



MX vs. ATV UNLEASHED™



INSTRUCTION MANUAL



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

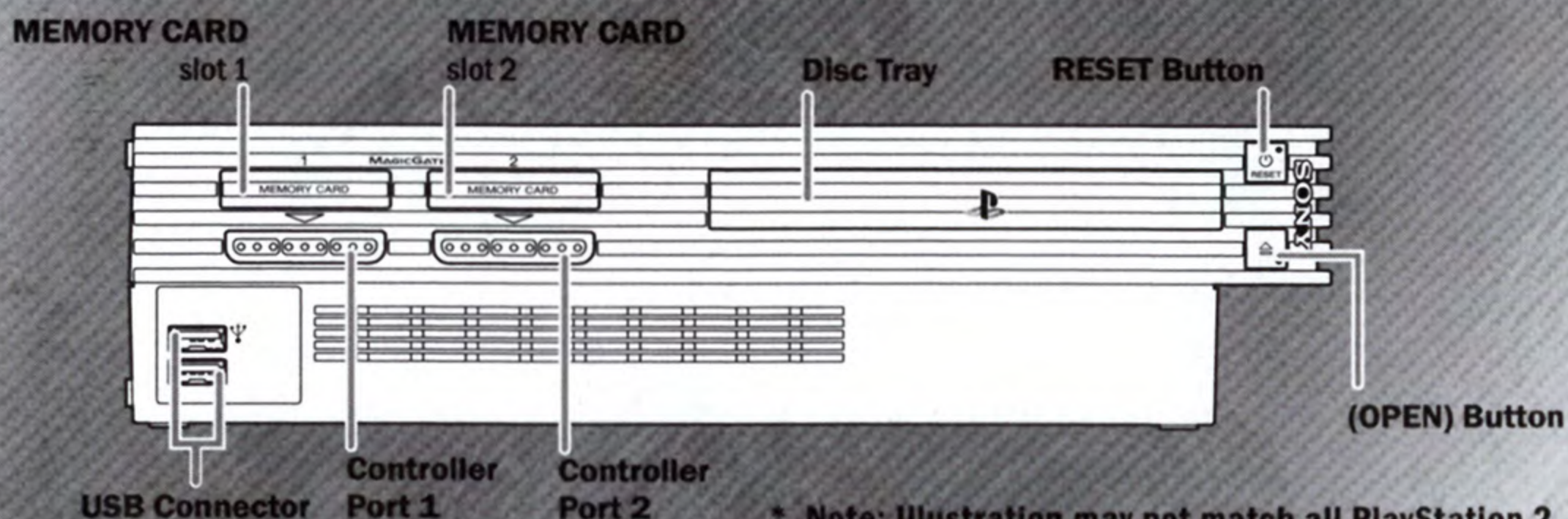
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED	2
GAME CONTROLS	3
MAIN MENU	8
PLAYING A GAME	9
THE GAME SCREEN	10
MULTIPLAYER / ONLINE PLAY	10
PAUSING THE GAME	11
SAVING AND LOADING	11
CREDITS	12
LIMITED WARRANTY	17

The motorcycles and all terrain vehicles (ATVs) included in this game may be different from the actual motorcycles and ATVs in terms of movement and performance. The racing and tricks in this game are intended to be fantasy. **DO NOT IMITATE THE RIDING AND MOVEMENTS SHOWN IN THIS GAME.** The manufacturers and distributors of the motorcycles and ATVs shown in this game recommend that all riders take a motorcycle and ATV training course. When riding a motorcycle or ATV, always wear a helmet, goggles and protective gear. Always supervise young riders. Always avoid excessive speeds and be careful on difficult terrain. And remember, when riding a motorcycle or ATV in real life, always ride it safely.

GETTING STARTED



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation® 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the MX vs. ATV Unleashed™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

