MX vs ATV

ALIVE ™

CUSTOMISE YOUR EXPERIENCE AT THE **ONLINE STORE** WITH **DOWNLOADABLE CONTENT** TRACKS, VEHICLES, MODES, GEAR AND MORE

INSTRUCTION BOOKLET

THQ

CONTENTS

XBOX 360 CONTROLLER

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Xbox Guide

XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.
For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

CONTROLS

MENU CONTROLS	
Select / Change Menu Item	🕹 or ⭕
Confirm / Accept Selection	Ⓐ
Cancel / Previous Screen	Ⓑ
Special Actions in Menus	Ⓨ / LB / RB
Start Game (upon event load)	▶

RACING CONTROLS	
Vehicle Steering	🕹 ⬅ / ➡
Rider Control (Rider Reflex)	🕹 ⬅ / ➡ / ⬆ / ⬇
Throttle	RT
Brake	LT
Clutch	LB
Trick Modifier	RB
Reverse	Ⓑ
Reset Vehicle	Ⓧ
Bail Out	Press 🕹 + Press 🕹 + LB + RB
Place Custom Reset Marker (Free Ride Only)	Ⓨ
Reset Vehicle To Marker (Free Ride Only)	Ⓐ
Cycle Camera Views	◀
Quick View Cameras (Look Left, Right, Behind)	⭕ ⬅ / ➡ / ⬇

FREE CAMERA CONTROLS	
*NOTE: Press the **BACK** button to cycle camera views. These controls are only active while in the Free Camera.*	
Rotation	⭕ ⬅ / ➡ / ⬆ / ⬇
Dolly	LB + ⭕ ⬆ / ⬇

FREE RIDE CONTROLS	
Start Free Ride Jam	⭕ ⬆
Switch to Toy Vehicle	Ⓨ

RIDER REFLEX

Use Rider Reflex (🅡) to shift your rider's weight and gain more control over your ride. Use Rider Reflex to turn sharper, manage traction, do wheelies, and catch massive air. Rider Reflex will also allow you to keep from wrecking by reacting to Wreck Avoidance.

Leaning Left and Right with Rider Reflex
Using Rider Reflex will shift your rider's weight and help you move your ride slightly to one side. Combinethe Reflex Stick with the Steering Stick (🅛) by moving them both in the same direction to make sharperturns. Rider Reflex can also be used to turn in the opposite direction of the Steering Stick to shift your weight over the centre of your ride when turning to maximise traction.

Moving Forward and Backward with Rider Reflex
Shifting your rider's weight back over whoops and small bumps will allow you to keep your rear wheel planted and driving forward while floating over the bumps. Using the gas (🆁🆃) and shifting your rider's weight back will allow you to perform a wheelie. Rider Reflex also allows you to Seat Bounce by using your rider's weight to lean back during the take-off of jumps. Shifting your riders weight over the front of the bike by pressing ⬆ on the Reflex Stick (🅡) will allow you to keep your front end planted on the ground or lighten the back wheel to spin around corners. Shifting your weight forward in combination with the brakes will also allow you to perform a stoppie.

WRECK AVOIDANCE

The Wreck Avoidance system lets you save yourself from a costly wreck by harnessing your instincts and Rider Reflex. When driving an MX or ATV, watch your rider's reactions and be on the lookout for the on-screen Wreck Avoidance indicators. These indicators let you know which direction you need to push your Rider Reflex to avoid wrecking. They are represented by arrows that point either ⬆, ⬇, ⬅ or ➡ on either the top, bottom, left or right side of the screen. Beware; some wreck conditions can't be avoided! To avoid a wreck, quickly move the 🅡 in the direction of the Wreck Avoidance Indicator before it disappears, or you will wreck.

SEAT BOUNCE

Seat bounce allows players to jump further. When you are able to seat bounce off a jump, the shock on the HUD will turn yellow. When the shock is yellow, pull back on the right stick to seat bounce. When successful, the shock will turn orange. To get maximum seat bounce, press the 🅡 while pulling back on the 🅡. The shock on the HUD will turn green when successful.

HELPFUL TIP: Using seat bounce on every jump is not the fastest way around the track. Use the correct amount of seat bounce to land directly on the downside of jumps. Using seat bounce will make you jump further but also higher. Using no seat bounce, or less seat bounce will help you stay lower to the ground and go faster.

