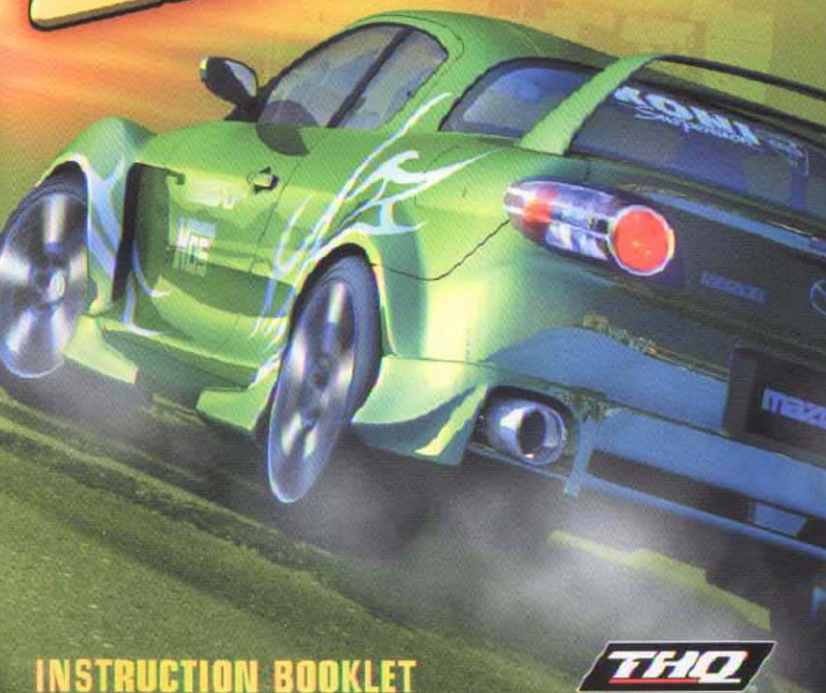


XBOX

LIVE

ONLINE ENABLED

Drifted™



INSTRUCTION BOOKLET

THQ

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: 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.

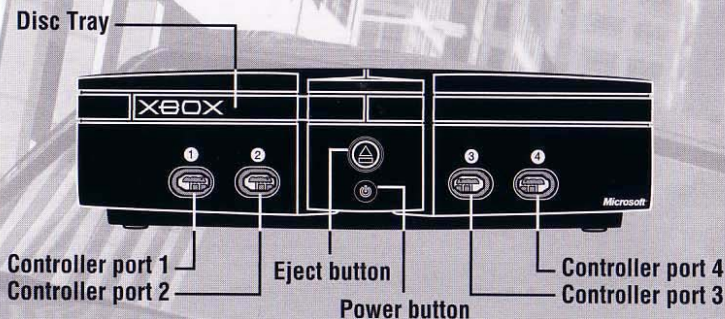
Other Important Health and Safety Information

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 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 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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USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system from Microsoft 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 JUICED™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing JUICED.

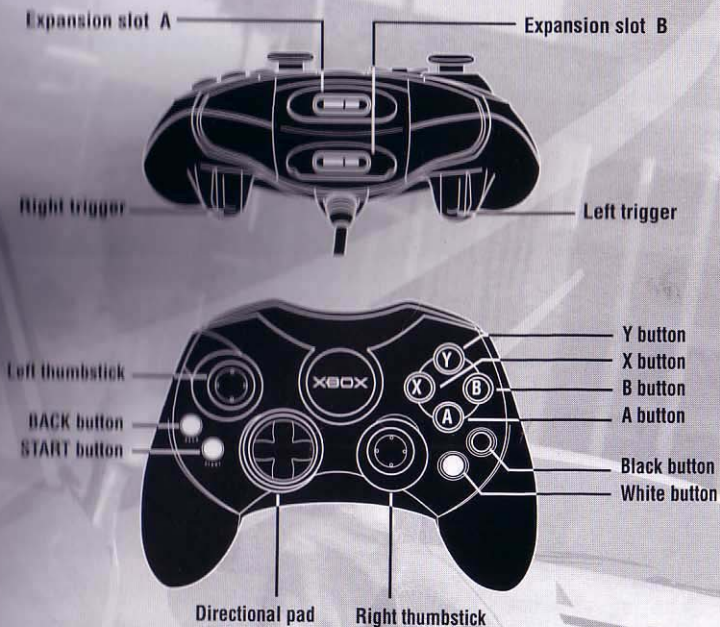
AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

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.

USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port of the Xbox console. For multiple players, connect additional controllers to available controller ports
2. Insert any expansion devices (for example, Xbox Communicator) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play JUICED.



XBOX LIVE

Take JUICED 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. JUICED can be played with up to six players online. To play online, you must have a subscription to the Xbox Live online gaming service. For details, see Xbox Live Games on page 24.

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 Live, see www.xbox.com/connect.

GAME EXPERIENCE MAY CHANGE DURING ONLINE PLAY

RIGHT THUMBSTICK – GLANCE

Press the right thumbstick down to view the action around and behind you.

BRIGHT TRIGGER – THROTTLE

Also known as the gas pedal or accelerator. Generally, you want to run as fast as possible on straight road, ease the throttle going into turns and apply it coming out of them.

LEFT TRIGGER – BRAKE

While JUICED is a lot about speed, it's even more about winning, and you can't win running flat out. If your transmission is set to Automatic, this is your standard means of slowing down. If your car is equipped with a manual transmission, combining downshifting and braking gives you an extra measure of control.

X BUTTON – REVERSE

Unlike the many forward gears, you have only one reverse gear. Try not to run over things behind you.

A BUTTON – HANDBRAKE

Also known as the emergency brake. Applying the handbrake can literally bring things to a screeching halt, and will often cause your tires to lockup, which can lead to dangerously unstable handling conditions or can be just what you want (see Showoff Moves on following page).

Y BUTTON – NITROUS

Cars equipped with a NITROUS oxide package enjoy a speed boost when NITROUS is used, giving you the extra pep to pass, etc. Your NITROUS supply is limited, so use it wisely.

B BUTTON – GEAR UP

If you have Manual selected for your transmission type, you will need to change gears manually. JUICED cars typically have four or five speed transmissions. When the engine is whining and the tachometer is in the red, it's time to shift up a gear.

X BUTTON – GEAR DOWN

Press the X button to go down a gear. This is often used to reduce speed around corners, etc.

○ BUTTON – CHANGE VIEW

There are different camera views available to you while racing. Depending on the situation, you may prefer a following camera, a close camera or another setting. Pressing the ○ button will toggle through the available camera views.

RIGHT THUMBSTICK – REAR VIEW

Press the right thumbstick down to view the action behind you.



The game display differs slightly depending on the type of race.