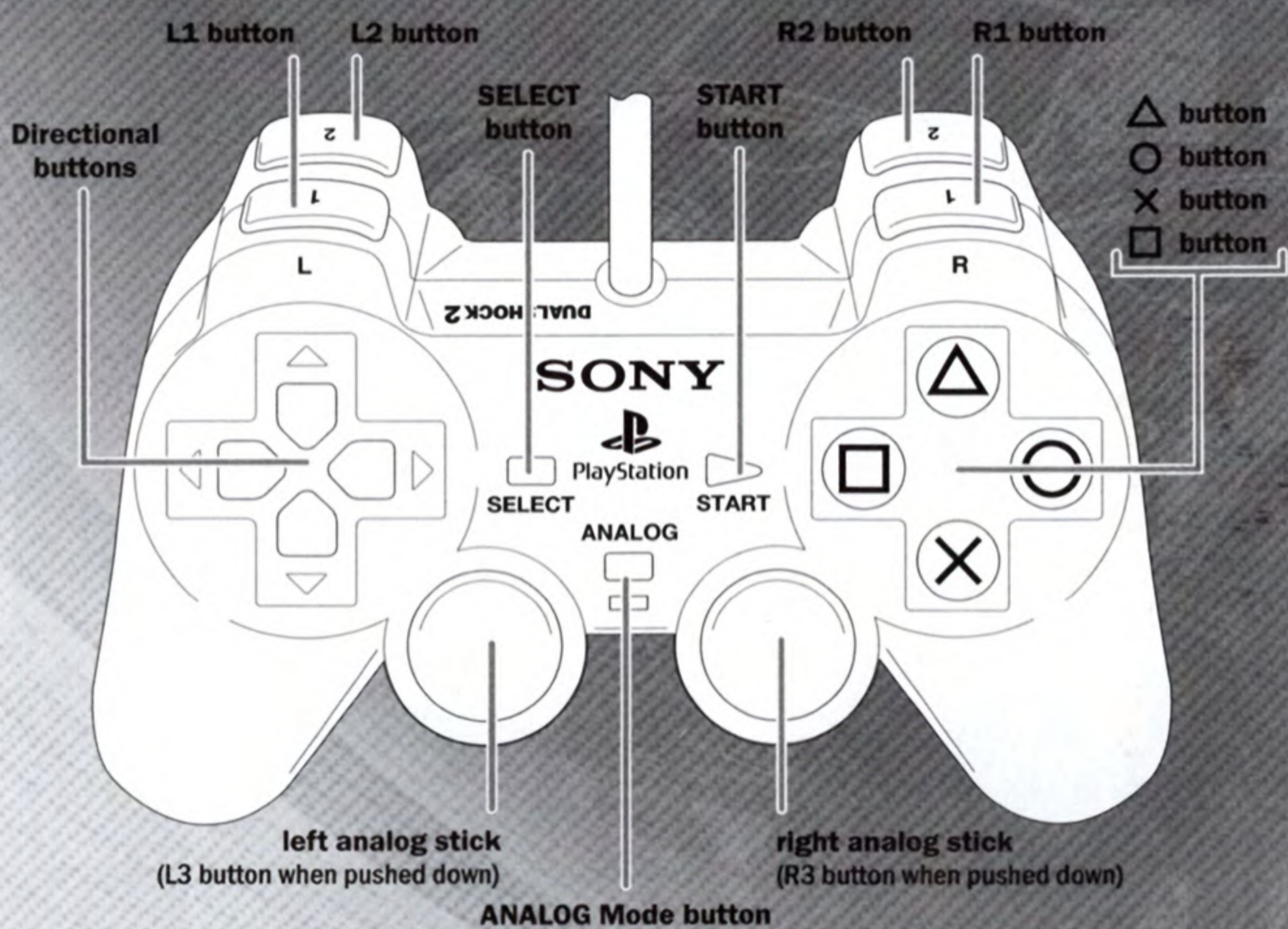
MEMORY CARDS

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation 2. You can load saved game data from the same card, or any memory card (8MB) containing previously saved MX vs. ATV Unleashed™ games. For more information, see SAVING AND LOADING on page 10.

Note: At least 294 KB of free space is necessary to save each profile.

GAME CONTROLS

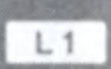
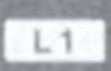
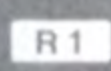
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



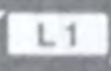
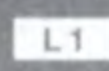
Menu/Interface Controls

BUTTON	ACTION
Directional buttons ↑ / ↓	Highlight menu item
Directional buttons ← / →	Change highlighted item
L1 / R2 buttons	Scroll to next page (if available)
Δ button	Back
× button	Accept

BASIC RACING CONTROLS

 button	Throttle
 button	Brake
 button	Clutch
↓ + ↑	Preload Suspension
← / →	Steer/Lean
↑ / ↓	Shift Rider Weight
 button +  button	Reverse
 button +  button	Reset Vehicle
 button	Change Camera Options
 button	Pause Game

RACING TIPS

Learn to use the clutch to get maximum acceleration coming off jumps and out of turns! Pull in the clutch () , grip the throttle () , lean back slightly (↓) and let 'er rip (release ) for a short burst of power. Be careful, though; you don't want to loop your machine! (Use this same trick to pop a wheelie--just lean back farther.)

Lean back (↓) going through whoop sections to get through them faster.

Lean forward (↑) and pop the clutch as soon as the gate drops to ace the hole shot.

Keep an eye out for shadows coming down on top of you. Having another rider drop on your head will cause both of you to crash.

BASIC TRICK CONTROLS

○ button + (← / → / ↑ / ↓)

△ button + (← / → / ↑ / ↓)

○ button + △ button + (← / → / ↑ / ↓)

○ button + R1 button + (← / → / ↑ / ↓)

△ button + R1 button + (← / → / ↑ / ↓)

○ button + △ button + R1 button + (← / → / ↑ / ↓)

R1 button + ↑, ↓

Backflip

↓ button

Speed Up Backflip

↑ button

Stop Backflip

R1 button + ←, → (or →, ←)

Three Sixty Flip

← / →

Speed up or Slow down
Three Sixty Flip (based on rotation)

TRICK TIPS

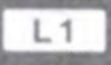
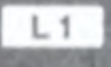
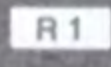
To get more air off jumps, get max preload on your suspension. Press ↓ at the bottom of the jump and press ↑ quickly just as you leave the jump. For backflips and Three Sixty Flips, press R1+↑ (or ←) at the bottom of the jump and ↓ (or →) at the lip of the jump.

Press and hold the last button(s) in a trick sequence to hold the trick for max points. Some tricks, such as the No-Hander, can even be held all the way until you land.

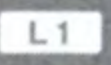
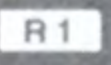
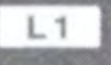
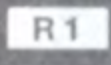
You can perform multiple tricks before landing. Input the next trick before the first trick finishes, but be sure you have enough time to finish the last trick before you land!

Add tricks to backflips and Three Sixty Flips for major points!