CLUTCH

Build up the Clutch Metre to accelerate faster exiting corners and landing off of jumps. Holding 🆛🅑 allows you to build up your RPMs. When released, the higher RPMs will put the engine at peak power. Holding the clutch will fill up the Clutch Metre on the HUD. The further the metre is filled, the longer your engine will stay at peak power when releasing the clutch. To build up your Clutch Metre faster, equip the Clutch Master Rider Skill.

HELPFUL TIP: Hold the clutch upon entering a corner and release on exit to be most successful. Also, holding the clutch while in the air and releasing on landing will help you accelerate faster.

TRICK CONTROLS

NOTE: Trick controls below are shown using the Preset 1 controller configuration. If you change your controller to be anything but the default control, the Trick Modifier button may also move.

Hold the Trick Modifier (🆁🅑) and then move or rotate the 🅡 in a combination of three directions to create the tricks in **MX vs ATV® Alive™**.

Backflip

Accelerate toward a jump using **RT**. Right before take off, hold the Trick Modifier (**RB**) and move the 🕹 ⬇. Continue holding the 🕹 ⬇ through the duration of the move. Use your weight, throttle, and brakes to control how fast you flip.

Three Sixty

Race toward a jump, right before take off, hold the Trick Modifier (**RB**), then move the 🕹 ⬅ or ➡ and then quickly ⬇ to start the rotation.

Whips

Launch off of a jump and once airborne, move the 🕹 ⬅ or ➡ and/or the 🕹 ⬅ or ➡ to perform a whip. Experiment with timing to find your own style.

Scrubs

When on the ground, move the 🕹 ⬅ or ➡. Adjust your angle relative to the horizontal plane by using the Scrub to tilt the vehicle left or right. If you want to scrub a jump, throw the 🕹 ⬅ or ➡ before you take off the jump. You can also add in the 🕹 if you like. This will help keep you flying low!

TRICKS

Use Rider Reflex when hitting a jump to pull off insane tricks! Hold **RB** (Trick Modifier) and either move or rotate the 🕹 in three directions to perform the stunt. If you want to hold the trick, keep the 🕹 in the last direction needed for the gesture; otherwise remember to release the 🕹 to the centre of the controls to land safely! If done correctly, the name of the trick will appear at the top of the screen as the trick is performed. Not all tricks can be held.

The following table lists the movements or rotations for each available trick.

*NOTE: Each trick can only be performed in the air. Use **RT** to accelerate over jumps for the most airtime possible! Hold the Trick Modifier (**RB**) and perform the input to complete the trick.*

TRICK NAME	INPUT	TRICK NAME	INPUT	TRICK NAME	INPUT
No Hander	⬆, ➡, ⬆	Superman Seat Grab	⬇, ⬆, ➡	Ruler	⬅, ⬆, ⬇
Heelclicker	⬆, ⬅, ⬆	Supercan	⬇, ⬅, ⬆	Deadbody	⬅, ⬇, ⬆
Windmill	⬆, ➡, ⬇	Indian Air	⬇, ⬆, ⬇	Body Varial	➡, ⬆, ➡
Rodeo	⬆, ⬇, ➡	Nac Nac	⬇, ⬅, ➡	Tsunami	➡, ⬇, ➡
Taunt	⬆, ⬅, ⬇	Ninja Nac	⬇, ➡, ⬅	Solo Cliffhanger	➡, ⬅, ➡
Barhop	⬆, ⬇, ⬅	Body Flip	⬇, ⬆, ⬅	Rigor Mortis	➡ ⬆, ⬅
Shaolin	⬆, ⬇, ⬆	9 O'Clock Indian Air	⬅, ⬆, ⬅	Rock Solid	➡, ⬇, ⬅
Superman	⬆, ⬅, ➡	9 O'Clock Nac	⬅, ⬇, ⬅	Twister	➡, ⬇, ⬆
Double Grab	⬆, ➡, ⬅	Cordova	⬅, ⬇, ➡	Fullpress	➡, ⬆, ⬇
Lazyboy	⬇, ➡, ⬇	Hart Attack	⬅, ➡, ⬇	Buzzsaw	➡, ⬅, ⬇
Upcan	⬇, ⬅, ⬇	Flatliner	⬅, ➡, ⬆	Bizzare	➡, ⬅, ⬆
Switchblade	⬇, ➡, ⬆	Kiss of Death	⬅, ➡, ⬅	Kiss of Death Indian Air	⬅, ⬆, ➡

PLAYER ASSISTS

Player assists are on by default and are designed to help you successfully navigate the tracks. Assists are only active during race events. Player Assists can be turned off in the Options Menu.