- 1 **LAP COUNTER** displays your Current Lap/Total Laps in the race
- 2 **LAP TIMES** displays Current, Best and Record/World lap times
- 3 **RACE POSITION** displays current race position and number of cars in the field
- 4 **TRACK MAP** when turned on, displays a map of the current track.
- 5 **TACHOMETER** shows your RPM (engine revolutions per minute).
- 6 **CURRENT GEAR** shows what gear you are in. Very important in sprint races!
- 7 **SPEEDOMETER** indicates speed given in M.P.H. or K.P.H. (see option settings).
- 8 **RESPECT METER** Shows total amount of the respect gained or lost during a race.
- 9 **DRIVER AIDS GIVE** visual cues that help to anticipate corners and braking points.
- 10 **DRIVER AIDS FOR ADVERSARIES** where symbols indicate the location and proximity of adversaries to your rear. They take on the color of the adversary cars, and as the distance increases, the symbols fade.

PAUSING PLAY

To pause the action, press the **START** button.
When paused, you have these options:

CONTINUE Resume play where you paused.

RESTART Begin the action again (progress will be lost).

OPTIONS Access Audio and Game options.

ABANDON RACE Quit current race and return to Main Menu.

QUICK START

To start racing right away, select **ARCADE** from the main menu.

ArCADE is a straightforward game that focuses purely on your driving skills.

JUICED is all about modifying standard street cars, then racing them to prove that you're the best. In addition to trillions of different possible tuning, body styling and paint options, there's a wide range of game modes, race types and challenges

FOUR GAMES IN ONE

JUICED is a big game with four different modes to suit your mood and gaming preferences. In ARCADE mode, you'll have instant access to a wide range of highly tuned automobiles right out of the box. CUSTOM mode lets you set up events with unlocked cars and tracks from the Arcade mode. In CAREER mode, you get to choose and build your own cars, then race to earn respect and become the top street racer in Angel City. JUICED is fully Xbox *Live* compatible, and gives you the possibility to take your own creations into the Xbox *Live* arena with up to six other players.

There are OPTIONS to let you set-up preferences for audio, manual or automatic gear shifting* and game controllers, while the EXTRAS section gives you access to video tutorials

VARIED EVENTS, ALL WEATHERS, NIGHT OR DAY!

There are varied event types to test your skills: circuit and point to point races; sprints or 'drag' races; crew races, where you control up to three other drivers; show-offs, where you perform trick moves for the crowd. In CAREER mode, you have additional features that include pink-slip races, where you bet your car on the outcome of a race, and crew challenges where rivals challenge you to beat their challenges with specified parameters. Racing takes place at any time of day or night and under different weather conditions. Beware of the rain, as standing water on the track makes for slippery driving!

DOZENS OF CARS TO MOD AND RACE

JUICED has 52 vehicles from manufacturers including: Acura, Chevrolet, Dodge, Fiat, Ford, Holden, Honda, Mazda, Mitsubishi, Nissan, Peugeot, Pontiac, Renault, Subaru, Toyota, Vauxhall and Volkswagen. They include models that range in size and power, from small hatchbacks, to gas-guzzling muscle cars. There are familiar favorites from Holden and Ford, together with a fine selection of cars from Japan, Europe and the US. It's fun finding out which is the best! There are hundreds of tuning and body styling parts to choose from: in ARCADE and CUSTOM modes, these are applied automatically, but in CAREER mode, you get to choose exactly how it's done. Different drive trains are also accurately modelled, including front-wheel drive, rear-wheel drive and four-wheel drive. Each displays different characteristics on cornering and acceleration, and the modifications added will make significant changes to the quality of the car's handling.

In JUICED it's possible to damage your cars, and this will adversely affect its performance and handling. Furthermore, in CAREER mode, you'll be expected to pay for the damage and you risk losing Respect if you damage any rival Crew's cars in the process.

CIRCUIT RACING varies widely from small street circuits in residential areas, to professional, out-of-town racetracks. Every area of the city has eight circuits, each with their own distinctive environments. Each type of circuit puts different demands on the cars, so you would tune and balance suspension and gearing very differently for a tight street circuit compared with an out of town track.

POINT-TO-POINT racing involves getting from A to B in the fastest way possible. In some ways these are tougher than circuit races because they are often shorter and you have just one chance to get the driving line right. Each environment has two point-to-point tracks.

SPRINT RACES pit you against up to 3 opponents in a short drag race. Sprinting uses manual gears, so you'll need to learn how to shift in the best way possible. Wait until the tachometer is about to hit the red-line then shift up. Use of nitrous is essential in sprint races, but don't waste it. Wait until the added acceleration gives you a clear advantage. Sprinting takes place over 3 heats, so you don't necessarily have to win each one to come first.

SHOW OFFS let you wow the crowd with amazing tricks and maneuvers. It requires advanced driving techniques, which will also come in handy to outwit your opponents and to get the best times in other races. Spend some time practicing!

Points are awarded for accuracy when performing the maneuvers, and for the way you combine maneuvers. A list of maneuvers is included in this manual and tutorial videos can be found from EXTRAS in the MAIN MENU. The following list explains each maneuver.

HIGH SPEED is where you often need to use NITROUS to reach maximum speed, and then hold it as long as you dare.

DONUT is where you spin the car on the spot. Apply full throttle and feather the handbrake to induce a proper spin. Rear-wheel drives do forward donuts; front-wheel drives do reverse donuts.

BOOTLEG TURN is a U-turn using the handbrake. Accelerate gently and at a steady speed give full lock to the steering while applying the handbrake. The rear of the car should swing around and when your nose is pointing 180 degrees from your original direction let the car roll forward. When coming out of the turn, you need forward motion to succeed.

360 is where you accelerate to a moderately high speed and induce a 360 degree spin using the handbrake while traveling forwards. The car's nose must complete 360 degrees of turn and you must come out traveling in the same direction you started. Different drive trains (front wheel, rear wheel, all wheel drive) and cars require different techniques.

180 is simply a high speed U-turn except that you continue traveling backwards. Driving backwards at speed is tough to master. Ideally follow this maneuver with a J-Turn or a reverse donut.

BOOMERANG starts off the same way as a 360, but you don't quite reach 180 degrees before snapping the nose back to the original line of travel again.

J-TURN starts off in reverse gear then apply hard lock and accelerate to get the nose facing in a forward direction

DRIFT is where you approach a bend at high speed, lift off the accelerator and steer into the bend... the car should start to 'drift' sideways. Apply accelerator as needed to keep the drift going.

NITROUS DRIFT is a tricky maneuver that involves applying NITROUS and acceleration in the drift.

It is possible to perform 'combinations' of maneuvers, stringing them together into one seamless display in order to gain more points. See below for details.

SUPER DONUT is a Right 180, followed by Forward Donut and another Bootleg Turn. Best for rear-wheel drive cars.

REVERSE SUPER DONUT is a Right 180, followed by Reverse Donut and Right J Turn. Best for front-wheel drive cars.