TROPHY TRUCK / DUNE BUGGY / SAND RAIL / MONSTER TRUCK / GOLF CART CONTROLS

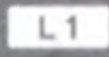
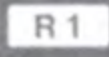
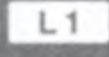
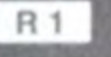
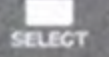
 button	Gas
 button	Brake
 button	E-Brake
 button	Clutch
 , 	Preload Suspension
 / 	Steer
 button +  button	Reverse
 button +  button	Reset Vehicle
 button	Change Camera Options
 button	Pause Game

AIRPLANE CONTROLS

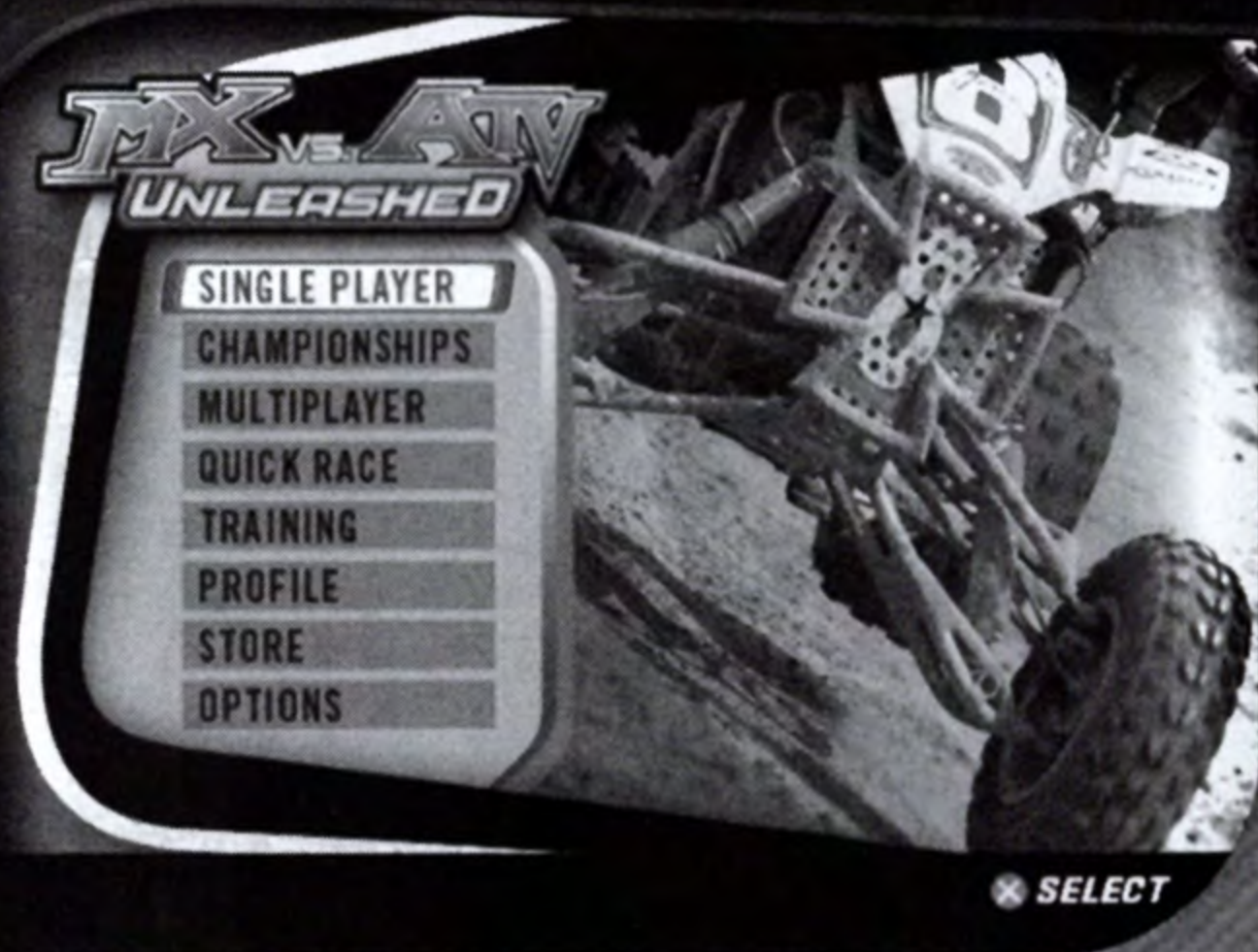
 button	Increase Throttle
 button	Decrease Throttle
 button	Left Rudder
 button	Right Rudder
 / 	Bank Left / Right
 / 	Dive / Climb
 button +  button	Return to Home Base (if on ground)
 button	Change Camera Options
 button	Pause Game



HELICOPTER CONTROLS

 button	Climb
 button	Descend
 button	Rotate Left
 button	Rotate Right
	Bank Left / Right
	Increase / Decrease Speed
 button +  button	Return to Home Base (if on ground)
 button	Change Camera Options
 button	Pause Game

MAIN MENU



- **Single Player** – Jump right into riding!
- **Championships** – Race for supercross or nationals titles, and complete challenges!
- **Multiplayer** – Race online or against your riding buddies!
- **Quick Race** – Hit the track for a quick race!
- **Training** – Learn how to ride!
- **Profile** – View, load, create and save player profiles.
- **Store** – Spend your player points on new bikes, gear, and more.
- **Options** – Customize the game with the following options:
 - Game Settings – Adjust various game settings.
 - Audio Options – Configure in-game audio options.
 - Jukebox – Choose in-game tunes.
 - Game Statistics – View various game stats.
 - Screen Adjustment – Adjust the screen.
 - Controller Settings – Choose your favorite controller set-up and change button mapping for stunts.
 - Cheat Codes – Enter cheat codes.
 - Hall of Fame – View game records.
 - Credits – View game credits.