CORNERING ASSIST

Cornering Assist helps apply the correct amount of brakes, steering, and leaning to successfully manoeuvre around corners. When the Cornering Assist is helping you navigate, CAS will illuminate on the HUD.

JUMP ASSIST

Jump Assist helps orientate your bike to land properly, as well as, gives you extra in air control to steer back on the track if you are jumping off track. When the Jump Assist is helping you navigate, JAS will illuminate on the HUD.

PLAYER PROGRESSION

MX vs ATV® Alive™ features an Experience (XP) based unlock system that controls the unlocking of events, vehicles, and customisation items. XP is earned by exploring in Free Ride, as well as, completing Nationals and Short Track events. XP is earned in all game modes, including:: Xbox LIVE, Local Multiplayer and Single Player.

NOTE: In Local Multiplayer XP will only be earned by the currently active profile, only one profile can be active at a time.

THE STORY

MX vs ATV® Alive™ challenges you, the player, to rise through the ranks from a Weekend Warrior with only a handful of slower stock vehicles to a Superstar with the most intense race tracks and fastest rides. Multi-time Motocross champion James Stewart, often referred to as "The Fastest Man on the Planet," will serve as your mentor as you move from a Rookie, to an Amateur, and eventually into the Pro ranks. Watch out though, James Stewart takes his competition seriously. The closer you come to becoming a threat, the less help he will be willing to offer. If you make it to the pro ranks, you can try to take on James Stewart in the MX 450 class. Defeat James Stewart and unlock the ability to play as James Stewart.

RIDER XP

Rider XP controls the unlocking of new vehicles and events for both single player and multiplayer. Rider XP also awards Rider Skills, gear, helmets, and goggles. Rider XP is earned by completing Nationals and Short Track races and riding in Free Ride. Additional Rider XP bonuses can be earned by racing without assists, turning up opponent difficulty, completing Race Goals and Free Ride Challenges, earning podium bonuses, or equipping the XP Boost Rider Skill. Rider XP may be viewed from the Main Menu and in post race results.

VEHICLE XP

Vehicle XP controls the unlocking of graphical and performance improvements for your rides. Each vehicle carries its own Vehicle XP. As you earn Vehicle XP, stars will be earned. Each star you earn for your vehicle unlocks a group of parts to customise your ride. Vehicle XP is earned by completing Nationals and Short Track races and riding in Free Ride. Vehicle XP may be viewed from the Main Menu, when selecting a vehicle, and in the post race results.

VEHICLE	DESCRIPTION
MX 125	The starter MX Bike. Easy to handle and suitable best on Rookie events.
ATV 250f	The starter ATV. Easy to handle and suitable best on Rookie events.
MX 250f	A great balance between controllability and power. Suitable best on Amateur events.
ATV 450f	The pro ATV. Power must be managed. Suitable best on Amateur and Pro events.
MX 450f	The pro MX Bike. Power must be managed. Suitable best on Pro events.

PERFORMANCE PARTS

Each vehicle has Performance Parts that can be unlocked by earning Stars when Vehicle XP is accumulated. Performance Parts improve the way your vehicle handles or increase the power of your vehicle. When a Performance Part is unlocked, it will equip the new part automatically on your currently active vehicle. You may choose to revert to a Stock part without the improved performance or swap upgraded parts from the Vehicle Customise menu.

NOTE: You can also change what performance parts are equipped on your vehicles in the Customise Vehicles section, allowing for different combinations of performance and riding style.

PERFORMANCE PART	UPGRADE DESCRIPTION
Tyres	Improves traction for your vehicle to gain stability and speed.
Exhaust	Improve the power for your vehicle to gain acceleration and top speed.
Suspension	Improves the handling of your vehicle to lessen the chances of bottoming out and stabilizes over bumps and jumps.
Factory Chasis	Improves the handling of your vehicle to allow more manoeuvreability on the ground and in the air.
Oversized Brakes	Improves the brakes of your vehicle to allow you to stop faster.

