http://www.replacementdocs.com

RalliSport Challenge 2

Game Controls

* Pressure-sensitive control

** Hold while stopped for Reverse

EVERYONE E CONTENT RATED BY ESRB

0304 Part No. X10-19329

Microsoft game studios

DTCE

XBOX LIVE ONLINE ENABLED

XSN SPORTS

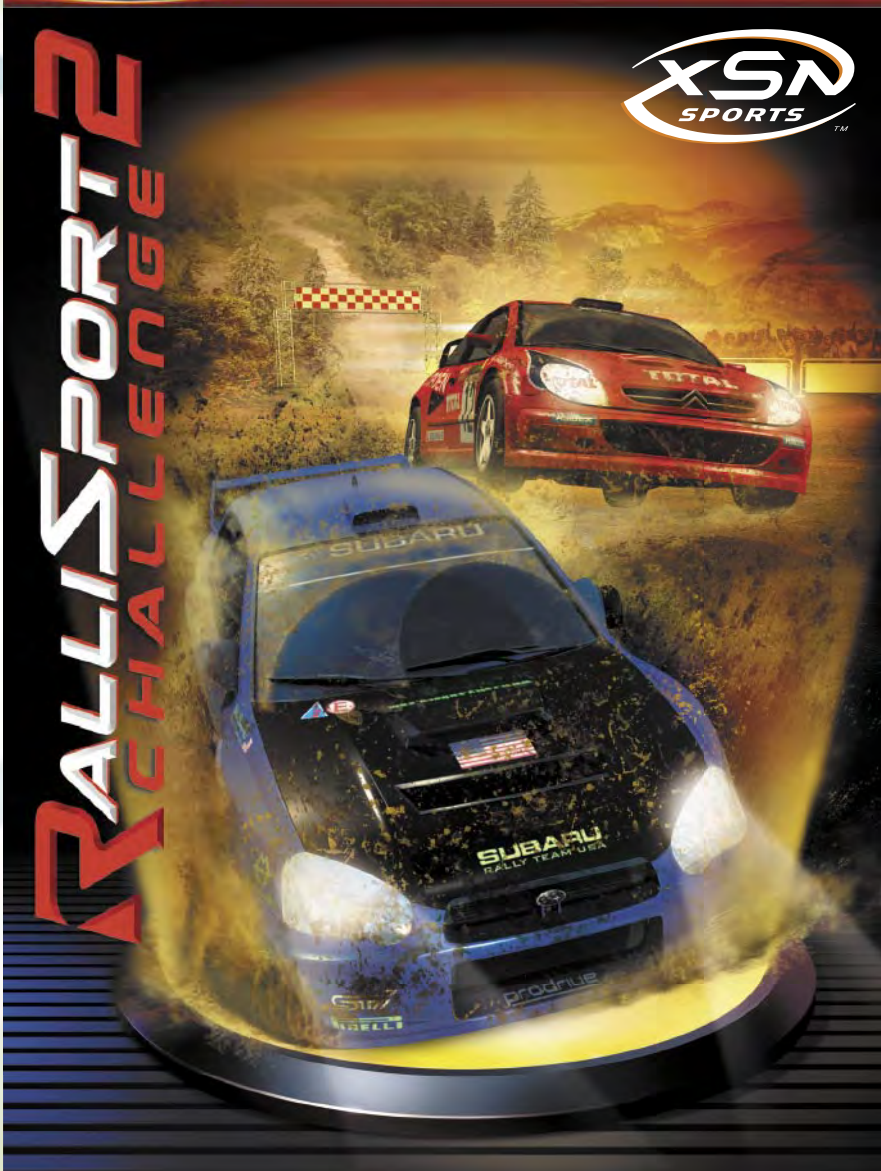

Table of Contents

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 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.

Welcome Back... 2
Player Profiles 3
Game Controls 4
Game Screen 6
Pace Notes 8
Game Modes 12
Race Types 13
Xbox *Live* 14
XSN Sports 19
Soundtrack 22
Car Classes 25
Car Tuning 26
Music Credits 28
Legal Credits 30
Team Credits 31
Warranty 32
Customer Support 33

Coming Summer 2004: *RalliSport Challenge 2* for your wireless phone, brought to you by JAMDAT Mobile. For more information, visit your wireless carrier or go to **www.jamdat.com**.

Welcome Back...

The sport of rallying is unlike any other you've encountered. It's dangerous. It's dirty. And, above all, it's violent. Not only are you strapped behind the wheel of a ton-and-a-half, turbo-charged monster, you're flinging yourself at full speed down rough, rugged, untamed back roads. Even when you're racing wheel to wheel against other drivers in Rallycross, Ice Racing, or Hill Climb challenges, Mother Nature still might be your most formidable opponent.