PLAYING A GAME

Choose your desired mode, set your racing options, and hit the track. Before any race or activity, you can choose race mode (single play or practice), difficulty level, # of laps (or duration), # of opponents, your vehicle, its class, whether to compete against different vehicle types (MX vs. ATV, for example), its physics model (race or pro, once pro is unlocked), set the difficulty level of opponents, and customize your rider and/or vehicle.

SINGLE PLAYER MODE

In Single Player Mode, you can choose to race single races (supercross, nationals, short track, open class, hill climbs, or supermoto), compete in freestyle events, accept challenges, or pick a location and just ride (free ride).

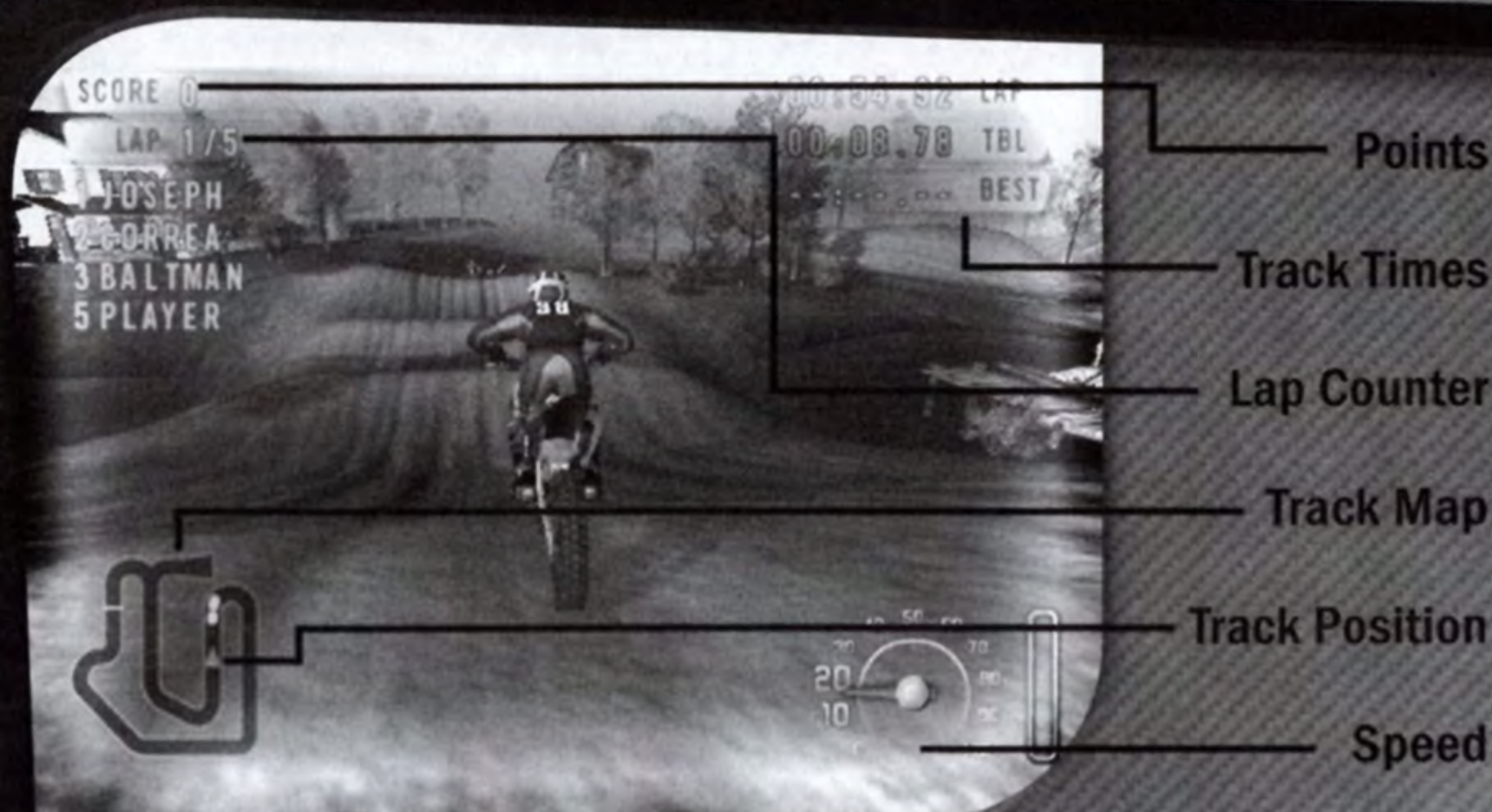
GHOST RACING MODE

Try to improve your lap times by racing against your best lap. There are no other opponents so improving your corner speed and rhythm selection may be the key to beating yourself to the finish line. Ghost Racing Mode is available in Supercross, Nationals, ShortTracks, OpenClass, or SuperMoto.

CHAMPIONSHIP MODES

Compete in either the THQ Supercross Championship or the Nationals Championship series. Each series runs 16 weeks.

