



LIVE

ONLINE ENABLED

# 湾岸 MIDNIGHT CLUB 3<sup>TM</sup> DUB edition



<http://www.replacementdocs.com>

## SAFETY INFORMATION

### ABOUT PHOTOSENSITIVE SEIZURES

A VERY SMALL PERCENTAGE OF PEOPLE MAY EXPERIENCE A SEIZURE WHEN EXPOSED TO CERTAIN VISUAL IMAGES, INCLUDING FLASHING LIGHTS OR PATTERNS THAT MAY APPEAR IN VIDEO GAMES. EVEN PEOPLE WHO HAVE NO HISTORY OF SEIZURES OR EPILEPSY MAY HAVE AN UNDIAGNOSED CONDITION THAT CAN CAUSE THESE "PHOTOSENSITIVE EPILEPTIC SEIZURES" WHILE WATCHING VIDEO GAMES.

THESE SEIZURES MAY HAVE A VARIETY OF SYMPTOMS, INCLUDING LIGHTEADEDNESS, ALTERED VISION, EYE OR FACE TWITCHING, JERKING OR SHAKING OF ARMS OR LEGS, DISORIENTATION, CONFUSION, OR MOMENTARY LOSS OF AWARENESS. SEIZURES MAY ALSO CAUSE LOSS OF CONSCIOUSNESS OR CONVULSIONS THAT CAN LEAD TO INJURY FROM FALLING DOWN OR STRIKING NEARBY OBJECTS.

IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR IF YOU EXPERIENCE ANY OF THESE SYMPTOMS. PARENTS SHOULD WATCH FOR OR ASK THEIR CHILDREN ABOUT THE ABOVE SYMPTOMS—CHILDREN AND TEENAGERS ARE MORE LIKELY THAN ADULTS TO EXPERIENCE THESE SEIZURES.

THE RISK OF PHOTOSENSITIVE EPILEPTIC SEIZURES MAY BE REDUCED BY SITTING FARTHER FROM THE TELEVISION SCREEN, USING A SMALLER TELEVISION SCREEN, PLAYING IN A WELL-LIT ROOM, AND NOT PLAYING WHEN YOU ARE DROWSY OR FATIGUED.

IF YOU OR ANY OF YOUR RELATIVES HAVE A HISTORY OF SEIZURES OR EPILEPSY, CONSULT A DOCTOR BEFORE PLAYING.

**OTHER IMPORTANT HEALTH AND SAFETY INFORMATION** THE XBOX INSTRUCTION MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION THAT YOU SHOULD READ AND UNDERSTAND BEFORE USING THIS SOFTWARE.

### AVOID DAMAGE TO YOUR TELEVISION

DO NOT USE WITH CERTAIN TELEVISIONS. SOME TELEVISIONS, ESPECIALLY FRONT- OR REAR- PROJECTION TYPES, CAN BE DAMAGED IF ANY VIDEO GAMES, INCLUDING XBOX GAMES, ARE PLAYED ON THEM. STATIC IMAGES PRESENTED DURING THE NORMAL COURSE OF GAMEPLAY MAY "BURN IN" TO THE SCREEN, CAUSING A PERMANENT SHADOW OF THE STATIC IMAGE TO APPEAR AT ALL TIMES, EVEN WHEN VIDEO GAMES ARE NOT BEING PLAYED. SIMILAR DAMAGE MAY OCCUR FROM STATIC IMAGES CREATED WHEN PLACING A VIDEO GAME ON HOLD OR PAUSE. CONSULT YOUR TELEVISION OWNER'S MANUAL TO DETERMINE IF VIDEO GAMES CAN BE PLAYED SAFELY ON YOUR SET. IF YOU ARE UNABLE TO FIND THIS INFORMATION IN THE OWNER'S MANUAL, CONTACT YOUR TELEVISION DEALER OR THE MANUFACTURER TO DETERMINE IF VIDEO GAMES CAN BE PLAYED SAFELY ON YOUR SET.