Right here in your hot, eager hands, you hold the sequel to the first *RalliSport Challenge*, and a myriad of wonders awaits you on that shiny silver disc...

- Go online to join the global competition with XSN Sports and Xbox *Live*™.
- Link up to 16 Xbox® consoles, and play locally with up to 16 players. (One player per console, please!)
- Watch how reckless driving affects your car, as glass shatters, bumpers drag, hoods pop open, and doors simply fall off.
- Experience nighttime driving, where all you've got to rely on are the words of your co-driver and the 15 feet you can see in front of you.

Player Profiles

When you first enter the **Select Profile** screen, you are asked to create a player profile. This profile contains all the points you earn in **Career** mode, as well as your personalized settings.

After you have selected a profile, you see the **Sign In** screen. On this screen, you can sign in to Xbox *Live* using an existing account or go back to the **Xbox Dashboard** to create a new Xbox *Live* account. If you prefer to play *RalliSport Challenge 2* offline, press Ⓧ to skip the sign-in process and go directly to the **Main** menu.

Difficulty Settings

Before beginning a new **Career**, you'll select your difficulty setting—**Amateur**, **Pro**, or **Champion**. On the **Amateur** setting, you can restart any track, while on **Pro** or **Champion** you can restart whole events only. Also, the higher the difficulty setting, the tougher the AI opponents. However, you'll be rewarded on those higher settings with the opportunity to unlock bonuses, such as extra cars and tracks.

To change profiles

1. Press Ⓑ while on the **Sign In** screen or in the **Main** menu to return to the **Select Profile** screen.
2. Select the profile you want to use, or create a new one.

If you want to change your difficulty setting, you must go back to the **Main** menu and begin a new **Career**.

Game Controls

RSC2 offers a number of preset controller configurations. The default settings are shown below, but you can choose a different configuration by going to the **Main** menu and selecting **Options**.

Driving Controls

Steer	or
Accelerate*	
Brake*/Reverse**	
Emergency brake	A
Shift up	B
Shift down	X

System Controls

Look back	Y
Change camera view	
Reset car on track	
Pause/Resume	
Cancel/Return to previous menu	

* Pressure-sensitive control

** Hold while stopped for Reverse

Game Screen

Use the heads-up display (HUD) to keep track of important race information.

Tachometer/Speedometer The outer ring of the gauge displays your RPM, while your speed and gear are indicated as numerals. When using the analog setting, the small indicator in the center of the gauge shows your turbo-pressure level. To switch between an analog or digital gauge, select **Options** from the **Pause** menu, and then select **HUD**.

Race Timer The timer in the upper-right corner of the screen displays your current total time for this race.

Progress Bar The progress bar across the top of the screen displays your current position on the race stage.

When racing solo, if your time on a section is better than the competition, that section of the progress bar will be coloured green. If you're behind, it will be red. When racing head to head, each segment of the progress bar will be the same colour as the player who has received the best time on that stage.

Navigational Aids Depending on the race type, you are aided by either pace notes or a course map. Pace notes, available only in **Rally** mode, are visual cues that warn you of upcoming turns and road conditions (see pages 8-11). To choose a navigational type, select **Options** from the **Pause** menu, and then select **HUD**. Note that in **Multiplayer** mode, each player's HUD can be set individually.

Pace Notes

During **Rally** races, your co-driver will provide audio and visual cues to warn you of upcoming road conditions and changes in terrain.

Basic Pace Notes

Turn Types

Straight		A section of track with no curves.
Easy		A mild turn to the right or left. Little or no braking is needed.
Medium		A more difficult turn that might require braking or skidding to negotiate.
Hard		A severe turn that requires skilled braking or skidding to negotiate.
Square		A sharp 90-degree turn, as when two roads meet at an intersection.
Hairpin		An extremely severe turn that requires expert braking or skidding to negotiate.
Tight Hairpin		The most severe turn you can encounter.
Left		A turn to the left.
Right		A turn to the right.
Long		A long curve or straight.

Obstacles

Bump(s)		A small but noticeable mound in the track. Your car might take air after a bump, so take extra care to maintain control of your vehicle.
Jump		A ramp or large bump on the track.
Over Crest		An incline in the track that impairs your view. Beware of sharp turns or obstacles on the other side.
Cliff/Exposure		A steep drop-off is near the edge of the road.
Rocks/Trees		A naturally occurring obstacle is near the edge of the road.
Through Tunnel		A tunnel is just ahead. Prepare to go through it.
Over Bridge		A bridge is just ahead. Prepare to cross it.
Over Finish		The finish line is ahead—don't stop accelerating until you cross it!

