing
Creative Director**
Matthew Stainner

**Creative
Services Manager**
Jill Barry

Packaging Design
Creative Domain

**Manual Design
& Layout**
Ignited Minds LLC

LEGAL

George Rose
Greg Deutsch
Phil Terzian
Mike Larson
David Kay
Dani Kim

QUALITY ASSURANCE/ CUSTOMER SUPPORT

Project Lead
Alex Coleman

Night Shift Lead
Steve Peñate

**Senior QA
Project Lead**
John Rosser

**Quality Assurance
Manager**
Joe Favazza

**Manager,
QA Night Shift**
Adam Hartsfield

**Manager,
QA Third Shift**
Jason Levine

Floor Leads
Tim Toledo
Aaron Justman
Lee Cheramie
Baro Jung
Kop Tavornmas

Database Manager
Mike Ortiz

Network Lead
Jason Newitt

Testers
Sasan "Sauce" Helmi
Craig Schmidt
Brian Crowder
David Powers
Bobby Munguia
Elliot Jackson
Clint Baptiste
Tony White
Danielle Pino
Ron Avila
Peter McKernan
Dave Padilla
BJ Williams
Aldo Sarellano
Fritz Striker
Natascha Thomas
Charles Moore
Kevin Dandridge
Mike Ryan

Kyle Carey
Robert Alvarez
Anthony Gordon
Kurt Kim
Dustin Trimble
Jorga Houy
Leon Torres
Marc Williams
Michael Arellano
Ryan Ramsey
Sabino Lopez
Jason Lewis
Richard Park
Jason Livergood
Patrick Reddeck
Clifton Crotts
Gus Amador
Brett Kinsfather
Gavin Locke
Hadar Silverman
Kevin Kraeer
Dave Garcia-Gomez
David Lara
Reshan Sabaratnam
Bryan Willis
Jesse Dyer

Carrie Webster
Don Marshall
Stephen Hynding

**Manager, Technical
Requirements Group**
Marilena Rixford

**Senior Lead, Technical
Requirements Group**
Sión Rodríguez y
Gibson

**Testers, Technical
Requirements Group**
Robert Lara
Aaron Camacho
Marc Villanueva
Taylor Livingston

Lead, Network Lab
Chris Keim

**Sr. Manager,
Customer Support**
Bob McPherson

**Customer Support
Phone Lead**
Gary Bolduc

**Customer Support
E-Mail Lead**
Mike Hill

**CS/QA
Special Thanks**
Jim Summers
Jason Wong
Tim Vanlaw
Nadine Theuzillot
Ed Clune
Matt McClure
Jason Potter
Glenn Vistante
Anthony Korotko
Indra Yee
Marco Scataglini
Todd Komesu
Joule Middleton
Michael Beck
Willie Bolton
Chad Siedhoff
Jennifer Vitiello
Nick Favazza
David Favazza
Sarah Pepin
Mike Rixford
Tyler Rivers

MUSIC

The Nephilim
Performed by A.F.I.
Lyrics written by Davey Havok
Published by Ex Noctem Nacimur Music
Courtesy of Nitro Records

Doomsday Jesus
Performed by Black Label Society
Written by Zakk Wylde
Published by Bellbottoms &
Beer Music, Inc.
Courtesy of Spitfire Records
Used by permission.

Everything Sucks Today
Performed by The Descendents
Written by Stephen O'Reilly
Published by All Group Inc.
dba Dome-o-chrome

Dismantle Me
Performed by The Distillers
Written by Brady Dalle

Published by Distilla Nation Music (BMI)
Produced under license from
Sire Records, by arrangement with
Warner Strategic Marketing
(p) 2003 Reprise Records

Intoxication
Performed by Disturbed
(Dan Donegan, David Draiman,
Steve "Fuzz" Kmak, Mike Wengren)
Produced under license from
Warner Bros. Records Inc.
by arrangement with
Warner Strategic Marketing
(p) 2002 Reprise Records
© 2002 WB Music Corp. (ASCAP) and
Mother Culture Publishing (ASCAP)
All rights on behalf of itself and
Mother Culture Publishing
administered by WB Music Corp.
All rights reserved. Used by permission.

Motivation
Performed by Dope
Written by Edsel Dope
Published by
Sonic Kronic Sounds (ASCAP)
(p) 2003 Recon Records

B%tch
Performed by Dope
Written by Edsel Dope
Published by
Sonic Kronic Sounds (ASCAP)
(p) 2003 Recon Records

Falling Away
Performed by Dope
Written by Edsel Dope
Published by
Sonic Kronic Sounds (ASCAP)
(p) 2003 Recon Records

Burn
Performed by Dope
Written by Edsel Dope
Published by
Sonic Kronic Sounds (ASCAP)
(p) 2003 Recon Records

So Low
Performed by Dope
Written by Edsel Dope and Virus
Published by
Sonic Kronic Sounds (ASCAP) and
Ebola Rock-N-Rolla Music (BMI)
(p) 2003 Recon Records

Lonely Punk
Written and Performed by The Faders.
Produced by The Faders/Adam Hamilton
Published by Peer Music Ltd.