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# INTERIOR

MIDNIGHT CLUB 3: DUB EDITION CONTENTS

- 02 XBOX LIVE
- 03 GAME CONTROLS
- 04 EDITOR'S NOTE
- 06 AUTO NEWSWIRE
- 08 ROAD TEST
- 12 CAREER MODE
- 18 ARCADE MODE
- 22 NETWORKING
- 23 RACE EDITOR
- 24 NEW RIDES
- 26 CREDITS



# Xbox live

## TAKE MIDNIGHT CLUB 3: DUB EDITION BEYOND THE BOX

Xbox Live™ is a high-speed or broadband internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

## DOWNLOADABLE MIDNIGHT CLUB 3: DUB EDITION CONTENT

If you are an Xbox Live subscriber, you can download the very latest content (such as new vehicles) to your Xbox console.

## CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox, see [www.xbox.com/connect](http://www.xbox.com/connect).



# game controls

## ★ USING THE XBOX® CONTROLLER ★

1. Connect the Xbox Controller to any controller port on the front of the Xbox console.
2. Insert game disc into your Xbox console with the label side up and close disc tray.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Midnight Club 3: DUB Edition.



## ★ DEFAULT CONTROLS ★

**A button** – Handbrake  
**Y button** – Look Back  
**X button** – Nitro/Slip Stream Turbo

**Left thumbstick** Left/Right – Steering  
**Left thumbstick** Up – Raise Camera  
**Right thumbstick** – Rotate Camera During Pause  
**B button + Left thumbstick** – Two Wheel Driving/  
Weight Transfer

**B button + Left thumbstick**  
(while airborne) – In-Air Control  
**Right trigger** – Accelerate  
**Left trigger** – Brake/Reverse  
**Black button** – Change Camera  
**White button** – Flash Headlights/Accept Race  
**Click Left thumbstick** – Vehicle Special Maneuver/  
Activate Power Up  
**Y button + Directional pad Left/Right** – Rotate camera  
around vehicle

**Directional pad Up** – Map  
**Directional pad Down** – Toggle Hydraulics  
**Directional pad Left** – Change Music  
**Directional pad Right** – Change Music

**BACK button** – NAV System  
**START button** – Pause Menu

### HYDRAULIC MODE

**Right trigger** – Hold to extend the right  
front wheel / Tap to bounce  
**Black button** – Hold to extend the right rear wheel/  
Tap to bounce  
**Left trigger** – Hold to extend the left front wheel/  
Tap to bounce  
**White button** – Hold to extend the left rear wheel/  
Tap to bounce  
**Left Directional Pad** – Rotate camera  
around vehicle  
**Right Directional Pad** – Rotate camera  
around vehicle