RalliSport Challenge

Surface Types

Ice	The road surface changes to ice.
Gravel	The road surface changes to gravel.
Mud	The road surface changes to mud.
Sand	The road surface changes to sand.
Snow	The road surface changes to snow.
Tarmac	The road surface changes to tarmac.

Warnings

Caution	A warning that will be followed by a specific obstacle that must be handled carefully.
Cut	A comment that a shortcut is permissible as you go around a steep curve.
Don't Cut	A warning not to take a shortcut through a curve—something in the terrain might impede your way.
Keep Left/Right	A warning to stay to the left or right side of the track, as indicated.

Miscellaneous Notes

Into	An indication that one turn leads directly into another turn.
Onto	An indication that a new road surface is coming up.
Inside	An indication that an obstacle is located on the inside of a curve.
Outside	An indication that an obstacle is located on the outside of a curve.
Opens	An indication that a curve becomes less severe.
Tightens	An indication that a curve becomes more severe.
Narrows	An indication that the road becomes narrower.

Advanced Pace Notes

When you're ready for an even more authentic taste of rally life, switch from basic to advanced pace notes. Instead of a simple "easy left" or "medium right," your co-driver will give more technical and more precise cues. Each curve will be preceded by a number from one to nine, with one being a very easy 10-degree curve and nine being a smooth 90-degree turn.

To select basic or advanced pace notes

1. From the in-game **Pause** menu, select **Options**.
2. From the **Options** menu, select **Co-Driver**.
3. Scroll up or down to highlight **Basic** or **Advanced**, and then press Ⓐ to select it.
4. When you have finished, press Ⓑ to return to the game.

Game Modes

There are a number of ways to play *RSC2*—from challenging no one but yourself to finding opponents across the globe.

Time Attack Try to beat your best lap times, compete against a friend's ghost, or take on the #1 player on Xbox *Live*.

Single Race Compete against up to three computer-controlled opponents simultaneously on any unlocked track.

Career Work your way through a series of stages and events, and earn points based on how you place at the end of each event. Increase your point total to qualify for new event classes and unlock new cars.

The icons on the **Career** menu provide helpful information. A car icon means that completing the indicated event will unlock a car. Similarly, a track icon indicates that completing the event will unlock a track. And, after you have completed an event, the number of points you earned in it appears in the corner of that event's icon.

Multiplayer Choose **Split Screen** to compete with two to four players on a single Xbox console. Or, select **System Link Play** to connect up to 16 Xbox consoles (one person per console). When more than four players are using System Link, car collision will not be detected.

Xbox *Live* Go online with Xbox *Live* to take on the world. (For more information, see pages 14-21.)

Leaderboards See where you rank in various lists, and view stats on your friends and other players.

*Note that **Single Race** and **Multiplayer** races are wheel to wheel.*

Race Types

RSC2 offers up traditional point-to-point races, as well as several other rally-esque options.

Rally Race solo on a point-to-point stage, with the goal of reaching the finish line in the shortest time possible.

Rallycross Go head to head against three opponents on a circular track with varying terrain. Rallycross is the most technical race type featured in *RSC2*.

Ice Racing Race wheel to wheel across a dangerously slick circular track.

Hill Climb Power your way up steep inclines and around treacherous corners to post the best time to the top (or bottom) of the mountain.

Crossover Tear up the track, and switch lanes with your opponent on every other lap.

RalliSport Challenge 2

Take RalliSport Challenge 2 Beyond the Box

Xbox *Live* is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up 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.

Connecting

Before you can play *RalliSport Challenge 2* online, you must 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** and select your country.

Signing In

To sign in, you first must select or create a profile and then select an Xbox *Live* gamertag.

RalliSport Challenge 2 Xbox Live Menu

Quick Match Find a race immediately without specifying game criteria.

OptiMatch™ Specify the type of race or player for the game you would like to join.

Create New Game Create and host a race with specific game criteria.

Friends See the online status of players on your **Friends** list.

Players See players you recently played with, and send player feedback.

Options Adjust your voice masking status, change your **Appear Online** status, or sign out of the Xbox *Live* service.

Voice Capabilities

You can chat with your opponents using an Xbox Communicator while you play online. For more information, see the instructions that came with your Xbox Communicator.

Friends List

You can add up to 100 gamers to your **Friends** list. You can send and receive invitations from those friends, see if they are signed in, see which games they're playing, and more.

To send a Friend Request

1. Select **Players** from the **Xbox *Live*** menu.
2. Highlight the player's name, and then press Ⓐ.
3. Highlight **Send Friend Invite**, and then press Ⓐ.

To remove a name from your Friends list

1. Select **Friends** from the **Xbox *Live*** menu.
2. Highlight the player's name, and then press Ⓐ.
3. Highlight **Remove Friend**, and then press Ⓐ.