THE GAME SCREEN



MULTIPLAYER / ONLINE PLAY

Choose split-screen or Online to play against local or online opponents. After selecting Online, you must first accept the EULA, then you need to select your network configuration to view the DNAS screen. The GameSpy login page will appear next. Here, you can login with your Unique Nickname or create a new account. Once you are logged in, you can host or search for a game. As the host, you will set up all the preferences for the race such as vehicle types, track, etc... If you are joining a game, find a session that is to your liking and head to the lobby to chat before the race.

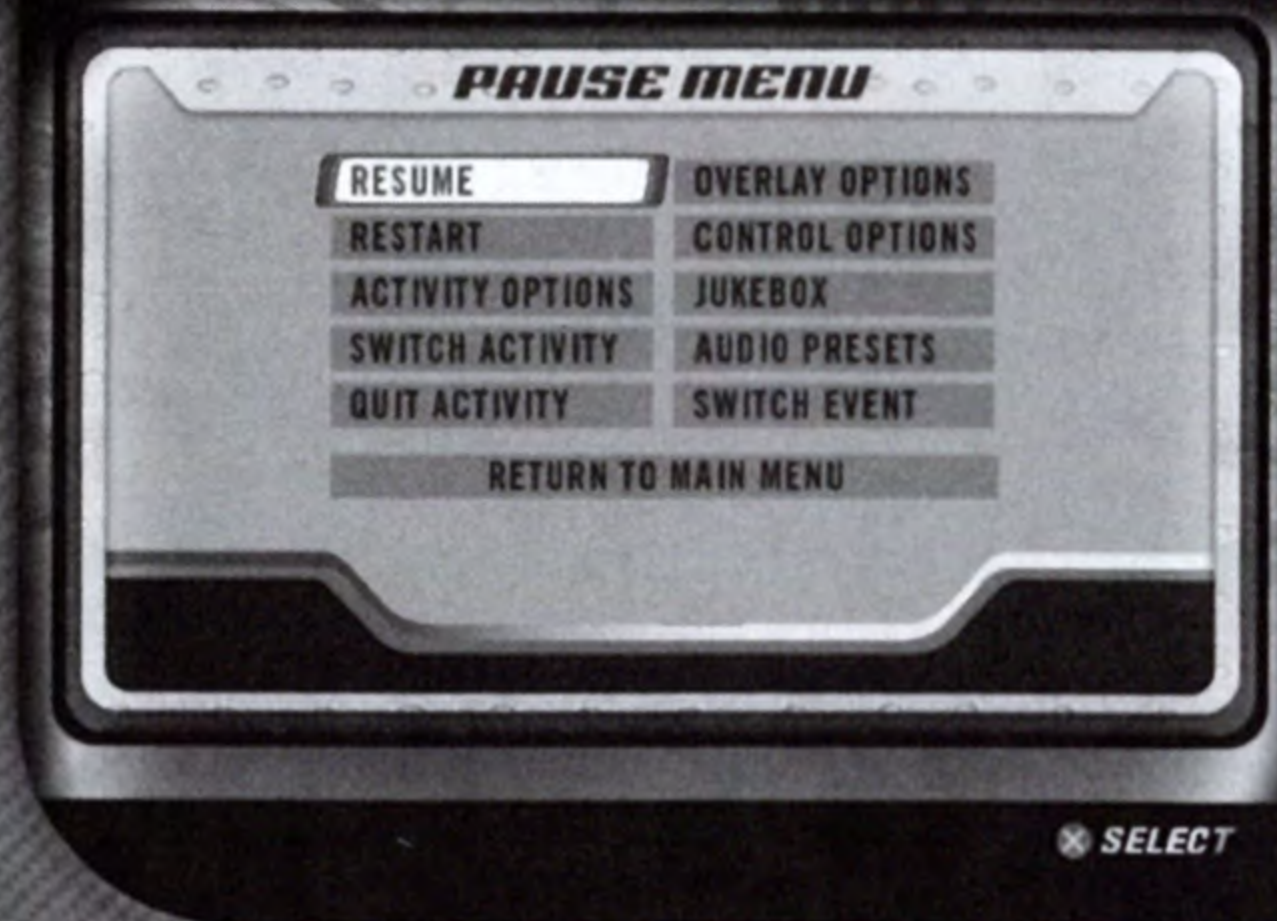
To play Online with MX vs. ATV Unleashed™, you'll need to have Your Network Configuration file saved on your memory card (8MB)(for PlayStation®2). You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem)(for PlayStation®2) to create a network configuration. If you are experiencing trouble with the MX vs. ATV Unleashed online feature and are using an Internet sharing device (e.g. broadband router or firewall) you may need to forward UDP port 4658 to the IP address assigned to your PlayStation®2 computer entertainment system.

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI") "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit <http://www.us.playstation.com/DNAS>. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

PAUSING THE GAME

Press  at any time to pause the game and access the following options:

- **Resume** – Return to ridin'!
- **Restart** – Restart activity from the beginning.
- **Activity Options** – Choose mode, number of opponents, difficulty, and number of laps for current activity.
- **Switch Activity** – Switch to a different activity.
- **Quit Activity** – Quit current activity.
- **Overlay Options** – Toggle HUD options ON/OFF.
- **Control Options** – Configure controller set-up.
- **Jukebox** – Choose in-game tunes.
- **Audio Presets** – Adjust preset audio mixes.
- **Switch Event** – Switch to a different event.
- **Return to Main Menu** – Quit and return to the Main Menu.



SAVING AND LOADING

To create a new MX vs. ATV Unleashed™ profile, select Profile from the Main Menu and then choose Create.