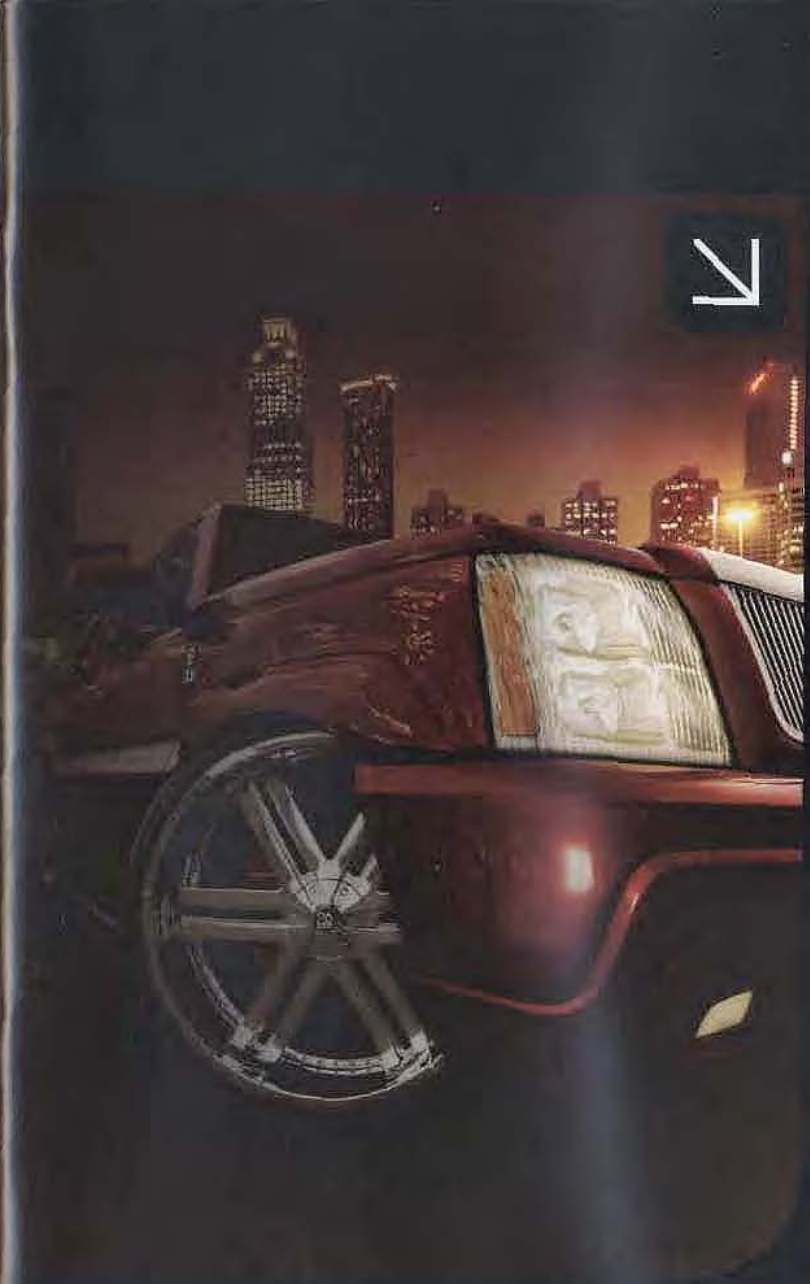
## editor's note

Across the world, car and bike enthusiasts spend \$20 billion a year customizing their vehicles. After making the perfect ride, many take them to the streets – to race for fortune and respect. Despite its growing popularity, street racing remains a highly illegal and very dangerous activity.

This game is about high-speed racing through open city streets – but it's also so much more. You're about to get involved in the world of after market vehicle modification where what place you finish in is just as important as how your ride looks when you cross the line. What you roll in is more than what gets you through checkpoints, it's your pride and joy that reflects your personality to the opposition. Just as there's always another race to run, there's always another piece of visual flair you can add to your car to get it exactly right.

In short, this game is everything that modern street racers hold dear. It's fast and stylish, without an inch of compromise to be found.

Enjoy Midnight Club 3: DUB Edition.





## H.U.D. HEADS UP DISPLAY



Equipped as a standard feature in all vehicles, the Heads-Up Display (HUD) gives drivers all the information they need about their vehicle and what's going on in the city around them. Here are the 15 essential features you'll need to know about the HUD.

### ★ FEATURES

- 1 ARROW:** Directs you to the next checkpoint during a race, or to a race selected in Cruise with the NAV System.
- 2 RACE TIMER:** Displays the total time for the current race.
- 3 POSITION:** Shows where your car is in the pack.
- 4 LAP TIMER:** Displays the time for the current lap.
- 5 LAP COUNT:** Shows what lap you're on.
- 6 SLIPSTREAM TURBO METER:** This meter builds when you're in another car's slipstream, turning red when a SlipStream Turbo is available.

### ★ FEATURES (CONTINUED)

- 7 NITROUS:** Displays how many nitrous blasts you have left in your tanks.
- 8 SPECIAL MOVE METER:** This meter builds as moves specific to your car are performed. When filled, special moves are stored.
- 9 SPECIAL MOVES:** Shows how many special moves are available.
- 10 REARVIEW MIRROR:** The headlights displayed show the position and distance of opponents behind you. The bigger and brighter the headlights, the closer they are. Police will be displayed as colored lights.
- 11 TACHOMETER:** Displays your engine's RPM.
- 12 GEAR INDICATOR:** Displays what gear your vehicle is in.
- 13 SPEEDOMETER:** Shows your current speed.
- 14 DAMAGE METER:** This builds as your vehicle takes damage. When completely filled, a few valuable seconds will be lost as your car is replaced.
- 15 MINI-MAP:** Depending on what mode you're in, different things will be displayed on the mini-map.