To send a Game Invitation

1. Select **Create Game**.
2. After setting your game criteria, press Ⓐ.
3. In the **Lobby**, press Ⓨ.
4. Highlight the player's name, and then press Ⓐ.
5. Highlight **Send Game Invite**, and then press Ⓐ.

To ignore other players

1. Select **Xbox *Live* Options** from the **Xbox *Live*** menu.
2. Select **Options**.
3. Set your **Appear** status to **Offline**.

—or—

1. In the **Lobby**, press Ⓨ to bring up **Xbox *Live* Options**.
2. Select **Options**.
3. Set your **Appear** status to **Offline**.

The Xbox Live Icons

The following status icons appear in the **Friends** list and the *RalliSport Challenge 2* lobby.

XSN Sports combines the power of Xbox *Live* with the connectivity of the Internet to bring you a whole new gaming experience. You create the seasons; you dominate the tournaments; you become the legend. We make it possible.

How to get started with XSN Sports

1. Subscribe to Xbox *Live*. (See page 14 for more information.)
2. From any computer, log on to the Internet, and go to **www.xsnsports.com** to sign up for competitions.
3. Take your competition name, condition code, and password back to your Xbox console, and then compete over Xbox *Live*.

What else can you do with XSN Sports?

- Check out race schedules.
- View race results and driver stats.
- Read and post to message boards.
- Send messages to other XSN Sports participants.
- Receive race invitations, schedule updates, and other notifications through e-mail.

Remember, to sign up for the XSN Sports experience, you have to use a computer to log on to the Internet, and then visit ***www.xsnsports.com****.*

XSN Sports Competition Types

Tournaments

When you compete in a tournament as an individual driver, you race head to head against competitors in two segments.

- **Round Robin** In the first segment, you vie for position in a race against three other drivers. You race once against each opponent in a total of three races. The winner of each round-robin segment progresses to the second part—single elimination.
- **Single Elimination** The losers go home, while the winners keep racing until only one driver remains.

Season - Individual

When you compete as an individual driver in a season, you drive the courses separately from your opponents. In other words, your car is the only one on the track. Depending on how the season is set up, you will compete in up to five rounds. There is no elimination, so you will be able to participate in every round, no matter how you finish in each one. In addition, you can race as many times as you want in each round, and only your best time will count in the end. When all the rounds are complete, your best individual round scores are added together to get an overall score.

Season - Team

When you race as a team, the performance of each individual participant in that team is scored as described above. Then, the scores of the four participants are added together to form a team score.

Soundtrack

You can use the **Xbox Dashboard** to rip music to your Xbox console and then listen to your own custom soundtracks in *RalliSport Challenge 2*.

To copy music to the Xbox Dashboard

1. Remove the *RalliSport Challenge 2* disc from your Xbox console.
2. Restart your Xbox console.
3. Insert an audio CD into the Xbox console.
4. From the **Xbox Dashboard**, select **Music**.

5. From the **Music** menu, select **Audio CD**.
6. From the **Audio CD** menu, select **Copy**.
7. When the list of audio tracks appears,
   A. Scroll up or down to highlight the track you want to copy.
   B. Scroll left or right to highlight **Select** at the bottom of the screen, and then press Ⓐ. (To deselect the track, press Ⓐ again.)

   — or —

   Scroll left or right to highlight **Select All** at the bottom of the screen, and then press Ⓐ. (To deselect all tracks, press Ⓐ again.)
8. When you have finished selecting the tracks, scroll left or right to highlight **Copy** at the bottom of the screen, and then press Ⓐ.
9. On the **Choose Soundtrack** screen, scroll up or down to highlight the slot where you want to save your soundtrack.
10. Use the virtual keyboard to name your soundtrack.
11. When you are finished, highlight **Done**, and then press Ⓐ.
12. Remove the audio CD from your Xbox console, and insert your *RalliSport Challenge 2* disc.

To listen to a music track

1. From the **Main** menu, select **Options**.
2. From the **Options** menu, select **Music**.
3. In the upper window, scroll up or down to highlight the soundtrack you want to hear, and then press Ⓐ.
4. When the focus shifts to the lower window, scroll up or down to highlight the song you want to hear.
5. Press Ⓐ to listen to the track.
6. When you are finished listening, press Ⓑ to return the focus to the upper window.

To select a soundtrack

1. From the **Main** menu, select **Options**.
2. From the **Options** menu, select **Music**.
3. In the upper window, scroll up or down to highlight the soundtrack you want to hear.
4. Press Ⓧ to set that soundtrack as the one to play in the game.
5. When you have finished, press Ⓑ to return to the **Options** menu.

RalliSport Challenge 2 offers up a number of car classes. If you want to keep your competitive edge, you'll need to pick the right machine for the job.

Rally These cars are the basic ones on which to build your racing career. They are best suited for Rally and Crossover tracks.