RIDER CUSTOMISATION

Choose from various helmets, goggles, gear sets, boots, neck braces and butt patches to customise your rider's look, as well as, change your rider name and number in the Customise Rider menu. A small selection of apparel is available when you begin; however, additional helmets, goggles and gear sets can be unlocked by leveling up your Rider XP. Additional butt patches can be unlocked by completing Race Goals. While additional helmets, goggles, gear sets and butt patches can be purchased from the MotoClub Depot to outfit your rider with all the latest apparel. For your convenience, you may set up 3 custom rider gear sets to quickly equip at any time. These are also available in the XBOX Live lobby. You may also choose to race as your favourite Pro Rider.

MX vs ATV® Alive™ allows you to race against the biggest names in MX and ATV racing from across the globe. Play as your favourite rider by selecting their profile under Customise Rider from the Main Menu. Pro Rider James Stewart can be unlocked by successfully beating him in an MX 450 Race after reaching Rider XP level 25.

NOTE: *Choosing to play as a Pro Rider will not be saved between gaming sessions. Upon starting the game again you will have to choose the Pro Rider you wish to play as once more.*

RIDER SKILLS

Rider Skills are unlocked by leveling up your Rider XP. Rider Skills improve your Rider's performance in a specific aspect of the game. Each player is able to equip 2 Rider Skills at a time. Rider Skills are equipped from the Main Menu for Single Player, from the Lobby when playing on Xbox Live and from the 2-Player Set Up when playing Split Screen.

NOTE: *Rider Skills are not active during Free Ride.*

SKILL	DESCRIPTION
Save It	More time to save yourself from wreck in Wreck Avoidance states.
Wrecking Ball	More likely to be successful while bar banging opponents.
Tank	Reduces the affect of bar banging when someone successfully uses it against you.
Holeshot Boost	Increased boost out of the start gate.
XP Bonus	Added Experience Bonus.
Quick Get Up	Faster crash recovery timer. Shorten the time between crashing and resetting.
Stealth Passing	Shortens the distance warning other players get when you are about to pass them.
Clutch Master	Increased clutch effectiveness.
Scrub Master	More effective scrubs.

THE GAME SCREEN - RACE EVENTS
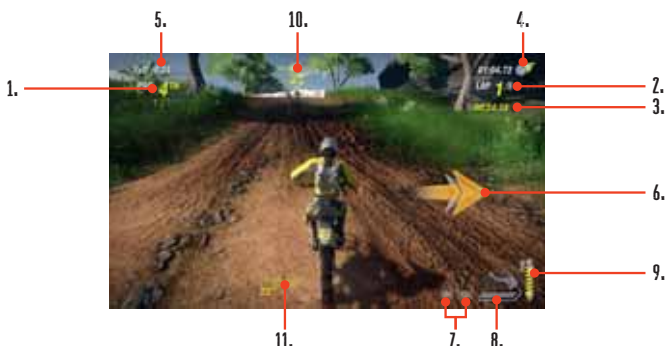
1. RACE POSITION
Your position among the total racers in the event.

2. LAP INDICATOR
Indicates which lap you're currently on.

3. LAP TIME INDICATOR
This is your current lap time.

4. BEST LAP INDICATOR
Your best lap time for the current race.

5. AHEAD/BEHIND LEADER TIME INDICATOR
Indicates the time you are ahead or behind your competition in the event.

6. WRECK AVOIDANCE INDICATORS
Displayed by Orange arrows. These are the four indicated directions of input needed to avoid a wreck by using the Rider Reflex Stick.

7. ASSISTS INDICATORS
The jump assist indicator (JAS) lights up when actively helping place the vehicle on the correct landing. The cornering assist indicator (CAS) lights up when actively helping navigate the vehicle through a corner.

8. CLUTCH METRE
The clutch metre fills up when pressing 🎮. The longer 🎮 is held, the more the clutch will build up, and the more boost the clutch will give the vehicle.