#### DRACE MODE

- Green Triangle: Your Vehicle
- Blue Triangle: Opponents' Vehicles
- Bright Orange Circle: Next Checkpoint
- Dull Orange Circle: Secondary Checkpoint
- Green Circle: Lap Checkpoint
- Red Circle: Final Checkpoint

#### CRUISE MODE

- Green Triangle: Your Vehicle
- Blue Triangle: Street Racers
- Red Circle: City Races
- Gold Star: Club Races
- Trophy: Tournaments
- Wrench: Entrance to the Garage
- Truck: Cross City Transport

### ★ SAVING & LOADING

Midnight Club 3: DUB Edition is fully equipped with an automatic save feature. While playing, your progress will be saved to the Xbox hard drive after significant events such as finishing a race or adjusting cars in your garage.



## ★ IN-GAME TUNING



Getting your ride set up exactly how you need it for the next race can be done in seconds during Cruise Mode thanks to In-Game Tuning. Press the START button and select Tune Your Vehicle from the Options menu. The amount of drift, traction and understeering can be tweaked, giving you full control over how your car handles.



## road test

Having the high-performance machine of your dreams is meaningless unless you know how to handle it on the streets. We hit the roads for a test drive to uncover all the special moves you need to know about to keep ahead of the competition.



## ★ AGRO



This special move is unlocked in Career Mode, and is only available to SUVs, trucks and luxury sedans. The AGRO meter is charged by hitting traffic and sidewalk clutter. When fully charged, AGRO can be activated (or used at a later time) by pressing down on the Left thumbstick. AGRO allows you to plow through the competition, swatting aside any car that gets in your way.

## ★ DRIFT

Hard turns can be taken with a minimal loss in speed by tapping the emergency brake (A button) while oversteering in the direction you want to go. This will cause your car to drift around corners.



## ★ IN-AIR CONTROL

When your vehicle is catching air after performing a jump, holding the B button while moving the Left thumbstick will give In-Air Control which can be used to tilt your vehicle into a more advantageous landing position.



## ★ NITROUS BOOST

Your vehicle must be equipped with nitrous tanks in the garage to make this available. Up to four tanks can be installed, with each tank allowing you to perform a nitrous boost during a race by pressing the X button. Using this special move gives your vehicle an incredible acceleration boost, bringing you up to top speed in a flash.





## » » » ROAD TEST (CONTINUED)

### ★ ROAR

This move is unlocked in Career Mode, and is available to muscle cars and choppers. The roar meter is charged through successful drifting. When the special move meter is fully charged, Roar can be activated right away or saved for later use. When activated by pressing the Left thumbstick, Roar sends out an engine rev so loud, traffic will do anything it can to get out of the way.



### ★ SLIPSTREAM TURBO

While trailing closely behind an opposing racer, you'll notice wavy lines projecting out at you. This signifies that you're in a slipstream, and your SlipStream Turbo meter will build. When this meter turns red, pressing the X button will give a boost of speed, similar to using nitrous, that gives near instant acceleration to top speed.

### ★ TWO WHEEL DRIVING



Narrow spaces can be maneuvered through by using Two Wheel Driving. Pressing B and either left or right on the Left Analog Stick will shift your car's weight to one side, enabling you to drive on two wheels. Being on two wheels also prevents competitors from using your slipstream to earn a SlipStream Turbo.

### ★ WEIGHT TRANSFER

Holding B while turning on a motorcycle will cause the rider to shift his weight and lean into the turn. Holding B while pulling back on the Left thumbstick will allow the rider to do wheelies. Pushing forward on the Left thumbstick while holding B will make the rider duck. Hitting the brakes in combination with this last control is the secret to performing stoppies.

### ★ ZONE



Unlocked in Career Mode and available to import and exotic cars, as well as sportbikes, the Zone meter is charged by driving cleanly and avoiding collisions. Collisions will prevent the meter from charging. Activated by pressing the Left thumbstick, Zone simulates the adrenaline rush of racing at insane speeds by slowing down the world around you to a crawl, allowing players to squeeze around tight turns and through narrow spaces with ease.



# career »» mode

R★

DUB

If you want to forever make your mark on the scene, then Career Mode is the place you need to go. This is where you'll take on all challengers, earning money to build a garage full of decked out rides.

When Career Mode begins, you'll have just enough cash to buy one of six cars, and the streets of San Diego awaiting you. Out on the road, your driving talents will be tested by other racers looking for a challenge. Winning earns money and unlocks more races, vehicles, options and cities. Persistence and skill will earn you the right to have the vehicle of your dreams. Walking away will leave you forgotten.