QUAD-BOOTLEG is four successful Bootleg Turns in succession

DOUBLE 360 is two 360 degree turns in succession... this is pure ballet in cars.

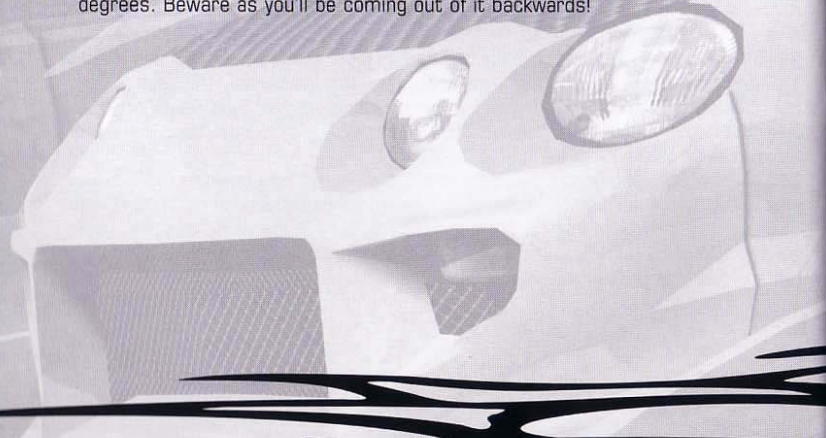
FLIP-FLOP is a 180 followed by a J-Turn. Just like the movies!

DING-DONG requires you to do a Bootleg turn, accelerate and do a 180, then a J-Turn and finally a Bootleg Turn. The stuff of Masters!

CHAIN-DRIFT requires you to find four turns that are close to each other then Drift on each one.

MAX SPEED 360 requires maximum speed in your car, then a spin into 360 degrees.

MAX SPEED 180 requires maximum speed in your car, then a spin into 180 degrees. Beware as you'll be coming out of it backwards!





JUICED ARCADE lets you experience all cars and tracks through a championship structure. There are eleven Series, each comprising five events (races or challenges, such as perfect lap). You may complete the first four events in any order, winning all four to unlock the fifth and final event. In ARCADE, the cars are already modded for you. For fun with modding look at the CUSTOM and CAREER modes.

CUSTOM RACE



JUICED CUSTOM RACE gives you access to the cars and tracks that you have unlocked in ARCADE. It lets you set up races the way you want, and even lets you do quick car customization with the AUTOMOD feature. Cars are divided into groups depending on their power; Group A cars are the most powerful.

Get ready for your first race in Angel City. **GOOD LUCK!**



This is the central game mode for JUICED and enters you into a non-linear environment where you must not only hone your skills, but also develop your own strategies for winning. It is the Career mode that helps makes JUICED such as unique game. Here you will be able to collect over fifty vehicles, tune and modify them and enter them into a wide variety of challenging events.

CASH

There are many ways to make money, earn cars and new components in Angel City:

- Win prize money at Events

- Place and win Bets

- Sell cars for profit (in particular, those you have won in Pink Slip races)

- Complete crew challenges

RESPECT

In Angel City there are eight rival racing crews. Each crew has a level of respect for you that can range from zero upwards. This respect level changes depending on your performance within the game. Each crew will respect you for something different; e.g. The Urban Maulerz love circuit racing and will give more respect to a player who wins circuit races. Biggi will look at your sprinting qualities and heads up the A.W.B. crew in Angel Westside.

Each Crew has three specific challenges to complete, and to complete the game you must gain everyone's maximum respect and successfully complete all the challenges. The progress bar at the top of the Respect Overview screens show you your overall progress through the game.

In the Career mode you will see a big red 'R' on the display, with a number beneath it. This represents total respect gained or lost during a race. If the number is red, you are losing respect; if it is green you are gaining respect. When you go to the respect overview, you will be shown respect score bars for each crew leader. Your total score earned during an event will now be distributed according to the different crew leader's opinion of you. As the scale rises, privileges are unlocked; here's how to interpret the scale of respect values.

CREW	LEADER	LOCATION	RESPECTS
Urban Maulerz	TK	San Ricardo	Circuit
AWB	Biggi	Campbell Hills	Sprinting*
Vixens	Sue Yen	Downtown	Showoff*
The Wild Cats	Maria	Angel North Central	Crew racing*
Omega Tau	Jack Walker	Angel West Side	Best Car
Public Chaos	Melody	Southside Beach	Car collection
The Lordz	Poppa Zee	East Angel Island	Gambling
Legion	Carlos	Anderson	Pink slips

* These crews will also respect Circuit racing skills if you don't have race rights in their neighborhood.

You may gain respect but it's also possible to lose respect by driving badly, so beware! Generally, you need to be in the top two positions to score any respect. Bonus respect is added for winning by a large distance; taken away for losing by a large distance. Take a look at the following race types and learn how to gain respect.

CIRCUITS & SPRINTS

Win races, or come second in races of three or more, to gain respect. You will lose respect for finishing in last place in any race, or for causing accidents.

SHOWOFF

You gain more Respect the higher you score. However, the better you become, the harder it will become to get that extra Respect. If you crash, you will 'wipe-out' your hard earned points so drive with care.

CREW RACING

As you progress you will recruit crew members to race with. Enter team races with your crew and earn respect. Crew racing is explained in detail later in this manual.

BEST CAR

Your Respect will increase if your Best Car value has increased since the last time a Crew saw you. Examine your career statistics for best car information.

CAR COLLECTION

Your Respect will increase if your Car Collection value has increased since the last time a Crew saw you. In CAREER mode, cars are presented in the WORKSHOP and categorized by their BHP rating. A modded car may have a higher BHP rating than its unmodified stock counterpart so will appear higher in the list. From the CAREER MAIN MENU, select WORKSHOP to manage your car collection.

BETTING

The more you bet on a race, the more Respect you will earn. Winning a bet is an additional bonus! Place a bet with other Crew leaders in the grid before a race. You will lose respect if you back out of a bet. Bet above the limits of the rival Crew leader to gain additional respect. If you are attending an event only, you can place a bet on an individual or team. The betting menu is accessed by selecting the desired driver in the starting GRID screen. Place your bet then sit back and watch the race.

PINK SLIPS

You will earn additional respect for winning Pink Slip races. Pink Slips races can be organized via your mobile phone. Later in the game you will receive calls from rival crew leaders challenging you to a pink slip race.

DAMAGE

If you damage a rival Crew's car during a race, you will lose respect from that Crew. Note that respect can be won and lost from Crews attending an event, not just those hosting the event.

PRIVILEGES

Each crew will award you different privileges depending on the respect they have for you, so as you progress through the game, each crew will indicate what they think of you by granting or removing 'Respect' points based on your actions and the crews' different preferences. Unlocking the privileges opens up the game, and means that you will have to excel in all areas of racing.