Digging the Grave
Performed by Faith No More
Produced under license from
London-Sire Records, Ltd.,
by arrangement with
Warner Strategic Marketing
(p) 1995 Slash Records
Published by Big Thrilling Music

No More Nothing
Performed by Fear
Words and music by Lee Ving
Published by Toxic Tunes (BMI)
Produced under license from
London-Sire Records, Ltd.,
by arrangement with
Warner Strategic Marketing
(p) 1981 Slash Records

Better Days
Performed by God Forbid
From the album Gone Forever
(p) 2004 Century Media Records
© 2004 Magic Arts Publishing (ASCAP)
Courtesy of Century Media Records

When It Cuts
Performed by Ill Nino
Produced by Dave Chavarri,
Co-produced by Ill Nino
Additional Production and Mixing by
Steve Regina, Rob Caggiano and
Eddie Wohl for Scrap 60 Productions
Lyrics written by Cristian Machado
Music Written by Marc Rizzo,
Cristian Machado and Dave Chavarri
Published by EMI Blackwood Music Inc./
Nino Chavarri Music/Ill Mark Rizzo Music/
Ill Cristian Music/(BMI)
(p) 2001 The All Blacks B.V.
From the Roadrunner Records album
Revolution/Revolucion
Used by permission.

Te Amo I Hate You
Performed by Ill Nino
Produced by Dave Chavarri,
Co-produced by Ill Nino
Additional Production and Mixing by
Steve Regina, Rob Caggiano and
Eddie Wohl for Scrap 60 Productions
Lyrics written by Cristian Machado
Music Written by Marc Rizzo,
Cristian Machado and Dave Chavarri
Published by EMI Blackwood Music Inc./
Nino Chavarri Music/Ill Mark Rizzo Music/
Ill Cristian Music/(BMI)
(p) 2001 The All Blacks B.V.
From the Roadrunner Records album
Revolution/Revolucion
Used by permission.

Rebirth
Performed by Ill Nino
Produced by Dave Chavarri,
Co-produced by Ill Nino
Additional Production and Mixing by
Steve Regina, Rob Caggiano and
Eddie Wohl for Scrap 60 Productions
Lyrics written by Cristian Machado
Music Written by Marc Rizzo,
Cristian Machado and Dave Chavarri
Published by EMI Blackwood Music Inc./
Nino Chavarri Music/Ill Mark Rizzo Music/
Ill Cristian Music/(BMI)
(p) 2001 The All Blacks B.V.
From the Roadrunner Records album
Revolution/Revolucion
Used by permission.

Cleansing
Performed by Ill Nino
Produced by Dave Chavarri,
Co-produced by Ill Nino
Additional Production and Mixing by
Steve Regina, Rob Caggiano and
Eddie Wohl for Scrap 60 Productions
Lyrics written by Cristian Machado
Music Written by Marc Rizzo,
Cristian Machado, and Dave Chavarri
Published by EMI Blackwood Music Inc./
Nino Chavarri Music/Ill Mark Rizzo Music/
Ill Cristian Music/(BMI)
(p) 2001 The All Blacks B.V.
From the Roadrunner Records album
Revolution/Revolucion
Used by permission.

Two (Vaya Con Dios)
Performed by Ill Nino
Produced by Dave Chavarri,
Co-produced by Ill Nino
Additional Production and Mixing by
Steve Regina, Rob Caggiano and
Eddie Wohl for Scrap 60 Productions
Lyrics written by Cristian Machado
Music Written by Marc Rizzo,
Cristian Machado, and Dave Chavarri
Published by EMI Blackwood Music Inc./
Nino Chavarri Music/Ill Mark Rizzo Music/
Ill Cristian Music/(BMI)
(p) 2001 The All Blacks B.V.
From the Roadrunner Records album
Revolution/Revolucion
Used by permission.

Take It Or Leave It
Performed by Jet
Produced under license from
Elektra Entertainment Group,
by arrangement with
Warner Strategic Marketing
(p) 2003 Elektra Entertainment Group Inc.