## RACE OPTIONS



Various types of races can be found on the city streets. Taking part in a variety of events, which are marked with different symbols on the map, is essential to building your driving skills and advancing through Career Mode.

### STREET RACERS



The avenues are filled with other racers looking for competition. These are represented on the map by blue arrows. Challenging these vehicles will get you invited to the races they're taking part in.

### CITY RACES

Always consisting of a single race, these optional challenges are specific to the city you're driving in. Represented by red circles on the map, City Races are plentiful and a good way to make some quick cash.

### CLUB RACES

Gold stars on the city map represent Club Races, which are open only to certain vehicle classes. If you're driving the appropriate vehicle type, the location of these races will be apparent. It's worthwhile revisiting cities with new vehicles to see what's become available.

### TOURNAMENTS

Multi-race Tournaments are the most challenging race type, but also the most rewarding. Represented by trophies, these races require you to have the most cumulative points from multiple races to collect the big money when the dust settles.



# STARTING VEHICLES



RIDES

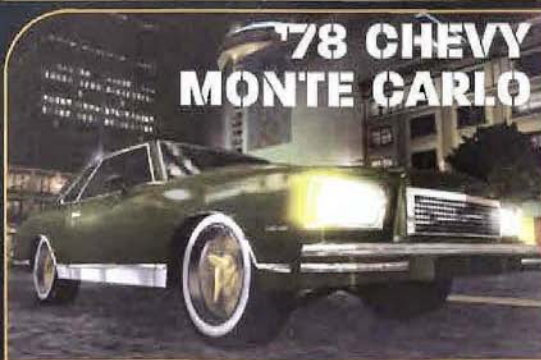
When starting Career Mode you'll only be able to buy one of six cars, so making the right choice for your preferred driving style is essential.



## '64 CHEVY IMPALA

A stylish way to begin your Career, the '64 Impala has respectable acceleration and handling, but not to the degree of modern cars. Effective drifting technique is essential to winning when using the Impala.

★ PRICE: \$21,450 CAR TYPE: MUSCLE CAR TOP SPEED: 147 MPH



## '78 CHEVY MONTE CARLO

In addition to being a car designer's dream thanks to a wealth of body modification parts, the Monte Carlo can become a real contender on the circuit with the proper upgrades under the hood. Its heavy backend makes it prone to fishtailing on quick turns, but skilled countersteering can turn this into an advantage.

★ PRICE: \$20,750 CAR TYPE: MUSCLE CAR TOP SPEED: 145 MPH



HUMMER



## DODGE NEON SRT4



Out of all the beginning cars, the SRT4 is the strongest off the blocks. Its maneuverability at high speed make it a good choice for those who want to have a robust start to their Career.

★ PRICE: \$21,450 CAR TYPE: TUNER CAR TOP SPEED: 157 MPH

## MITSUBISHI ECLIPSE



A good performer in all categories, the Eclipse's weight distribution allows it to smoothly slide around almost any turn. Those who purchase an Eclipse will get a lot of use from the car, especially if they continue to upgrade its performance parts.

★ PRICE: \$21,200 CAR TYPE: TUNER CAR TOP SPEED: 147 MPH

DODGE



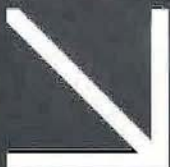
CHRYSLER



Kawasaki



## VOLKSWAGEN GOLF R32



★ PRICE: \$21,750 CAR TYPE: TUNER CAR TOP SPEED: 154 MPH

Size can be an advantage, and in the case of the Golf its miniscule frame allows it to do things that other cars cannot. Able to make tight corners at high speeds and squeeze through small spaces, no starting car can out maneuver the Golf.

## VOLKSWAGEN JETTA



Sporting good acceleration and speed off the blocks, with proper attention to performance upgrades the Jetta can go a long way in Career Mode. The Jetta's excellent handling also allows it to corner well without the slippage prevalent in other starting models.

★ PRICE: \$21,350 CAR TYPE: TUNER CAR TOP SPEED: 147 MPH

## STARTING OFF

Once you've selected your car, you'll be thrown into a race as soon as you exit the garage. After winning this, you're free to explore San Diego, taking on whatever races you like.