9. SEAT BOUNCE INDICATOR
When on an incline where seat bounce can be used, the shock will turn yellow. While the indicator is yellow, pull back on the Reflex Stick to jump further. When successful, the indicator will turn orange. To get maximum seat bounce, pull back on the Reflex Stick and click while the indicator is yellow. When successful, the indicator will turn green upon leaving the ground.

10. OPPONENT POSITION AND PLAYER NAME
Current position and player name appears above the head of the 3 riders in front of you.

11. PASSING INDICATORS
Let you know there is a player within striking distance behind you. The location (left, center, right) of the indicators show which side the player is approaching on, as well as, how far behind the player is. You can use the Increased Awareness Rider Skill to increase the amount of warning you are given when other players are approaching.

THE GAME SCREEN - FREE RIDE

1. TRICK DISPLAY
During the execution of tricks, your active trick name will appear.

2. COMPASS
The direction the vehicle is heading.

3. BEST COMBO CHALLENGE
The player profile's best score for the Best Combo challenge.

4. FREESTYLE JAM CHALLENGE
The player profile's best score for the Freestyle Jam challenge.

5. HANGTIME CHALLENGE
The player profile's best score for the Hangtime challenge.

6. LONG JUMP CHALLENGE
The player profile's best score for the Long Jump challenge.

MOTOCLUB DEPOT

Check out all the latest Downloadable Content at the MotoClub Depot. Downloadable Content allows you to build your own MX vs ATV experience. The MotoClub Depot gets updated often with new content, like bikes, gear, helmets, and tracks. You can also join MotoClub Pro to get exclusive content from the MotoClub Depot.

MAIN MENU

NOTE: *MX vs ATV® Alive™* *requires a profile to enable auto-saving. Playing without a Profile will result in the loss of any progress, race goals, items, preferences, or changes you make before the end of your play session.*

SINGLE PLAYER
Select to quickly jump into one of two race types or an exploration free ride mode.

XBOX LIVE MULTIPLAYER
Players are able to take their ride throughout Xbox LIVE to compete against other players within all of the game's event types and earn Rider XP, Vehicle XP, Race Goals and Free Ride Challenge Medals. Public playlists allow players to quickly join games with other users with pre-set rules. Each playlist has a repeating order and is open to all players. Playlists may include Rookie, Amateur and/or Pro events, as well as, downloadable events purchased from the MotoClub Depot. Players may also create a Private Session. In Private Sessions players can tailor the event rules to their liking. Private Sessions may only be joined by invites. The host of a Private Session will be able to select from all vehicles/events he or she has unlocked via Rider XP or purchased from the MotoClub Depot.

The online lobby lets you freely ride the next track you will be racing. While in the online lobby, press the START button to bring up the PAUSE MENU. From the PAUSE MENU you can Invite a Friend, Change Player Setup or Quit the event. Change Player Setup allows you to change your Assists settings, change your customised rider, equip Rider Skills or change Vehicles.

In playlist lobbies, proceeding past the results screen will allow you to select between 2 choices for the next event. Because playlists run in a pre-set order, selecting the track on the left will mean the track on the right is the next track in the session; however, selecting the track on the right will skip the track on the left.

NOTE: *Players will only be able to participate in events/on vehicles in which they have unlocked via Rider XP or purchased from the MotoClub Depot. Players without the proper event/vehicle will be kicked from the session.*

LOCAL MULTIPLAYER
Players are able to take their ride throughout Local Multiplayer to compete via split screen against other players within all of the game's event types and earn Rider XP, Vehicle XP, Race Goals and Free Ride Challenge Medals.

MOTOCLUB DEPOT
Enter the MotoClub Depot to browse and purchase new vehicles, tracks and rider gear.

CHANGE VEHICLE
Equip your unlocked MX and ATVs .

CUSTOMISE VEHICLE
Customise the look for your ride or add Performance Parts.

CUSTOMISE RIDER

Choose from a Pro Rider or create and choose from your custom characters. Also, set your RIDER NAME and NUMBER.

EQUIP RIDER SKILLS

Choose which unlocked Rider Skills to equip for your next race.

RECORDS

Track your progress throughout gameplay in the Records. View such details as LEADERBOARDS, ACHIEVEMENTS, and RACE GOALS.