Motorbreath
Performed by Metallica
Written by James Hetfield
Published by Creeping Death Music (ASCAP)
(p) 1988 E/M Ventures
Produced under license from
Elektra Entertainment Group,
by arrangement with
Warner Strategic Marketing

20 Eyes
Performed by The Misfits
Produced under license from Elektra
Entertainment Group, by arrangement with
Warner Strategic Marketing
(p) 1982 J. Ruby Productions, Inc.
Words and music by Glenn Danzig
© 1987 Evilive Music (ASCAP),
administered by Reach Global, Inc.
Used by permission. All rights reserved.

Now I Know
Performed by Pennywise
From the album From The Ashes
Written by R. Bradbury 25%,
F. Dragge 25%, J. Lindberg 25%,
B. McMackin 25%
Courtesy of Epitaph Records
Published by Pound Foolish (BMI) 100%

Probe
Performed by Prototype
Written by Kragen Lum and Vince Levalois
Published by Prototype (BMI)
© 2004 Prototype

Don't Get Close
Performed by Slipknot
Produced by Rick Rubin
Engineered and Mixed by Greg Fidelman
Music & lyrics written by Slipknot
Published by EMI April Music, Inc./
Music That Music (ASCAP)
(p) 2004 The All Blacks U.S.A., Inc.

Wait And Bleed
Performed by Slipknot
Produced by Ross Robinson
Co-Produced by Slipknot
Mixed by Joey Jordison, Ross Robinson
and Chuck Johnson
Music & lyrics written by Slipknot
Published by EMI April Music, Inc./
Music That Music (ASCAP)
(p) 1999 The All Blacks U.S.A., Inc.

**The Heretic Anthem
(Instrumental Mix)**
Performed by Slipknot
Produced by Ross Robinson & Slipknot
Engineered by Mike Fraser
Mixed by Andy Wallace
Music written by Slipknot
Published by EMI April Music, Inc./
Music That Music (ASCAP)
(p) 2001 The All Blacks U.S.A., Inc.

Destroy All
Performed by Static X
(Wayne Wells, Tripp Eisen,
Antonio Campos, Kenneth Lacey)
Produced under license from
Warner Bros. Records Inc.
by arrangement with
Warner Strategic Marketing
(p) 2003 Warner Bros. Records Inc.
© 2003 Warner-Tamerlane Publishing Corp.
(BMI), Static-X (BMI), Heka 41 Music (BMI),
WB Music Corp. (ASCAP),
Buttmunch Music (ASCAP) and
Brother, You Asked For It! Publishing (NS),
All Rights Reserved on behalf of itself,
Static-X, Heka 41 Music and Brother,
You Asked For It! Publishing
Administered by Warner-Tamerlane
Publishing Corp.
All rights on behalf of itself and
Buttmunch Music, administered by
WB Music Corp.
All rights reserved.
Used by permission.

Fun House
Performed by The Stooges
(James Osterberg, David Alexander,
Ron Asheton, Scott Asheton)
Produced under license from
Elektra Entertainment Group
by arrangement with
Warner Strategic Marketing
(p) 1970 Elektra/Asylum Records
© 1970 Warner-Tamerlane
Publishing Corp. (BMI),
Stooge Staffel Music (BMI), &
Bug Music Inc. (BMI)
Warner-Tamerlane Publishing Corp.
administers all rights reserved on
behalf of itself and Stooge-Staffel Music
All rights reserved.
Used by permission.

The Artist In The Ambulance
Performed by Thrice
Courtesy of The Island Def Jam Music Group
under license from
Universal Music Enterprises
Music by Thrice
Lyrics by Dustin Kensrue
Taken from the album
Artist in the Ambulance
© 2003 Sceptor of Malice Music

Switched On
Performed and written by Vaux
Produced, Engineered and Mixed by
John Goodmanson
© and (p) Vaux (sesac)

SPONSORS

Acerbis	Fox	Scott
Airoh	Gaerne	Sidi
ALLOY	HJC	Shift
Alpinestars	Hurley	Shoei
AMSOIL	Kawasaki	Sinisalo
Answer Racing	M2R	Smith
Arai	Michelin	Sobe
Arnette	Motul	Spy
Azonic	Nixon	Suomy
Bell	No Fear	Suzuki
Butterfinger	Nokia	Thor
DC Shoes	Oakley	Transworld Motocross
Dragon	O'Neal	TRE
Electric Visual	Pro Circuit	Troy Lee Designs
ESPN X Games	Pro Taper	Vans
Etnies	Puma	Von Zipper
Fly	Red Bull	Yamaha
FMF	Renthal	Zumiez

A special dedication to our mothers,
who supported the endless pursuit of playing video games.

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet/E-Mail: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can email us using the support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet/e-mail.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Register your product online at www.activision.com so we can enter you in our monthly drawing for a fabulous Activision prize.

Register your product online
at www.activision.com

ACTIVISION.

activision.com