Challenging other street racers and entering tournaments will unlock vehicles and parts faster, but taking part in city and club races will help earn the money you'll need to upgrade your car into winning condition. So a balance of all race types is often the key to success.



DUCATI

GEMBALLA



SALEN

Lamborghini

McLaren



aprilia

LEXUS



# arcade mode

Arcade Mode is the ideal place to jump in for a quick race or to perfect your game on a specific track or with a new vehicle. Any city and race unlocked in Career Mode is available here, as is any car in your garage. Once a location, vehicle and race have been selected, other variables such as weather, traffic settings and number of opponents can be adjusted to create exactly the experience you're looking for.



## RACE TYPES

There are many unique race types to explore in Arcade Mode.

### AUTOCROSS



Rather than having checkpoints in an open city, Autocross has barriers set up in the streets, creating a track for vehicles to race a selected number of laps through. The racer posting the fastest lap time is the winner.

### TRACK

Similar to an Autocross race, except against other racers rather than the clock.

### CAPTURE THE FLAG

At the outset of this race type, the map will show a flag and drop off locations. Vehicles race to get the flag, then attempt to take the flag to the drop off to score a point. The flag may be stolen from the holding car by ramming into it. Options for points needed to win, time limit, team organization, and game variations are given before this race type begins.

### PAINT

At the start of this race, a number of checkpoints will be scattered all over the city. When a vehicle crosses a checkpoint, it will become painted in a color assigned to that vehicle – even if another vehicle has already painted it. The first to color a predetermined percentage of checkpoints in their color, or to have the most checkpoints their color at the end of the time limit, wins.

### CRUISE

There are no checkpoints or goals here, leaving the entire city open to be explored as you choose.



## FRENZY

The object of Frenzy is to score points by dodging as many vehicles as possible while hitting a never-ending series of checkpoints to keep the timer from running out. The race starts with an automatic burst of nitrous, with another burst firing every 15 seconds, and your vehicle accelerating throughout the race until it reaches top speed. To make things even tougher, the vehicle's brakes and special abilities are disabled (though the handbrake still functions). The race ends if the timer runs out.



## ORDERED

In this race, checkpoints are located throughout the city, and must be driven through, in order, one after another to the finish line.

## CIRCUIT

Similar to an Ordered Race except multiple laps through the same checkpoints are made. The starting point of the race becomes the first checkpoint in successive laps.

## TAG

At the outset of this race, a checkpoint is revealed. The last vehicle to reach the checkpoint is 'IT', and the mini-map will show colored scoring zones around the car that is 'IT'. Cars who are not 'IT' score points based on the amount of time spent in the colored zones. The colored zones closer to the 'IT' car are worth more points than the outer zones.

## UNORDERED

At the beginning of this race all the checkpoints and the finish line will be laid out. The order that you cross the checkpoints is entirely up to you.

## POWER UPS

The option to turn on Power Ups is available for most races in Arcade Mode, and are activated by pressing the Left thumbstick. Below are the different Power Ups that can be found.

ICON	NAME	TARGET	EFFECT
	Disruptor	Opponents	Gives the target a distorted view.
	Go	Opponents	Causes the target to accelerate while simultaneously disabling brakes.
	Ice	Opponents	An opponent hit by this Power Up will drive as if on ice.
	Nitro	Self	One nitrous boost is added to the player's reservoir.
	Pulse	Opponents	When the player activates this Power Up, opponents in the immediate vicinity will be pushed away as if an explosion had occurred.
	Quad Damage	Opponents	Those hit by this take four times the normal damage from all impacts.
	Reverse Steering	Opponents	Causes steering to be instantly reversed. Steering left turns the car right and vice versa.
	Shield	Self	The player's vehicle becomes immune to any sort of enemy Power Ups. Also, the flag cannot be stolen while this Power Up is active.
	Stealth	Self	The player becomes invisible and intangible for a few seconds.
	Stop	Opponents	An opponent hit by this Power Up will suddenly engage both the brake and the handbrake.