Rallycross Rallycross cars perform well on Rallycross, Ice Racing, and Crossover tracks.

Ice Racing These cars are particularly suited to the slick conditions of Ice Racing tracks.

Hill Climb Hill Climb vehicles have the extra muscle you need to power your way up a mountainside.

Group B These beasts bump up your adrenaline meter a few notches. They're best on Rally tracks.

Car Tuning

Before you start each race, you'll have the opportunity to set up your car just the way you want it. While you're waiting for the track to load, select **Car Tuning**, and then customize a number of options, from the type of tyres to use, to front and rear spring length.

Basic Tuning Options

Tyre Type Choose from **Tarmac**, **Rain**, **Gravel**, **Mud**, **Snow**, or **Ice** tyres. Remember, the recommended tyre for each race will be selected by default.

Gear Shift Choose either **Automatic** or **Manual** transmission.

Steering Choose a setting between **Slow** and **Fast**.

Gear Ratio Choose a setting between **Low** and **High**. A lower gear ratio gives you quicker acceleration, while a higher one allows for a higher top speed.

Advanced Tuning Options

Brake Stiffness Choose a setting between **Soft** and **Hard**.

Brake Balance Choose a setting between **Rear** and **Front**.

Power Ratio Choose a setting between **Rear** and **Front**. Note that this setting cannot be adjusted on FWD/RWD vehicles.

Toe In/Out Front Choose a setting between **In** and **Out**.

Toe In/Out Rear Choose a setting between **In** and **Out**.

Suspension Tuning Options

Presets Choose a **Custom**, **Soft**, **Medium**, or **Hard** preset suspension. A soft suspension should be used on a bumpy road, while a harder suspension is better for smooth tracks.

Spring Stiffness Front Choose a setting between **Soft** and **Hard**.

Spring Stiffness Rear Choose a setting between **Soft** and **Hard**.

Spring Length Front Choose a setting between **Min** and **Max**.

Spring Length Rear Choose a setting between **Min** and **Max**.

Damper Front Choose a setting between **Soft** and **Hard**.

Damper Rear Choose a setting between **Soft** and **Hard**.

RalliSport Challenge 2

Music Credits

"Get Rolled On" Written by Tom Salta, Performed by Atlas Plug, Published by Persist Music Publishing/Mixed Metaphor Music (BMI). Courtesy of Persist Records/Position Music by arrangement with Position Soundtrack Services. All rights reserved. Used by Permission. www.atlasplug.com

"Rule The Universe" Written by Tom Salta, Performed by Atlas Plug, Published by Persist Music Publishing/Mixed Metaphor Music (BMI). Courtesy of Persist Records/Position Music by arrangement with Position Soundtrack Services. All rights reserved. Used by Permisson. www.atlasplug.com

"Two Days or Die" Written by Tom Salta, Performed by Atlas Plug, Published by Persist Music Publishing/Mixed Metaphor Music (BMI). Courtesy of Persist Records/Position Music by arrangement with Position Soundtrack Services. All rights reserved. Used by Permission. www.atlasplug.com

"Symbiont" Written by Klayton, Performed by Celldweller, Published by Celldweller Music (ASCAP). Courtesy of Esion Media/Position Music by arrangement with Position Soundtrack Services. All rights reserved. Used by Permission. www.celldweller.com

"Breathe" performed by Crossbreed from the CD *Synthetic Division*, courtesy of Sheridan Square Entertainment/Artemis Records, Composed by Crossbreed (Christopher Nemzek, James Reitz, Charles Parker, Philip Marquardt, Travis Simpkins, Daniel Izzo), published by Sony/ATV Tunes LLC/Artemis Arts Songs (ASCAP). All rights reserved. Used by Permission. www.crossbreed.com

"Concentrate" performed by Crossbreed from the CD *Synthetic Division*, courtesy of Sheridan Square Entertainment/Artemis Records, Composed by Crossbreed (Christopher Nemzek, James Reitz, Charles Parker, Philip Marquardt, Travis Simpkins, Daniel Izzo), published by Sony/ATV Tunes LLC/Artemis Arts Songs (ASCAP). All rights reserved. Used by Permission. www.crossbreed.com

"Quick Fix" (Charlie Clouser Mix) performed by Foetus, courtesy of Thirsty Ear Records. Composed by Jim Thirlwell, published by Ectopic Music. All rights reserved. Used by Permission. www.foetus.org

"Headcase" Performed by Grade 8 ℗ 2002 Lava Records LLC Produced Under License From Lava Records LLC By Arrangement With Warner Strategic Marketing. Composed by Ryan Tooker and Dustin Tooker, published by Bloody Knucks Publishing, administered by Bloody Knucks Music (ASCAP), administered by Abba-Cadaver Music. All rights reserved. Used by Permission. www.lavarecords.com