100+ ATTEND:

The right to attend events hosted by this crew but NOT race. You can bet on races when you attend. By Attending, rival crews will also take note of your best car and car collection, and if relevant will award a score.

300+ RACE:

You have the right to attend and race.

600+ PINK SLIP:

You may set-up an unofficial pink slip challenge with the crew leaders

1000+ HOST:

You now have the right to host your own events on this crew's turf.

VARIABLE DRIVER SKILL

When betting against other drivers, or racing for pinks, the skill of the other driver will vary. For example, if you raise a bet, the opponent will drive more keenly... obviously he has more to lose! If you enter a Pink Slip race, the same is true, so be prepared for a real challenge when you raise the stakes!

DISTRESS SYSTEM



The exclamation mark shows that a driver is stressed and might make a mistake.

JUICED is all about driving with skill and avoiding damage at all costs. If you damage your car, you must repair it at a cost. You will lose respect for damaging other drivers' cars. JUICED features the DISTress® system, or Driver Induced Stress system, which simulates drivers who make mistakes according to their skill levels and degree of calm. If an exclamation mark appears over an opponent's car when you are tailgating them, get ready for them to make a mistake. Sometimes they will, but not always. More experienced drivers keep their cool longer than inexperienced drivers. This allows you to play tactically. Pressing **↑** on the **+** during a race highlights the drivers names and stress levels. Yellow means calm, orange means agitated and red indicates panic. When the indicators flash, trouble is never far away.

CREW RACING

Other drivers may send a text message to your MOBILE PHONE asking to join your Crew. If you hire them, they will need a suitable car for racing. To compete in a crew race you must have at least two cars in the same class and enough drivers to enter. During the event set up, you are able to select the cars to take, the drivers you want and eventually decide who drives which car. When building a team, it is a good idea to enter your drivers into a race and not yourself. By controlling them from the sidelines, you are able to study their skills and see how well suited they are to the car you have built for them. Experimenting with different combinations of driver and car may yield very different results.

The crew to get all their drivers across the finish line first will win the race.

CREW CONTROLS

When crew racing, you can tactically control your crew members aggression during a race. Use the following controls to switch between high, medium and low aggression of each driver.

DRIVER 1 COMMAND CONTROLS

Press / on the 

DRIVER 2 COMMAND CONTROLS

Press / on the 

DRIVER 3 COMMAND CONTROLS

Press the  and  buttons

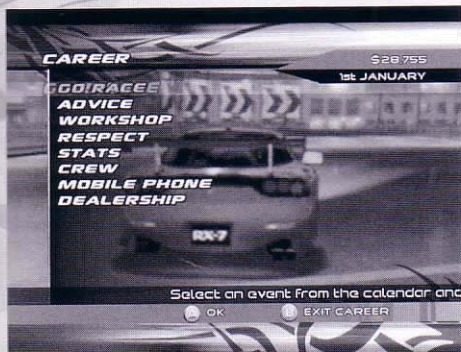
HIGH AGGRESSION the driver will race flat out with maximum aggression but at high speed they may become stressed quickly, and make more mistakes.

MEDIUM AGGRESSION – the driver will try to hold position. This is ideal if you have a second driver ahead and wish to put a defensive buffer in place to protect that lead position. The driver will also calm down if they have become stressed.

LOW AGGRESSION – the driver will back off and drop back through the pack. However, if they were stressed then they should recover quickly.

It takes practice to perfect a Crew racing strategy. Your strategy will also vary with the number of Crew members you are racing and whether or not you are entered in the race too. As your Crew gains experience, you will notice that they can drive for longer periods on high aggression before they become stressed, and are far quicker to recover when they have become stressed.

CAREER MAIN MENU

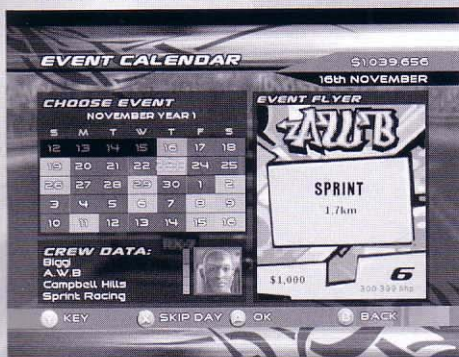


The main career menu

GO RACE

Find out about the many Street Racing events in Angel City by checking the EVENT CALENDAR. There is no obligation for you and your Crew to participate in every listed event. However, the neighborhoods you visit and the events you race in all impact the different respect factors of the various crews.

EVENTS CALENDAR



Here you can pick an event, check out the event flyer, and the crew hosting the event.

There are 3 different types of events displayed in the EVENT CALENDAR. Events are added as your respect improves, your cash reserve increases or your car collection

expands. You do not have to enter every event on the calendar, feel free to choose any event that takes your fancy. Events are color-coded:

BLUE – Shows the current day on the calendar.

GREEN – An event at which you can race.

YELLOW – An event that you may attend or bet on, but cannot enter. Attend these events to raise cash or see cars in action from a class you do not yet own.

RED – Events you can't attend due to insufficient cash or Respect.

A flyer will be displayed for each event on the calendar. The flyer contains all the information about the event; Location, Race Type, Car Class, Distance etc.

HOSTING EVENTS – You may host your own event on any empty day on the calendar. Press the **A** button on the empty day and create your own custom event. You may host an event in your home location 'Super-speedway' or in any crew's location for which you have host privileges.

SPONSORED EVENTS – Elite manufacturer-sponsored events featuring longer circuit races and high-value prizes including valuable 'prototype' mods for successful Crews.

SPECIAL EVENTS – Some events have entry criteria such as car territory, car manufacturer and even prototype car only events.

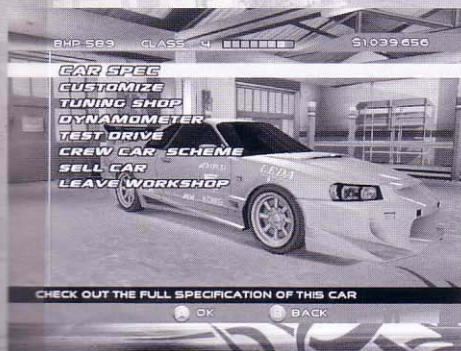
PINK SLIP – The ultimate race experience where you go head-to-head with a rival Crew Leader; the winner walks away with the loser's car.

CREW RACES – To enter these, you will need to recruit a crew and provide them with a suitable car to participate in crew races. You can recruit up to three street racers to join your Crew. The winner is the Crew who gets all of their cars across the line first.

ADVICE

Don't know what to do next? Use the advice system! This system will analyze your status and suggest the best thing for you to progress further in the game. Of course you don't have to follow the advice.

WORKSHOP



Here you are able to view all the cars you own, ranked by their power (BHP) rating. You will need to own several cars to allow you to race the right car at each event.