To load a profile, select Profile from the Main Menu and then choose Load.

To save or load a ghost, enter the track you wish to race first as a ghost race. From the in-game pause menu select the Ghost Save Options. From here you can choose to load a new ghost save, save your current ghost, or delete an individual ghost save.

Note: 497 KB is required to save a ghost replay.

CREDITS

RAINBOW STUDIOS

Executive Producer

Robert Baumsteiger

Lead Game Designer

Brian Coonce

Technical Game Designer

Elliott Olson

Lead Programmer

Pete Reich

Game Programming

Danny Diaz

Matt Gray

John Marnell

Jose Martinez

Bill Nolan

Karthik Subramaniam

Hiro Takahashi

Technology Programming

Rick Baltman

Mike Chow

Doug McNabb

Houman Meshkin

Jason Rego

Tom Shepherd

Tools Programming

Dennis Booth

Jered McFerron

Matt Keele

Michael Klucher

Additional Programming

Eric Patrick

Kevin Wooten

Lead Artist

Paul Rheinfelder

Environment Lead

Dave Dwire

Modeling Lead

Jack Joseph

Artists

Jose Correa

Tammy DiGiacomo

Chris Gabrish

Tom Granberg

Robert Kinnaman

Geoff Mellon

Scott Whitworth

Animator

Danny Keys

Director Of Graphic Design

Brent Ashe

User Interface Design

Dave Baker

Brandon Cronk

Additional Artists

Stephane Roncada

Zachary Wallig

Sound Supervisor

Michel Henein

Audio and Sound Design

Dave Lowmiller

Karen Muro

Quality Assurance Manager

Travis Riffle

Quality Assurance Lead

Jess Heint

Quality Assurance

Jeremy Frederick

Keefe Kwan

Miguel Marquez

AJ Potash

David Sinur

Andy Wittekind

President of Product Development

Scott Novis

Director of Programming

Travis Hilterbrand

Studio Art Director

Bruce Hall

Creative Director

Adam Kraver

Director of Operations

Jessica Koziupa

Director of Studio Finance

Marji Lent

Art Manager

Brad Ruminer

Administration and Support

Reshide Ameti

Cori Ashley

Christine Bryan

Dave Favier

Lauritta Fowler

Cecelia Merrill

Rebecca Reeves

Josh Temple

Motocross Riders

Jeremy McGrath

James Stewart Jr.

Chad Reed

Kevin Windham

Mike LaRocco

Josh Grant

Ivan Tedesco

Michael Byrne

Sebastien Tortelli

Broc Hepler

Josh Hansen

Nathan Ramsey

ATV Riders

Tim Farr

Keith Little

Jason Dunkelberger

Jason Luburgh

Tavis Cain

Dana Creech

Jeremiah Jones

Doug Gust

Shane Hitt

John Natalie Jr.

Kory Ellis

Joe Byrd

THQ

Executive Vice President - World Wide Studios

Jack Sorensen

Senior Vice President - Product Development

Philip Holt

Senior Vice President - Worldwide Marketing

Peter Dille

Director - Global Brand Management

Craig Rechenmacher

Associate

Product Manager

David W. Newman

Marketing Coordinator

Andrew Brawley

Director -

Creative Services

Howard Liebeskind

Creative

Services Manager

Kirk Somdal

Graphics Specialist

John Trudeau

Video Production Manager

Christopher Folino

Video Production Coordinator

Paul Reese

Director -

Media Relations

Liz Pieri

Media Relations Manager

Tom Stratton

Associate Media Relations Manager

Rob Cassel

Web Design

VPI

Director -

Quality Assurance

Monica Vallejo

QA Manager

Mario Waibel

Test Supervisor

Ryan Camu

Lead Testers

Amin Razi

Antonio Herrera

Nickolas Gardner

Testers

Aaron Lopez

Abraham Flores

Barry Kelly

Brian Skidmore

Bryan Williams

Chris Legaspi
Dean Estrella
Fred Harris
Greg Rangel
Jacob Burke
James Walquist
Jason Danell
Jason Lacy
Jeff Falstrom
Jennipher Cunningham
Jerry Cortes
John Prepuk
Justin Gray
Lucas Schwarz
Michael Ricco
Nars del Rosario
Paul Mahoney
Regina Pua
Tarik Abdul Wahid
Vahagn Kirakosian

First Party Supervisors

Ian Sedensky
Keith Michaelis

First Party Specialists

Arielle Jayme
Jeremy Moseley
Lori Arrowood
Marc Durrant
Matt Ames
Warren Wong

QA Technicians

Brian McElroy
James Krenz
Richard Jones

Mastering Lab Technicians

Charles Batarse
Glen Peters
Jon Katz
Anthony Bennett

Database

Applications Engineer

Jason Roberts

Game Evaluation Team

Sean Heffron
Scott Frazier
Matt Elzie

Clear Channel Entertainment Motorsports

Charlie Mancuso
Tim Murray
Ryan McSpadden
Scott Mendel
Mike Travi
David Muye
Denny Hartwig

Michael Prince
Kilynn Honiotes

Packaging Layout / Design

Origin Studios, SLC
Richard Watts
Amber McRae

Soundtrack

Entertainment Ventures LLC
Jake Wisely

Instruction Manual

Keith M. Kolmos

Special Thanks

Brian Farrell
Jim Kennedy
Germaine Gioia
Careen Yapp
Joshua Austin
Chad Ellman
Lisa White
G&M Plumming
Steve Rechenmacher
Leslie Brown
Brandy Carrillo
Jenni Carlson
Tami Aversa
Amy Bernardino
Dustin Hinz
Kyle Rogers
Drew Brothers Customs
Scott Watanabe