"If You Still Hate Me" 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. ℗2001 The All Blacks B.V. From the Roadrunner Records album *Revolution/Revolucion*. By Dave Chavarri, Marc Rizzo and Cristian Machado © 2001 EMI BLACKWOOD MUSIC INC., NINO CHAVARRI MUSIC, ILL MARC RIZZO MUSIC and ILL CRISTIAN MUSIC. All Rights Controlled and Administered by EMI BLACKWOOD MUSIC INC. (BMI). All Rights Reserved. International Copyright Secured. Used by Permission. www.illnino.com

"Rumba" 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. ℗2001 The All Blacks B.V. From the Roadrunner Records album *Revolution/Revolucion*. By Dave Chavarri, Marc Rizzo and Cristian Machado © 2001 EMI BLACKWOOD MUSIC INC., NINO CHAVARRI MUSIC, ILL MARC RIZZO MUSIC and ILL CRISTIAN MUSIC. All Rights Controlled and Administered by EMI BLACKWOOD MUSIC INC. (BMI). All Rights Reserved. International Copyright Secured. Used by Permission. www.illnino.com

"Rabble Rouser" Performed by MDFMK, Courtesy of Universal Records under license from Universal Music Enterprises. Written by Sascha Konietzko, Tim Skold & Lucia Cifarelli ©2000 EMI BLACKWOOD MUSIC INC., KMFDM INC., and Suki Swift International. All rights for KMFDM INC. controlled and administered by EMI BLACKWOOD MUSIC INC. (BMI). All Rights Reserved. International Copyright Secured. Used By Permission.

"2nd Hand" Performed by Pitchshifter, Courtesy of Geffen Records under license from Universal Music Enterprises. By Jon S. Clayden, Mark Clayden and Johnathan Carter © 1998 EMI BLACKWOOD MUSIC INC. and PITCHSHIFTER MUSIC. All Rights Controlled and Administered by EMI BLACKWOOD MUSIC INC. (BMI). All Rights Reserved. International Copyright Secured. Used by Permission. www.pitchshifter.com

"Please Sir" Performed by Pitchshifter, Courtesy of Geffen Records under license from Universal Music Enterprises. By Jon S. Clayden, Mark Clayden and Johnathan Carter © 1998 EMI BLACKWOOD MUSIC INC. and PITCHSHIFTER MUSIC. All Rights Controlled and Administered by EMI BLACKWOOD MUSIC INC. (BMI). All Rights Reserved. International Copyright Secured. Used by Permission. www.pitchshifter.com

"Wafer Thin" Performed by Pitchshifter, Courtesy of MCA Records under license from Universal Music Enterprises. BY MATTHEW JOHN BRADBURY, STEPHEN JOHN RENDELL, SCOTT LEACH & DOMINIC JASON RUSSELL GEARON ©2000 EMI MUSIC PUBLISHING LTD. ALL RIGHTS FOR THE US AND CANADA CONTROLLED AND ADMINISTERED BY EMI BLACKWOOD MUSIC INC. (BMI). All Rights Reserved. International Copyright Secured. Used By Permission. www.pitchshifter.com

"Bionic Sphinx" performed by Point 1, from the CD *Stress Related Injuries*, courtesy of Groove King Records/Point 1. Composed by Len Hotrum, published by Groove King Records/Point 1. All rights reserved. Used by Permission. www.point1music.com

"G's" Performed by Primer 55, Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises. Written by: Bobby Burns and Jason Lutrell ©2000 EMI April Music Inc. and Most People Suck Music. All Rights Controlled and Administered by EMI April Music Inc. (ASCAP). All Rights Reserved. International Copyright Secured. Used By Permission. www.artistdirect.com

"Loose" Performed by Primer 55, Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises. Written by: Bobby Burns and Jason Lutrell ©2000 EMI April Music Inc. and Most People Suck Music. All Rights Controlled and Administered by EMI April Music Inc. (ASCAP). All Rights Reserved. International Copyright Secured. Used By Permission. www.artistdirect.com

"The Future Behind" Written by Anomaly Music, Performed by Anomaly Music © & ℗ 2004 Microsoft Corporation. All rights reserved. www.ampmusic.com

"On the Verge" Written by Anomaly Music, Performed by Anomaly Music © & ℗ 2004 Microsoft Corporation. All rights reserved. www.ampmusic.com

"Built to Last" Written by Anomaly Music, Performed by Anomaly Music © & ℗ 2004 Microsoft Corporation. All rights reserved. www.ampmusic.com

"Rosie" Written by Peter Kerekes, Performed by Beat Revolution © & ℗ 2004 Microsoft Corporation. All rights reserved. www.beatrevolution.com