Enter the **WORKSHOP** and choose the car you wish to modify from the list. Then select **CUSTOMIZE** to modify it. Car performance mods are categorized as 'Level 1', 'Level 2', 'Level 3' and 'Prototype'. Performance mods are unlocked in order by entering and winning races. 'Prototype' mods can only be unlocked by winning Sponsored events. There are three areas of modification: Performance, Appearance and Paint Jobs.

REPAIR/MAINTAIN

During events, tires and brakes wear out and Nitrous becomes depleted. They can be replaced in the **WORKSHOP** for a fee. If the bodywork is damaged, it can be repaired here too after an event. This command is only visible if it is necessary, and other menu choices will be inaccessible until the necessary work has been paid for.

CAR SPEC

View a breakdown of your car's modifications. This screen will also highlight any available upgrades.

CUSTOMIZE – PERFORMANCE

Performance tuning allows you to enhance the performance and handling of your car. Be aware that you can enhance the performance of a car to such an extent that it crosses from the top of one class into the bottom of the next. You can use the Engine Management System to reduce performance back to within lower class limits.

INDUCTION SYSTEM – Improved flow filters increase horsepower and should be used in conjunction with upgraded exhaust systems.

SUSPENSION – Higher-rated and stiffer suspension improves road handling, cornering and braking.

RIDE HEIGHT – Lowering the ride height helps reduce body roll and looks cool, however lower cars will react more severely to curves and bumps

EXHAUST SYSTEM – Not only improves power and torque, and changes the sound of your car too!

GEAR RATIOS – Tune your gears for higher speed or greater acceleration. TIP: Short tracks favor acceleration; longer tracks favor higher top speed.

BRAKES – Powerful cars need improved brakes so you can control them into corners. TIP: Brake before entering bends rather than during bends to avoid losing control.

TIRES – The more expensive tires will provide better grip and better wear. TIP: Tires with less grip may help you in Showoff but hinder you on a wet Circuit race.

TURBO SYSTEM – Improve acceleration as demonstrated by a clear step in power and torque when tested on the DYNAMOMETER. TIP: It is possible to blow your turbo by aggressive driving.

NITROUS – An affordable gas injection system that adds tremendous acceleration for a few seconds at a time. TIP: Nitrous is vital for success at Sprint events.

ENGINE MANAGEMENT SYSTEM – Fine tune the engine power (BHP) close to the limit of a class. TIP: If you tune a car out of one class and up into the next, use the Engine Management System to reduce performance as it is always better to be at the top of a lower class than the bottom of a higher class.

CUSTOMIZE – BODY STYLING

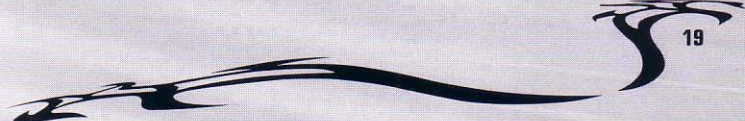
You won't get far on the Street Racing circuit if you don't learn how to modify the appearance of your car. Car modding is an art form, and all the tools you will need are available in the WORKSHOP.

FRONT BUMPER – Bumpers improve downforce and road-handling.

HOOD – Some types add value in terms of styling, while carbon fiber hoods save weight and are the most respected type.

WHEELS – New wheels will earn extra style respect.

SIDE SKIRTS – Skirts improve downforce and road-handling.



REAR SPOILER – Choose from a range of car specific and general purpose spoilers. Each one adds downforce to improve handling.

REAR BUMPER – Bumpers improve downforce and road-handling.

DECALS – Choose from a variety of designs. Basic vinyl types are available in a range of colors. Airbrush themes are more expensive but are highly rated.

REMOVE/COLOR SPONSOR DECALS – Not everybody wants to shout about what's under the hood, so here's how you remove the performance component logos from the side of your car.

TINTS – Alter the transparency of the windows to nearly opaque for added style respect.

NEONS – Bright neons get you noticed but may get damaged during a race.

DIALS – Re-color your in-car dials. Match the exterior paintwork to earn Respect.

IN CAR ENTERTAINMENT – Gain respect with a top-rated In Car Entertainment (ICE) system.

HORN – Modify the sound of your horn – Great for hassling others online.

PAINT SHOP

Create complex paintwork schemes using a combination of Base, Metallic and Pearlescent colors. To recreate a color scheme, take a note of the (X,Y) REF numbers.

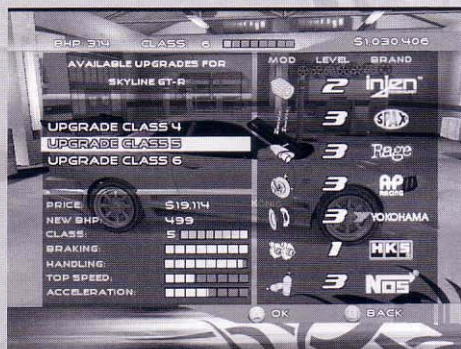
BASE COLOR – Choose the base color for the car at the price shown.

METALLIC COLOR – Add a metallic sheen to the car for the price shown. Changing the intensity determines how 'metallic' the finish looks.

PEARLESCENT COLOR – A specialized finish that changes between two colors depending on the viewing angle. Changing the intensity alters the dominant color.

WHEEL COLOR – Add that finishing touch by adjusting the color of your wheels to match the car. TIP: Re-coloring your car can be an expensive process. Win a few races in a well-tuned car before spending extravagantly on the paintwork!

THE TUNING SHOP



For a quick way to tune your car, choose the Tuning Shop.

You may choose to modify individual components, or select a 'Tuning Shop', which lets you place a pre-selected range of selected parts on your vehicle. These packs also make clear what class the car will be after modification. Pay attention to whether your car will be near the bottom or top of a class.

DYNAMOMETER



Use the dynamometer to check out the performance improvements.

The Dynamometer visualizes the difference that your engine modifications make to the car's performance. When you buy a car, check it out on the dynamometer, make modifications and test it again.

When you modify power and handling you should really check the difference you are making by taking a test drive before you enter any events. Be careful not to damage the car, as all repairs must be paid for.

CREW CAR SCHEME

Here you store or apply a visual scheme to you car. If you want all your cars to have a similar appearance, use this option.

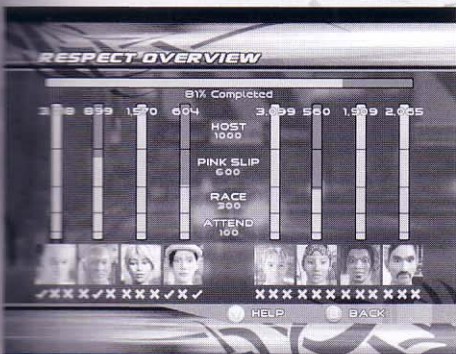
SELL CAR

Select this option to sell this car. Note you can have a maximum of 55 cars in your collection.