MESSAGES

View messages by pressing ❌ while on the Main Menu. You can view recent unlocks and exciting news about **MX vs ATV® Alive™**. Messages will alert you of new content in the MotoClub Depot, Friend Tracking updates, and of special events in the MX vs ATV community. Press ❓ to delete messages from your mail box. Messages with a red icon are announcements from the MX vs ATV community, like new MotoClub Depot content or upcoming contests. Messages with a grey icon are Friend's Tracking updates, like new record lap times. Messages with a green icon indicate new in game unlocks, like new vehicle unlocks.

OPTIONS

JUMP ASSIST

Turn your Jump Assist on or off.

CORNERING ASSIST

Turn your Cornering Assist on or off.

CONTROLLER SETTINGS

Configure your controller mapping here by selecting from the 6 presets

CHANGE STORAGE DEVICE

Choose where you save your game.

GAMEPLAY HUD

Choose to show or hide your Gameplay HUD.

GAMERTAGS DURING EVENT

Choose to show or hide Gamertags during event.

UNITS OF MEASURE

Choose how measurements are displayed.

BRIGHTNESS

Adjust the level of brightness in the game.

MUSIC VOLUME

Choose the volume for in game music.

EFFECTS VOLUME

Choose the volume for in game effects.

ENGINE VOLUME

Choose the volume for vehicle engines.

CREDITS

View a list of the talented team behind the creation of this game.

RACE EVENTS PAUSE MENU

Press ▶ to go to the Pause Menu during gameplay. From here, you'll be able to choose from RESUME, RESTART, QUIT and change various AUDIO and DISPLAY options.

RESUME
Resumes the current event. In Free Ride, the player can view a map of the area, as well as warp to discovered areas.

RESTART
Restart the event over from the beginning. Keep in mind, this option is not available in all modes.

GAMEPLAY HUD
Choose to show or hide your Gameplay HUD.

GAMERTAGS DURING EVENT
Choose to show or hide Gamertags during event.

BRIGHTNESS
Adjust the level of brightness in the game.

MUSIC VOLUME
Choose the volume for in game music.

EFFECTS VOLUME
Choose the volume for in game effects.

ENGINE VOLUME
Choose the volume for vehicle engines.

QUIT
End the current event.

EVENTS

NATIONALS

Nationals are lap based racing courses cast in beautifully detailed environments. These races are prone to having big jumps and significant rhythm sections. There are also additional environmental challenges such as variable friction, loose surfaces and organic track layouts.

EVENT SET UP
The Event Set Up allows you to choose Opponent Skill, Duration, and Opponent Vehicles for your upcoming race.

OPPONENT SKILL
Select the difficulty of your opponents.

DIFFICULTY	DESCRIPTION
Rookie	The easiest difficulty for players new to offroad racing games.
Amateur	For players with racing game experience, will provide a slight challenge.
Pro	Even the experienced MX vs ATV player will find a challenge with this setting.
All Time	Only the best of the best MX vs ATV players can win on the extremely challenging All Time setting.

DURATION
Choose the number of laps for your event. This varies depending on event selection.

OPPONENT VEHICLES
Select the vehicles your competition will compete on.

EQUIPPED VEHICLE	MX BIKE OPPONENTS AVAILABLE	ATV OPPONENTS AVAILABLE
MX 125	MX 125, MX 250f, MX 450f	ATV 250f, ATV 450f
MX 250f	MX 250f, MX 450f	ATV 450f
MX 450f	MX 450f	ATV 450f
ATV 250f	MX 125, MX 250f, MX 450f	ATV 250f, ATV 450f
ATV 450f	MX 250f, MX 450f	ATV 450f

SHORT TRACKS

Short Track races are lap based racing courses with short, intense lap times that include breath-taking crossover moments where collisions may occur with players on different sections of the course. The same Race Options available in Nationals are also present in this event type.

FREE RIDE

The Free Ride series allow you to practice your skills in largely undiscovered locations, complete challenges to earn Rider XP, as well as, compete against your friends for high scores.

FREE RIDE LOCATION DISCOVERY

Each Free Ride has zones within that can be discovered. Once you have ridden into these zones, you'll be notified in the HUD and be awarded Rider XP. Once a zone has been discovered, you may warp to that zone via the map on the pause menu.