"Throwing a Bone" Written by Fletcher Beasley, Performed by Beat Revolution © & ℗ 2004 Microsoft Corporation. All rights reserved. www.beatrevolution.com

"Trash Talk" Written by Fletcher Beasley, Performed by Beat Revolution © & ℗ 2004 Microsoft Corporation. All rights reserved. www.beatrevolution.com

Untitled Interface Music Written by Peter Kerekes, Performed by Beat Revolution © & ℗ 2004 Microsoft Corporation. All rights reserved. www.beatrevolution.com

Opening Video Music

"Blinded" Written by Anomaly Music, Performed by Anomaly Music © & ℗ 2004 Microsoft Corporation. All rights reserved. www.ampmusic.com

Credits Music

"She's Goodbad But She Ain't Evil" Written by Markus Jägerstedt and Ander Olson, Performed by Monster & Maskiner, Courtesy of Markus Jägerstedt/Anders Olson. All rights reserved. Used by permission. www.rotwangrecords.com

Legal Credits

The Quattro trademarks are used by Microsoft with the Express written permission of AUDI AG.

The BMW Trademarks are owned by BMW AG and are used under license.

Merci à CITROEN pour son aimable collaboration.

Ford, Focus, Escort and RS200 are registered trademarks owned and licensed by Ford Motor Company.

Hyundai, Accent, and associated logos, emblems and body designs are trademarks and/or other intellectual property of Hyundai Motor Company and are used under license to the Microsoft Corporation.

2002 Hyundai WRC Livery is under the authority of the Hyundai World Rally Team and used under license to the Microsoft Corporation.

Lancia is a trademark and is used with permission from Fiat Auto S.p.A. Lancia Delta S4, Lancia Stratos, Lancia 037, emblems and body design are trademark and/or other intellectual property of Fiat Auto S.p.A. and are used under licence to Microsoft Corporation.

The MG Metro 6R4 vehicle, likeness and associated marks are used under license from British Motor Heritage, Ltd.

Mitsubishi and Lancer Evolution names, emblems and body designs are trademark and/or intellectual property rights of Mitsubishi Motors Corporation and used under license to Microsoft Corporation.

Nissan, Micra and Skyline R34 GTR names, emblems and body designs are trademark and/or intellectual property rights of Nissan Motor Co., Ltd. and used under license to Microsoft Corporation.

A product of the Opel Performance Collection; Licensee MICROSOFT

Merci à AUTOMOBILES PEUGEOT pour son aimable collaboration.

Merci à RENAULT pour son aimable collaboration.

Saab, 9-3, and Viggen, Emblems and body design are Saab Automobile AB Trademarks used under license to Microsoft Corporation.

Thanks to SEAT, S.A. and SEAT SPORT, S.A.

Manufactured and distributed by Microsoft Corporation with kind consent of ŠKODA AUTO a. s. Copyright and reproduction rights to the trademark, samples, and models granted by ŠKODA AUTO a. s. 2001 © ŠKODA AUTO a. s. All rights reserved.

SUBARU, IMPREZA, WRX, STI names, emblems and body designs are properties of Fuji Heavy Industries, Ltd. and used under license to Microsoft Corporation.

"SUZUKI", "S", "GRAND VITARA" or "GRAND ESCUDO" are trademarks of Suzuki Motor Corporation and used under the license. However, this product is neither manufactured nor distributed by Suzuki Motor Corporation.

The Celica Pikes Peak likeness, name and all associated marks are licensed to Microsoft Corporation by Rod Millen Motorsports

Toyota and Corolla names, emblems and body designs are trademark and/or intellectual property rights of Toyota Motor Corporation and used under license to Microsoft Corporation.

Volkswagen Trademarks, design patents and copyrights are used with the approval of the owner

Volvo, Volvo 240, Volvo S40, and Volvo Amazon names, emblems, body designs, trademarks and/or intellectual property rights are used under license by Microsoft Corporation, and approved by Volvo Cars of North America, LLC.

Official Licensed Product

SAAB

OFFICIAL LICENSED PRODUCT 46-3204-56935

Team Credits

Digital Illusions Team

Producer
Karl Magnus Troedsson

Game Designer
Patrick Bach

Lead Programmer
Christian Cyréus

Lead Artist
Jonas Norberg

Art Director
Joakim Svärling

Programmers
Anders Clerwall
Joacim Jonsson
Johan Andersson
Lie Fujita
Marco Hjerpe
Mats Eriksson
Peter Engström
Pia Johansson
Stefan Wallberg
Urban Nilsson

Add'l Programmers
Mattias Adolfsson
Peter Björklund

Artists
Andreas Chrysovitsanos
Claes Wikdahl
Fredrik Arvidsson
Jukka Tähtinen
Lars Mårtensson
Marcus Fritze
Martin Kopparhed
Mattias O. Adolfsson
Mikko Tähtinen
Nadab Göksu
Stefan Eriksson
Tony Holmsten