LEAVE WORKSHOP

[Return to the Main Career Menu.](#)

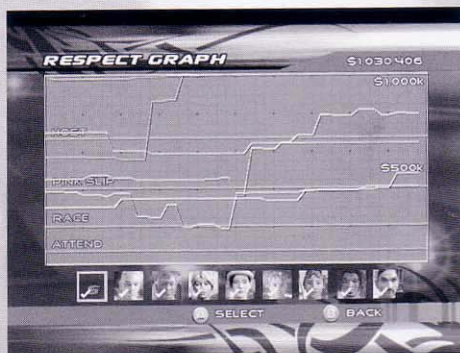
RESPECT



Vertical bars show crew respect, checks show completed challenges and the horizontal bar shows overall game progress.

Select this option to get an overview of your current respect status throughout Angel City. To complete the game, you must get full respect from every crew and complete all the Crew Challenges.

STATS



Check to see the detail of how well you are doing against each crew.

Here you find some detailed statistics about your career including respect history, car statistics and much more.

CREW



This option allows you to review some information about your crew members.

MOBILE PHONE



Once you have made a bet with a crew leader, you'll get calls from them.

Build a list of contacts in your MOBILE PHONE by betting with rival leaders, then call them to take a challenge or set up a Pink Slip race. Each crew has its own three favorite challenges, all of which require specific cars. To gain 100% completion you will need to complete all the challenges. Check your progress in the Respect Status screen: as each challenge is completed, the X's below the relevant respect bar will turn into checks.

DEALERSHIP



New cars are available from the showroom, and used cars from a dealer and junk yard.

DEALERSHIP – view all the cars currently available in the new and used market in Angel City. Cars are categorized by their power (BHP) rating. Cars will either be brand new, used but in reasonable condition, or scrap. Newer cars will have better performance initially and maintain greater value. As new cars come onto the market, you will be notified by the dealer on MOBILE PHONE.

SPLITS SCREEN

Create a Custom split screen game for two players using any of the cars, tracks and routes in Angel City that have been unlocked in Arcade Mode.

SYSTEM LINK PLAY

Link up to 6 consoles together and create a CUSTOM game using any of the cars, tracks and routes in Angel City.

XBOX LIVE

Visit Xbox *Live* to experience the best of Angel City's street racing scene. Compete for fun with online CUSTOM racing or take your CAREER Crew and car collection onto the streets for the ultimate online experience.

SETUP

You will need an Xbox *Live* account to play JUICED online. JUICED uses Xbox *Live* for online matchmaking. You must use an existing or create a new Xbox *Live* account before playing. Note that you must have high-speed internet service (cable or DSL) to play Xbox *Live*.

CREATING AN XBOX LIVE ACCOUNT

You can create a new Xbox *Live* Account in the Xbox Dashboard. When creating a new Xbox *Live* Account, you will be asked to provide or select:

1. Your billing region
 2. Read and accept the Terms of Service.
 3. Enter a gamertag (your user name)
 4. Enter your Date of Birth
 5. Enter your subscription code
- For more details about Xbox *Live*, visit www.xbox.com

XBOX LIVE OPTIONS

There are two additional Xbox *Live* specific options in the main menu.

- Appear Offline – Set to YES if you want to play online without your friends knowing
- Voice Through Speakers – Set to YES to hear other players voice communication through the speakers of the TV when you do not have a head set inserted.

XBOX LIVE GAMES

QUICK MATCH

Find and join a CUSTOM or CAREER game based upon the options you select. Select SUBMIT when you have found a game that matches your selection. If a match cannot be found, you can create a new game using your chosen criteria.

OPTIMATCH

Display a list of active CUSTOM or CAREER games based upon the options you select.

CREATE

Create a new CUSTOM or CAREER game based upon the options you select. Note that you must have previously saved a Career (with a car in the garage) offline in order to join or create an Xbox Live Career game.

FRIENDS

View the online status of your Friends.

SCOREBOARD

Access online SCOREBOARDS displaying:

WORLD RANKING – Your JUICED global ranking.

TOP LAP TIMES – The best lap times for each track and route.

TOP SHOWOFF SCORES – The best Showoff scores for each track

PINK SLIPS – Wins, losses and accumulated cash winnings.

SIGN OUT

Sign out from Xbox Live and return to the JUICED main menu.

ONLINE OPTIONS

Options differ depending on whether you choose Quick Match, Optimatch or Create on the Xbox Live menu. Whichever you choose, you can then select Custom or Career races.

CUSTOM OPTIONS

CUSTOM games can be created using any of the cars, tracks and routes in Angel City. The configurable settings for CUSTOM games are:

ACCESS

When creating an Arcade game, choose whether game access is public (anyone can join) or private (only invited friends can play).

MODS ALLOWED

Whether modified cars are allowed.

PERFORMANCE GROUP

Make a specific performance group requirement for the race

COLLISION

Whether collision is allowed. Disable Collision if you are experiencing network lag.

XBOX LIVE CAREER OPTIONS

Xbox Live CAREER games use your offline CAREER Crew and car COLLECTION. Note that you must have already created an offline Career before taking it online. Also, before entering any Pink Slip challenges, be aware that any changes to your car COLLECTION that occur whilst online will appear in your offline car COLLECTION.



The configurable settings for CAREER games are:

ACCESS

When creating a Career game, choose whether game access is public (anyone can join) or private (only invited friends can play).

TEAM RACE

Race as Solo or take your CREW online and enter team-based races.

UPPER CAR CLASS

Limit the upper range of car classes (based on horse power) that can be entered into races.

LOWER CAR CLASS

Limit the lower range of car classes (based on horse power) that can be entered into races.

CAR CRITERIA TYPE

Limit the criteria by which cars are limited in races: None, by Territory by Make or by Model.

CAR CRITERIA

The criteria limiting the car entry: TERRITORY – Any, Japan, USA, Europe. MAKE – Any, Honda, Toyota, Mitsubishi, Mazda, Nissan, Subaru, Ford, Fiat, Volkswagen, Peugeot, Renault, Vauxhall, Chevrolet, Pontiac, Dodge, Holden. MODEL – Any car model type.

PINK SLIP EVENT

Enable Pink Slip racing online, allowing you to win your opponent's car. Note that pink slip racing online is only possible with two players (you and an opponent). So the Minimum Players setting should be 2.

WORLD RANKING

Your ranking is your position in the world relative to other players, and this is determined by the rating that you earn through playing online. The number of races you have entered is also shown. Your rating is based on your win points, which are proportional to the quality of the opposition you choose; for example, if you beat someone with a much higher rating, you may score up to ten points. If you lose, then points equal to the winner's are deducted from your rating. Entering a race with more players increases the potential number of points you can win. Beating 5 people will increase your rating by 5 times as much as beating 1 person. Beware however, as losing to 5 people means 5 times as many points lost!