JUMP TO MARKER LOCATION

Players can choose to warp to start zones in any area they've discovered in a Free Ride level using the pause menu. Marker Locations will also be available for warping where friends have completed their Free Ride challenges.

FREE RIDE CUSTOM RESPAWN

Players can choose to set a reset point in Free Ride levels by pressing **Y**. Warp back to that reset point at any time by pressing **B**.

NOTE: Custom Respawn is disabled during the Freestyle Jam Challenge.

FREE RIDE CHALLENGES

Each Free Ride has challenges within it that award bronze, silver and gold medals.

LONG JUMP CHALLENGE

The Long Jump Challenge is tracked by how far you fly through the air. Each jump distance is recorded in Free Ride.

HANGTIME CHALLENGE

The Hangtime Challenge is tracked by how much time you spend in the air. Each jump time is recorded in Free Ride.

BEST COMBO CHALLENGE

The Best Combo Challenge is tracked by how many trick points you score on a single jump. Each trick combo is recorded in Free Ride.

FREESTYLE JAM CHALLENGE

Freestyle Jam challenges you to score as many trick points as you can within 60 seconds. Pressing the ○ ⬆ starts the timer for the Freestyle Jam Challenge. While a Freestyle Jam is active, hold ○ ⬆ to cancel the timer.

NOTE: Scores will not be kept on a cancelled Freestyle Jam.

PLAYTIME CHALLENGE

Hidden within each Free Ride is a toy vehicle. Ride up to the vehicle and press **Y** to ride the toy vehicle and unlock the Playtime Challenge. (Playtime Challenge only has a gold medal).

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MULTIPLAYER

XBOX LIVE

Up to 12 people can compete at once on Xbox LIVE.

PLAYLISTS

Enter the world of off-road online through a variety of game Playlists. A collection of Playlists has been created to allow you to quickly join games with other players without the headache of searching and waiting for every other contender. Pick the type of event you'd like to play and get ready to race! After each event, players will vote between 2 events on which location to go to next.

NOTE: *Additional playlists unlock when reaching Amateur (Rider XP Level 10) and Pro (Rider XP Level 25).*

CREATE PRIVATE SESSION

If you wish to tailor the experience to your liking, Create Private Session allows you to select an event, define the locations you prefer and invite your friends to join in your own off-road series of races. The session host has control over which events and event settings are used.

SPECTATOR SUPPORT

If you join a game in which the event is already in progress, you'll be a spectator. As a spectator, you can cycle riders to view. When the event has been completed, you are returned to the lobby where you will become an active rider in the next event.

LOCAL MULTIPLAYER

Up to two people can play Split Screen at once.

The options that are available in SINGLE PLAYER are also available in Split Screen. Content availability is based on player one's Rider XP.

THQ CUSTOMER SERVICES

AUSTRALIA
Technical Support and Games Hotline
1902 222 448
Call costs $2.48 (incl GST) per minute
Higher from mobile/public phones

ČSKÁ REPUBLIKA
Telefon: **+ 420 226 225 012**
Otevreno: Po-Pá 9:30 - 18:00
Email: podpora@cdprojekt.cz

DEUTSCHLAND
Für **spielinhaltliche** Fragen
Tel. **09001 505511**
Mo.-Sa. von 11.00-21.00 Uhr
(€0,99/Min. aus dem deutschen Festnetz, ggf.
abweichende Preise aus dem Mobilfunknetz)

Für **technische** Fragen
Tel. **01805 605511**
Mo.-Sa. von 11.00-21.00 Uhr (€0,14/Min. aus
dem deutschen Festnetz, ggf. abweichende Preise
aus dem Mobilfunknetz. Ab 01.03.2010 max.
0,42 €/Min. aus dem Mobilfunknetz)
Internet: http://support-formular.thq.de
(Online-Formular für schriftliche Anfragen)

ESPAÑA
Correo:
THQ Interactive Entertainment España S.L.U.,
Avenida de Europa 19, Edificio I 1º B,
Pozuelo de Alarcón, 28224 Madrid, ESPAÑA,
Tlf. **91 799 18 75**
(De Lunes a Viernes de 10.00 a 14.00 horas y
de 16.00 a 19.00 horas)
El precio de la llamada es el precio de una llamada convencional sujeto a los precios establecidos por cada compañía telefónica.
Visita nuestra web:
Registra tu juego en www.thq-games.es
para acceder a los trucos, al material
exclusivo de los juegos, las preguntas
frecuentes y al soporte técnico online.