Additional Artists
Sofia Lindgren
Stefan Vukanovic
Peter Hoyles
Matthias Eriksson
Daniel Paulsson

Sound Designer
Stefan Strandberg

Add'l Sound Designers
Carl Hansson
Olof Gustafsson

Promotional Videos
Roland Smedberg

Microsoft Team

Program Mgmt
David Bridgham
Peter Wong

Test Leads
Kevin Darby
Christian Owens
Korey Krauskopf

Test
Shane White
Rahsaan Shareef
Steve Larson
Michael Conn
Shaun Crumb ●
Stephen Simpson ●
Bryan Sudderth ●
James Evans ●
Jeremy Weaver ●
Pete Schaw ●
Mark Shoemaker ●
Pete Schneider ●
Rufus Marshall ●
John Clough ●
Scott Branston ●
Eric Snyder ●
John Slaughter ●
Shirley Liao ●

Design Leads
Bill Giese
Chris Novak

Development
Phil Teschner
Craig Cook

Art Lead
John Wendl

Art Director
Kiki Wolfkill

Audio Lead
Greg Shaw

Audio Director
Matthew Lee Johnston

Business Development
Alfred Tan
Walter Kong

Licensing Managers
Christian Phillips
Kathy Kim

Licensing
Jule Zuccotti ●
Denise Heimel ●
Frances King ●
Jim Hawk ○

Content Lead
Michelle Lomba

Content Creation
Beth Demetrescu
Bryan Howell

User Experience Manager
Jeremy Los

Print Design
Chris Lassen
Jennie Chan

User Testing Leads
Marcos Nunes-Ueno
Randy Pagulayan

User Testing Group Lead
Boyd Morrison

Localization Manager
Jenni Gant

Lead Support Engineer
Craig Stum

Legal
Sue Stickney (LCA)
Jama Cantrell (LCA)

Senior Geopolitical Strategist
Tom Edwards

Music Licensing
Peter Davenport
Lily Kohn
TiAnna Jones (LCA)
Rita Boyd (HRD)

Additional Audio
Tawm Perkowski
Justin Woods
Chris Vincent
Joel Robinson
ExeQuo
FAME Automotive
Carburetor Connection
Anomaly Music
Beat Revolution

Audio Director
Jerry Schroeder

Voice-Over Production
Scorpio Sound
RMK
ZigZag Lane
Me4Eu

Voice Talent
Mike Madeoy
Ian Abercrombie
Tim Carroll
Mr. Patrick Bethune
Mr. Peter Sjöquist

Special Thanks
Ed Fries, Shane Kim, Phil Spencer, Ken Lobb, AJ Redmer, Gregory Pachman, US Air Force Reserve Rally Team, Tim O'Neil of Team O'Neil Rally School, Rallyzone.com, Howard Phillips, Andre Hoth, Dan Black, James Miller, Clifford Garrett, Tom Arnold, Chris Chamberlin, Sean Kellog, Rick Lockyear, Virginia Spencer, Dennis Ries, Shari Davidson-Maxwell, LouAn Williams, Olivier Bertino. Thanks to the localization teams in Redmond and Ireland.

● Volt ○ Kelly Services

Warranty

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Customer Support

Get an Edge on the Game!

Xbox Game Tips (Automated): Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-289-XBOX. $.95 per minute.
- In Canada, call 1-900-561-HINT. $1.50 (Canadian) per minute.

Xbox Game Tips (Support Representative): Available 7 days a week including holidays.

- In the U.S., call 1-900-289-XBOX. $1.40 per minute.
- In Canada, call 1-900-561-HINT. $1.50 (Canadian) per minute.

Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.
- In Colombia, call 01-800-912-1830.

Note: Xbox game tips are not available from 1-800-4MY-XBOX. You must call Xbox Game Tips (Automated) or Xbox Game Tips (Support Representative) for tips, hints, or codes.

For more information, visit us on the Web at **www.xbox.com**.

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious, and no association with any real company, organization, product, domain name, e-mail address, logo, person, place, or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property. The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

© & ℗ 2004 Microsoft Corporation. All rights reserved.

Microsoft, the Microsoft Game Studios logo, OptiMatch, Xbox, Xbox *Live*, the Xbox logos, the Xbox *Live* logo, and the XSN Sports logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Developed by Digital Illusions CE AB for Microsoft Corporation. Digital Illusions and the Dice logo are trademarks of Digital Illusions CE AB.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

Manufactured under license from Dolby Laboratories.

BINK VIDEO Uses Bink Video. © Copyright 1997-2004 by RAD Game Tools, Inc.