UNIQUE ONLINE POSSIBILITIES

JUICED sets itself apart thanks to the unique possibility to influence the global record from a single player game! That's right, even when you are in a single-player game it is possible to set record lap times on-line! Just get connected before playing, then enter your single player game to challenge the world records as you advance your career! Your online friends will also be able to contact you with invitations to race.

Juice Games Ltd.

Managing Director:
Colin Bell

Studio Director:
Don Whiteford

Director:
Tim Preece

Project Manager:
Stephen Powell

Lead Designer:
Richard Badger

Game Design:
Steve Hunt
Don Whiteford
Andy Bate
Stephen Powell

Technology Manager / Programmer:
Rob Anderson

Programming:
Mark Williams
Jamie Campbell
Pete Memmott
Stephen Powell
Richard Badger
Mat Draper
Steve Hunt
Noel Austin
Ian Moran

Lead Artist:
Andy Bate

Lead World Artist:
Rich Thomas

World Artists:
Donna Jennett
Rob Jiménez-Owen
Simon Leadham
Dave Ambler

Lead Vehicle Artist:
Matt Green

Vehicle Artists:
Andi Entwistle
Matt Brussels

Character Artists:
Rod Edwards
Paul Dolan

User Interface Artists:
Donna Jennett
Simon Leadham

Internal QA:
Gavin Clark
Stu Clenton

Juice Games Thanks:

Paul Keast
Claire Williams
Ben Christey
Joe Birkett
Dan Nuttall
John McGowan
Craig Grounsell
Derek Johnson
Adrian Page
Tyrone Bramley
Julia Young
Jackie Bell
Tom Bell
Sam Whiteford
Elliot Ormesher
Mike Engstrom
James Dima

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Paulo 'RACERX2K' Jenkins
6/18/78 - 5/15/04
'Never to be forgotten'

THQ Product Development

Director, Project Management, Europe:
Roger Carpenter

Assistant Project Manager:
Damian Finn

Executive Vice President Worldwide Studios:
Jack Sorensen

Vice President Product Development:
Philip Holt

Head of Product Development Europe:
Mike Gamble

Senior Vice President of Business Development:
Dan Kelly

Director, Business Development, Europe:
Andrew Walker

Submissions Manager:
Florence Kum

Assistant Submissions Coordinator:
Simon Deal

THQ Global Marketing

Senior Vice President, Worldwide Marketing:
Peter Dille

Director, Global Brand Management:
Michael Pattison

Global Brand Manager:
Pete Murphy

Assistant Global Brand Manager:
Julien Socquet-Clerc

Senior Project Manager, Art:
Till Enzmann

DTP Operator (ICD)
Anja Untiet
Detlef Tapper
Dirk Offenberg
Jens Spangenberg
Ramona Sackers
Ramona Stell

Director of Localization:
Susanne Dieck

Localization Engineer:
Bernd Kurtz

Localization Coordinator:
Andreas Herbertz

Product Managers, USA:
Dave Miller
Rocco Scandizzo

Associate PR Manager, USA:
Rob Cassel

Marketing Director, UK:
Richard Williams

Product Marketing Manager, UK & Export:
Jon Rooke

Marketing Executive, UK & Export:
Elizabeth Blackman

PR Manager, UK & Export:
Grag Jones
Helen Jones

Online Marketing, UK:
Huw Beynon

Export Sales Manager, UK:
Gayle Shepherd

Marketing Director, Germany:
Paul Ashcroft

Head of Product Management, Germany:
Christina Ettelbrück

Assistant Product Manager, Germany:
Betina Nonn

Head of PR, Germany:
Georg Reckenthäler

PR Manager, Germany:
Jochen Langenbach

Marketing Director, Asia Pacific:
Mike Fontana

Product Manager, Asia Pacific:
Jan Rowe

PR & Promotions Co-Ordinator,
Asia Pacific:
Ben Pollock

Product Manager, France :
Sylvie Baret

PR Manager, France :
Agnès Le Jollec

PR Manager, Spain:
Jorge Nicolas Vazquez

THE TEENIES:

Elton Farnell
Germana Gioia
Julie Brown
Shirley A. Camillo
Jimi Carlson
Debbie Engelman
Wendy Climmer
Gunter Kershaw
Phil Wright
Ian Riches
Alan Hiram
Dan Golding
Pam Hirtz
Barbara Chapman

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THE QA

Director, Quality Assurance:
Monica Vallejo

QA Manager:
Monica Walzel

Test Supervisor:
Tawaty Tholen

Test Leads:
Ryan 'The Kid' Rothenberger
Luis 'Woody' Sanchez
Darryl 'The Limey' Smith
Walter 'Tequila Spud' Wagman

Testers:

Carlos 'Volcano' Aguilar
Scott 'Pameli' Allman
'Tiken' 'The Pouch' Arnold
Phil 'Wen Jackal' Bailey
Jonathan Bloch
Adam 'Worpius' Bruno
Jason Burdfield
Javier 'QA Analyst' Campo
Cliff 'Judy' Chivengbo
David 'Winkster' Choe
Wesley Clarke

Tim 'Big Daddy T' Flanagan
Steven 'Rukio' French
Jonathan Gill
Michele 'Mochi' Hunt
Chase 'It was an accident' Jentz
Michael 'The Show' Lee
Sam 'Grits N' Grevy' Martin
'Le Fantome' Sergio Mirmikos
Hugh 'Hughbacca' Mitchell
Marcus 'KIMIRION' Morgan
Wesley 'Ilpster' Morris
Chris 'Wallrider' Olander
Joseph 'JJ' Pearson
Greg 'The Hammer' Platt
Matt 'a donf' Rappaport
Jim Ritchie
Brigido 'B-Rod' Rodriguez
Mayra 'Boo' Serpa
Jeff 'JTek' Srisathapat
Edwin 'Fast Eddie' Stalter
Eric 'Shamm' Watson
Zachary Wedgeworth
David 'SchuleMeister' Wilson

First Party Supervisor:

Keith Michaelis
Ian Sedensky

First Party Specialists:

Matt Ames
Lori Arrowood
Marc Durrant
Arielle Jayme
Alexis Ladd
Jeremy Moseley
Michael Ricco
Warren Wong

QA Technicians:

James Krenz
Richard Jones

Mastering Lab Technicians:

Charles Batarce
Glen Peters
Anthony Dunnet

Database Applications Engineer:

Jason Roberts

Game Evaluation Team:

Sean Heffron
Scott Frazier
Matt Elzie

Benfield Sports International

Licensing Agency

www.bsigroup.tv
Russell Murphy
John Postlethwaite
Nicola Sands

Babel Media Ltd

Adam Chapman
David Lawson
Sergio Massabó
Anna Sjöström

Babel QA team:

Sophie Krauss
Maria Sanchez
Nick Schaefer
Lucia Zamuner

Sound Design by Bob & Barn Ltd.