FRANCE
Assistance technique : **08 25 06 90 51**
du lundi au samedi de 10 à 12h et de 14 h à 20h
(0.15€ la minute)
thq@supporter.fr

GREECE
+30 210 6856000
Monday to Friday 9:30 to 17:30
support@zegetron.gr

ITALIA
Telefono +39 02.4130345
(Tariffa Nazionale; la tariffa varia in base al
gestore telefonico).
(Lun.-Ven. dalle 14:00 alle 19:00, festivi esclusi)
Mail: assistenza@halifax.it
Online: accedi al sito
http://www.halifax.it/faqs, registra il gioco e
segnala il tuo problema.
Ricordati di indicare il negozio presso cui hai
acquistato il prodotto e di spiegare
chiaramente l'errore riscontrato.

NEDERLAND
Als je technische problemen met dit spel
ondervindt, kun je contact opnemen met de
technische helpdesk in Groot-Brittannië:
Telefoon **+44 87 06080047**
(nationale/internationale telefoontarieven
zijn van toepassing)
ma t/m vr 8.00 tot 19.00 (GMT)
za 9.00 tot 17.00 (GMT)

ÖSTERREICH
Für **spielinhaltliche** Fragen
Tel. **09001 505511**
Mo. von 11.00-21.00 Uhr
(Die Kosten entsprechen einem
Auslandsgespräch nach Deutschland)
Für **technische** Fragen
Tel. **01805 605511**
Mo.-Sa. von 11.00-21.00 Uhr
(Die Kosten entsprechen einem
Auslandsgespräch nach Deutschland)
Internet: http://support-formular.thq.de
(Online-Formular für schriftliche Anfragen)

POLSKA
Telefon: **+48 22 519 69 66**
Godziny otwarcia:
Poniedzialek – Piątek 9:00 – 17:00
Email: podpora@cdprojekt.com

PORTUGAL
Informações de Jogos, Truques e Dicas,
liga: **256 836 273**
(Número sujeito ao tarifário normal
da Portugal Telecom)
apoioaoconsumidor@ecofilmes.pt
HORÁRIO DE FUNCIONAMENTO
das 17.00h às 19.00h
Todos os dias úteis
SERVIÇO DE ASSISTÊNCIA TÉCNICA
Liga: **707 236 200**
HORÁRIO DE FUNCIONAMENTO
das 14.00h às 17.30h
Todos os dias úteis. Número Único Nacional:
€0,11 por minuto

РОССИЯ
Телефон: +44 (0)87 06080047
(оплата звонка из России по
международному тарифу)
(Пн-Пт с 8.00 до 19.00,
Сб с 9.00 до 17.00 по местному времени)
Онлайн:
Зарегистрируйте игру на сайте
www.thq-games.com
для доступа к FAQ и полной
онлайн-поддержки

SLOVENSKO
Telefon: **+ 420 226 225 012**
Otváracia doba: Po-Pia 9:30 - 18:00
Email: podpora@cdprojekt.cz

SUISSE/SCHWEIZ/SVIZZERA
Für **spielinhaltliche** Fragen
Tel. **09001 505511**
Mo.-Sa. von 11.00-21.00 Uhr
(Die Kosten entsprechen einem
Auslandsgespräch nach Deutschland)
Für **technische** Fragen
Tel. **01805 605511**
Mo.-Sa. von 11.00-21.00 Uhr
(Die Kosten entsprechen einem
Auslandsgespräch nach Deutschland)
Internet: http://support-formular.thq.de
(Online-Formular für schriftliche Anfragen)

UK
Telephone: **+44 (0)87 06080047**
(national/international call rates apply)
(Mon-Fri 8.00 am to 7.00 pm,
Sat 9.00 am to 5.00 pm)

Online: Register your game at
www.thq-games.com
for FAQs and full online support

الإمارات العربية المتحدة

تليفون رقم: 637 42 800
الأحد إلى الخميس من 9:00 ص حتى 6:00 م
(الرقم المجاني)
بريد إلكتروني: info@plutogt.com