The ultimate challenge awaits online – playing against opponents from around the world, showing off your driving prowess and the perfect ride you've earned. To play online with *Midnight Club 3: DUB Edition*, you'll need a connection to a broadband server and a subscription to Xbox Live. For details, see [www.xbox.com/live](http://www.xbox.com/live) or call 1-800-4MY-XBOX. You can also reference [www.rockstargames.com/support](http://www.rockstargames.com/support) for information.

To play *Midnight Club 3: DUB Edition* on Xbox Live:

- 1) Scroll down to Networking Mode, and select Xbox Live.
- 2) In the Select Gamertag screen, press A to choose your Gamertag or select New Account if you don't have one already. Selecting New Account takes you to the Xbox Dashboard where you can create an Xbox Live account.
- 3) Press A to select your Gamertag, and then enter the pass code you created when you signed up.
- 4) Select QuickMatch, highlight the type of race you're looking for and press A. You'll automatically join an appropriate game.



Choose System Link or Xbox Live and decide whether to host your own game session, or join an existing game session. If hosting, configure the options as you would for a local game and start when you have the requisite number of players. It is important to note that only vehicles and races you've unlocked in Career Mode will be available online.

Those with an Xbox Communicator Headset will be able to talk to other players while waiting for a game session and during play. Insert the Communicator headset and adaptor into the proper Xbox controller. The headset will become active when you sign on.

## race editor

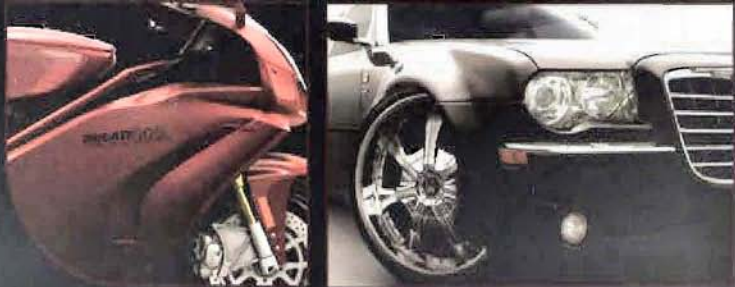
As you race through the city streets, you will start to notice back alley shortcuts, become aware of traffic waiting to be rushed, and seek out places where a monster leap could be made. Race Editor allows you to make your visions become reality.

The Editor is available for any city that you've unlocked in Career Mode. Choose either the Birdseye or Road camera, then fly the camera through the streets looking for the perfect places to lay down checkpoints. The first checkpoint put down will be the starting position of your race.



Pressing the START button will open the Race Editor Options menu. Here you can save your new race, load a previously created race, or load and modify any of the last 15 tracks you raced online. Other options include Test Race and Race Options. Test Race allows you to try out your new race and see how it feels. When you're done, you can return to the editor and make any modifications you'd like. Want to reorder the race? Relocate the checkpoints to new places. Want to change the radius or height of the checkpoint? Not a problem. Race Options allows you to customize the race characteristics including number of laps, race type, time of day, and weather.





# new rides



Along with the thrill of winning comes a bank account that gets fatter as checkered flags keep coming your way. But anyone who is saving for early retirement shouldn't have stepped up to the starting line in the first place. A racer's second home is the garage, where new vehicles can be bought, and already owned vehicles can be upgraded and tuned to perfection.

## THE GARAGE



The garage is where all your cars can be bought, sold, upgraded and modified using the money you've earned putting rubber to pavement. There are thousands of specific options for you to explore in the garage, but the main options are briefly described below.

### MANAGE RIDES

Use this option to switch between the cars you're storing in your garage, to rename a car, or to sell off something that's losing its luster.

### BUY RIDES

By playing through Career Mode, more and more cars will become available for purchase.

### CUSTOMIZE RIDE

All the performance and body modification options are available here.

### PERFORMANCE SHOP

Anything that adjusts your vehicle's performance – from tires to engine – can be purchased here. The Auto Upgrade option will give you a cost to increase everything available to the maximum level.

### DETAIL SHOP

Items that can be put onto a vehicle without body modification, such as vinyls and decals, can be purchased here.

### BODY SHOP

Physical adjustments to your vehicle's body, be it new rims or a different hood, are made here.

### COLOR SHOP

This is the place to not only get just the right hue for your ride's body, but also everything from its windows to its nitrous blast.



# credits

## ROCKSTAR SAN DIEGO

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