Industry Thanks

KTM
Suzuki
Yamaha
Hylton Beattie
Bobby Nichols
Tony Gardea
Fred Bramblett
Jeff Surwall
Bob Moore
Steve Astephen
Matt Cwieka
Ron Heben
Tom Carson
Cory Bean
Andy Bell
Mel Harris
Matt Story
Chris Stangl
Dan Fisher
Donny Emler Jr.
Curtis Sparks
Jorge Cuartas
Richard Strickland

MUSIC CREDITS

Revolution

Performed by Authority Zero
Courtesy of Atlantic
Recording Corp.
By Arrangement with
Warner Strategic Marketing
© 2004 Lava Records LLC
Written by Authority Zero,
Jason Hunsaker, Bill Marcks,
Jeremy Wood, Jim Wilcox
Authority Zero Music

Anxiety

Performed by
The Black Eyed Peas
Courtesy of A&M Records
under license from
Universal Music Enterprises
Written by Will Adams,
Dave Buckner,
Tobin Esperance,
Allan Pineda,
Jacoby Shaddix
Cherry Lane Music
Publishing Company, Inc.
(ASCAP)/Cherry River
Music Co. (BMI)/
Dreamworks Songs
(ASCAP)/Viva La Cucaracha
Music (ASCAP)/
Will.I.Am Music Inc.
(BMI)/Jeepney Music
Publishing (BMI)
administered by
Cherry Lane Music
Publishing Company, Inc.
(ASCAP)/Cherry River
Music Co. (BMI)

Pirates

Performed by
Bullets And Octane
Written by Jack Tankersley,
Gene Bullets, Brent Clawson,
Skye Jane, Ty Smith
Careers - BMG Music
Publishing, Inc. (BMI)
o/b/o Black Market Saint
Music, Forever My Family
Music, Snakehole
Publishing, Havana Saint
Music, Mini Smart Ass
Publishing Under license
from BMG Film & TV Music

Cold

Performed by Crossfade
Courtesy of
Columbia Records
By Arrangement with
Sony Music Licensing
Written by Ed Sloan
Sony/ATV Songs (BMI)

Wait

Performed by Earshot
Courtesy of Warner Bros.
Records Inc.
By Arrangement with
Warner Strategic
Marketing © 2004
Warner Bros. Records Inc.
Written by William Martin,
Scott Kohler,
Mike Callahan,
Johnny Sprague
Earshot Music (ASCAP)

Let's Ride

Performed by
Kottonmouth Kings
Licensed from
Suburban Noize Records
Suburban Noize Music
(BMI)/Pack and Snap
(ASCAP)/Green 2
Da Bing (BMI)/
Daddy X Music (BMI)

Animal

Performed by Mudmen
Courtesy of
Foreman Bros. Recordings
Written by Lonny Knapp,
Tom Skilton,
Ryan McCaffrey,
Zois Nicoles,
James Campbell,
Robert Campbell
Empty Publishing
(SOCAN)

Because of You

Performed by Nickelback
 Produced by Nickelback
 and Joey Moi
 Mixed by Randy Staub
 © 2004 The All Blacks B.V.
 From the Roadrunner
 Records album
 The Long Road,
 used by permission.
 Written by Chad Kroeger,
 Michael Kroeger,
 Ryan Peake, Ryan Vikedal
 © 2003 Warner-Tamerlane
 Publishing Corp. (SOCAN),
 Warner-Tamerlane
 Publishing Corp. (BMI),
 Black Diesel Music, Inc.
 (SOCAN), Zero Q Music
 Inc. (SOCAN) and
 Ladekiv Music Inc (SOCAN)
 All rights administered by
 Warner-Tamerlane
 Publishing Corp. (BMI)
 All rights reserved.
 Used by permission.

Saturday Night

Performed by Ozomatli
 Written and Published by:
 Ozomatli (Breakdance
 Willy music for Willy
 "Wil-Dog" Abers;
 La Bella Sonido
 Publishing for
 Ulises Bella; Sunjit Music
 for Justin Poree;
 Aleela Music Productions
 for Asdrú Sierra; El Bully
 Music for Raul Pacheco;
 Jeeters Music for
 Jiro Yamguchi-BMI)
 Additional Writer:
 J. Smith-Freeman
 (Napz Teef n Earz
 Music-ASCAP)
 Rap Vocals: Jabu and
 Justin 'El Nino' Poree
 From Ozomatli's CD
 "Street Signs" (CCD-
 2200) on Concord
 Records ©©2004
 Concord Records, Inc.