Sound Supervisors:

Andrew Barnabas and Paul Arnold

Sound Designers:

Dave Sullivan and Greg Hill

Vehicle engine sounds recorded at MIRA racecourse, Nuneaton, UK, Jan '05 by Greg Hill, Dave Sullivan and Paul Arnold

Post production & editing:

Dave Sullivan and Greg Hill

Additional engine sounds:

Licensed from Soundwave Concepts

For kindly letting us record their cars

James Silvester - Mitsubishi FTO
Steve Silvester - Toyota Supra
Simon Baldwin - Mitsubishi FTO
Harry Baldwin - Mazda MX-5
Andrew Hughes - Renault Clio
Barry Scarisbrick - Fiat Punto HGT
Ian Allen - Ford Focus ST170
Jason Foxley - Ford Focus ST170
Ben Higgins - VW Beetle 1.8T
Richard O'Donovan - VW Beetle 1.8T
Brian Towson - Mitsubishi 300zx
Graham Mulvihill - Mazda RX-7
Freddy Karwa - Mazda RX-7

Cornerstone Promotion

Patrick Schmidt

Sessing Music Services

Julie Sessing

CBI Intro - Plastic Wax Pty Ltd

Lead Composer:

Adam Jones

FX:

Adam MacGowan

Animation/Modelling:

Andy Yong

Motion Capture Actor:

Ben Stringer

Composer:

Ben Xu

Animation:

Christopher Harris

Composer:

Clayton Diack

Texture Artist:

David Brown

Lead Modelling:

Guy Robinson

AnimationHugh Carrick-Allen
Peter Spinaze
"Jacky" Wei He**Animation & Lighting:**

Philip To

Motion Capture Actor:

Isabella Dunwill

Mocap Cleanup:Cameron Hube
James Davies
Michael Hughes
Lyle Carroll**Texture Artist & Lighting:**

Michael Paget

Motion Capture & Lighting:

Samuel Maniscalco

Sound Engineer:

Stuart Spoad

Texture Artist:

Tyrone Maddams

Producer & Production Management:

Rebecca Tolliday

Creative Director:

Nathan Maddams

Executive Producer & Business Affairs:

Tony Piccinino

Interface music

Alchemy Audio Lab

Additional Sound recordings and design

Alchemy Audio Lab - Pete Tricket

Additional Artwork"Tricket" font, used with kind permission
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Game Concepts Ltd. - Sean Naden

Sub-contract vehicle and world art

Gammis Software Ltd.

Editing/Scan

Peter Higgins

Coachwork repair advisor

Mr. Jeffs of Jeffs and Lee

Video playback

Bink Video. RAD Game Tools, Inc.

Steering Wheel SupportDevelopment tools and related
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MUSIC CREDITS

DJ B KIMEL FEAT. RES "WE GOT THE BEAT"

Produced by Dirty Swift and Bruce Wayne of Mid Mafia Written by T.K. Greene, K. Risto, W. Nugent Published by Parellis Music (BMI) / Break North Music / SOCCANI/Wayne Writer (ASCAP) Guitar by Spacey T Recorded by DaVe "Super Star" Dan at Westlake Audio, Los Angeles, CA Assistant engineer: Anthony Zeller Mixed by Bob Power at Sony Studios NY, NY
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(Siz/Fahaj)
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THE KOREANS "HOW DOES IT FEEL"

Written by Brent Newman and Oliver Hicks, Performed by The Koreans, Produced by Jimmy Franchi and The Koreans, Mixed by Ken Kei Whitewind Copyright Chlorine Records Ltd Published by Barbera Music Ltd/BMG Music Publishing Ltd.

XZIBIT FEAT. KRONDON "KLACK"

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Performed by Xzibit
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WORDSWORTH "RIGHT NOW"

(V. Johnson, L. Dorrell)
Publishing: SelmaCarverKim and Khadijah (BMI) / Almetta Draw (ASCAP)
Produced by: Ayatollah
Administered by The Royalty Network, Inc.
Halttooth Records, LLC
From the album "Mirror Music"

TV ON THE RADIO "THE NEW HEALTH ROCK"

Produced by David Andrew Sitek
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GURU "CAVE IN"

Written by Guru and Solar
Produced by Solar, co-produced by Guru for Guru Productions Inc.
Published by 7 Grand Music/BMI
Recorded and engineered by Matt Moran of Knockout Studios NY
Mixed by Solar; Guitar by Dave Scott

MOVING UNITS "BETWEEN US AND THEM"

(Johan Boegli, Chris Hathwell, Blake Miller)
Performed by Moving Units
Courtesy of Palm Pictures Special Markets
By Arrangement with Big Sounds International
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EVERY MOVE A PICTURE "SIGNS OF LIFE"

Licensed by: Every Move A Picture
Words by Brent Messenger, Music by Allen Davis
From the EP "Signs of Life"

LEMON JELLY "88 AKA COME DOWN ON ME"

Licensed courtesy of XL Recordings Limited
Written by Fred Deakin, Nicke Franglen, Chris Goss and Tim Harrington
Sony/ATV Songs LLC (BMI)
o/b/o Sony/ATV Music Publishing UK Ltd
* Palan Music Publishing
* Bug Music 1
This song contains a sample of "Blue Garden", writers and publishers are designated with a *.

KASABIAN "CLUB FOOT"

Performed by Kasabian
By Sergio Pizzorno and Christopher Karloff
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Produced by Beans
Written by R. Stewart (Warp Music)
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Words and Music by Johnny L
 Performed by Jonny L
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 Licensed courtesy of The Echo Label Ltd.
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 WC2H 0QY

"BACK TO BASICS"

Words and Music by Jenna Gibbons,
 Simon Marlin and Max Reich
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"ARCHITECT"

Contains a sample of "Pick Up The Pieces"
 Written by Barry Ashworth, Jason
 O'Bryan, Roger Ball, Malcolm Duncan,
 Alan Garrie, Robbie McIntosh, Owen
 McIntyre and Hamish Stuart
 Performed by Dub Pistols
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"6 SPACE (NEXT LEVEL)"

Contains a sample of "The Next Level"
 Written by I. Walker, Erick Brooks,
 Joseph L. Kirkland, James Robinson and
 Ricardo Smith
 Performed by ILS
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"MADE IN 2 MINUTES"

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 Low and P. Gregory
 Vocals performed by J. Low, P. Gregory
 and P. Low
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"FINISHED SYMPHONY"

Written by Mike Truman
 Orchestral parts arranged and scored
 by S. Puttnam
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Written and produced by
 Warren/Westernoff
 Performed by Way Out West
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 T. Hugh Jones
 Performed by Stereo B
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Written by Lee Coombs and Christian
 Alan
 Performed by Lee Coombs and Christian J
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 Beaver
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 Rhymes
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"PASSION"

Written and produced by Simon B. Slater
 Performed by Gat Décor
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"READY STEADY GO"

Written by Paul Oakenfold and Andrew
 Gray
 Performed by Oakenfold
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