**Getting Away
With Murder**

Performed by Papa Roach
 Courtesy of Geffen Records
 under license from
 Universal Music Enterprises
 Written by Tobin Esperance,
 Jerry Horton, Jacoby Shaddix
 and David Buckner
 Viva La Cucaracha Music,
 Inc. (ASCAP)

Magnetic Mic Control

Performed and written
 by Phunk Junkeez
 Performed by
 Phunk Junkeez
 Licensed from
 Suburban Noize Records
 Joe Valiente Music (ASCAP)/
 Hellamilk Music (ASCAP)/
 Clip Hop Music (ASCAP)/
 Big Bottom Music (ASCAP)/
 DPGEEZUS Music (ASCAP)

Bring Me Down

Performed by Pillar
 Courtesy of Flicker Records
 Under license from EMI
 Film & Television Music
 Written by Noah Henson,
 Lester Estelle, Rob Beckley
 and Michael Wittig
 Published by Flicker USA
 Publishing and
 Fireproof Music (BMI)

Heroes and Villains

Performed by
 Powerman 5000
 Written by Spider and
 Adam Williams
 Courtesy of
 Megatronic Records

Stop The World

Performed by Riddlin' Kids
 Courtesy of Aware/
 Columbia Records
 By Arrangement with
 Sony Music Licensing
 Written by Chuck Gladfelter
 and Clint Baker
 Published by
 Follow Your Muse Music
 (ASCAP)/EMI Blackwood
 Music Inc.

Give It All

Performed by Rise Against
 Courtesy of Geffen Records
 under license from
 Universal Music Enterprises
 Written by Rise Against
 Sony/ATV Tunes LLC
 (ASCAP)

Fly From The Inside

Performed by Shinedown
 Courtesy of
 Atlantic Recording Corp.
 By Arrangement with
 Warner Strategic Marketing
 © 2003 Atlantic Recording
 Corp. Written by Brent Smith
 and Bob Marlette
 Published by EMI
 Blackwood Music Inc. ©
 2003 Universal Music
 Corp. and Black Lava.
 All rights administered by
 Universal Music Corp.
 All rights reserved.
 Used by permission.

Nobody

Performed by Skindred
 Courtesy of
 Atlantic Recording Corp.
 By Arrangement with
 Warner Strategic Marketing
 © 2004 Lava Records LLC
 Written by C.J. Webbe,
 M. Ford, D. Pugsley, J. Rose
 Copyright Control, PRS

Analog

Performed by Strung Out
 Strung Out Analog from the
 album Exile In Oblivion
 Written/Performed by
 Strung Out
 Fat Wreck Chords

Stronger

Performed by
 Trust Company
 Courtesy of Interscope
 Records under license from
 Universal Music Enterprises
 Written by Kevin Palmer,
 James Fukai and
 Jason Singleton
 Published by EMI April
 Music Inc.

Celebration Song

Performed by
 Unwritten Law
 Courtesy of
 Atlantic Recording Corp.
 By Arrangement with
 Warner Strategic Marketing
 © 2004 Lava Records LLC
 Written by Scott Russo,
 John Bell, Robert Brewer,
 Steven Morris, Wade Youman
 © WB Music Corp. (ASCAP)
 and Unwritten Law Music
 (ASCAP) All Rights
 administered by
 WB Music Corp.
 All rights reserved.
 Used by Permission.

© 2005 THQ Inc.
 Developed by Rainbow
 Studios. KTM is a
 registered trademark of
 KTM North America, Inc.
 "Yamaha, the Tuning Fork
 Mark, YZ, YFZ and the
 likeness thereof including
 the color(s) and graphics
 are trademarks of Yamaha
 Motor used under license.
 www.yamaha-motor.com."
 "Suzuki", the "S" logo, and
 Suzuki model and product
 names are Suzuki
 trademarks or ®. This
 product contains software
 technology licensed from
 GameSpy Industries, Inc.
 ©1999-2003 GameSpy
 Industries, Inc. All rights
 reserved. Rainbow Studios,
 THQ and their respective
 logos are trademarks
 and/or registered
 trademarks of THQ Inc.
 All rights reserved.
 All other trademarks, logos
 and copyrights are property
 of their respective owners.

REGISTER YOUR GAMES

ONLINE AT www.thq.com



MY THQ

Go to the MY THQ link at www.thq.com to win games and other great prizes. Plus...

- » **Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers**
- » **Get the latest THQ newsletters**
- » **Access the Career Zone, Forum and online games**
- » **Download the latest demos and patches**
- » **Easy to use site for all THQ gaming information**
- » **Quick links to search by title or platform**
- » **Be considered for beta testing and help shape the THQ games of the future**

NICKELODEON

THE SPONGEBOB SQUAREPANTS MOVIE



See the Movie
then Play the
VideoGame!



Stephen Hillenburg

www.spongebobmoviegame.com



PlayStation 2



THQ Inc., 27001 Agoura Road, Suite 270, Calabasas Hills, California 91301

© 2004 THQ Inc. © 2004 Paramount Pictures and Viacom International Inc. All rights reserved. Nickelodeon, SpongeBob SquarePants and all related titles, logos, and characters are trademarks of Viacom International Inc. Created by Stephen Hillenburg. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



Comic Mischief
Mild Cartoon Violence

LIMITED WARRANTY

WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 46061. Please use this code to identify your Product when contacting us.

LIMITED WARRANTY

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its content or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

RSA BSAFE® SSL-C and Crypto-C software from RSA security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information see www.us.playstation.com/DNAS.

TAK is BACK!

Tak 2

the Staff of Dreams



www.nick.com



www.thq.com

PlayStation®2

THQ Inc., 27001 Agoura Road, Suite 270, Calabasas Hills, California 91301

© 2004 Avalanche Software LC. Developed by Avalanche Software. Avalanche Software and its logo are trademarks of Avalanche Software LC. © 2004 Viacom International Inc. All Rights Reserved. Nickelodeon, Tak 2: The Staff of Dreams and all related titles, logos and characters are trademarks of Viacom International Inc. Exclusively published and licensed by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are the property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

105269