

TEST DRIVE[®]

Unlimited



EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB

ATARI

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 induce 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.

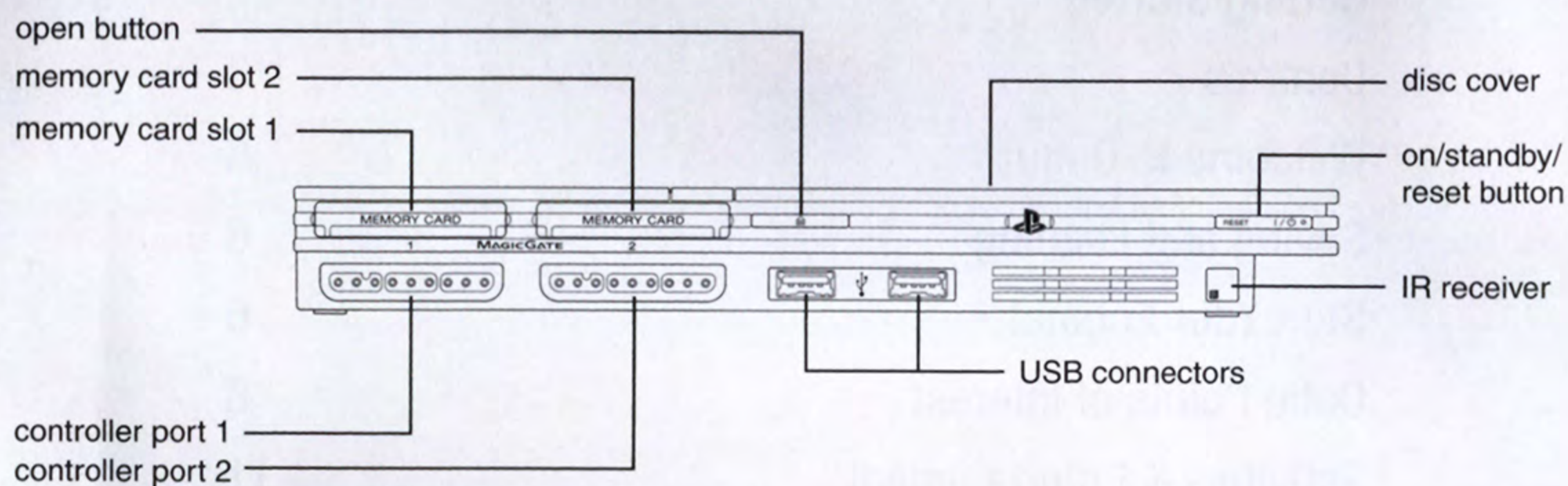
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.**

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GETTING STARTED



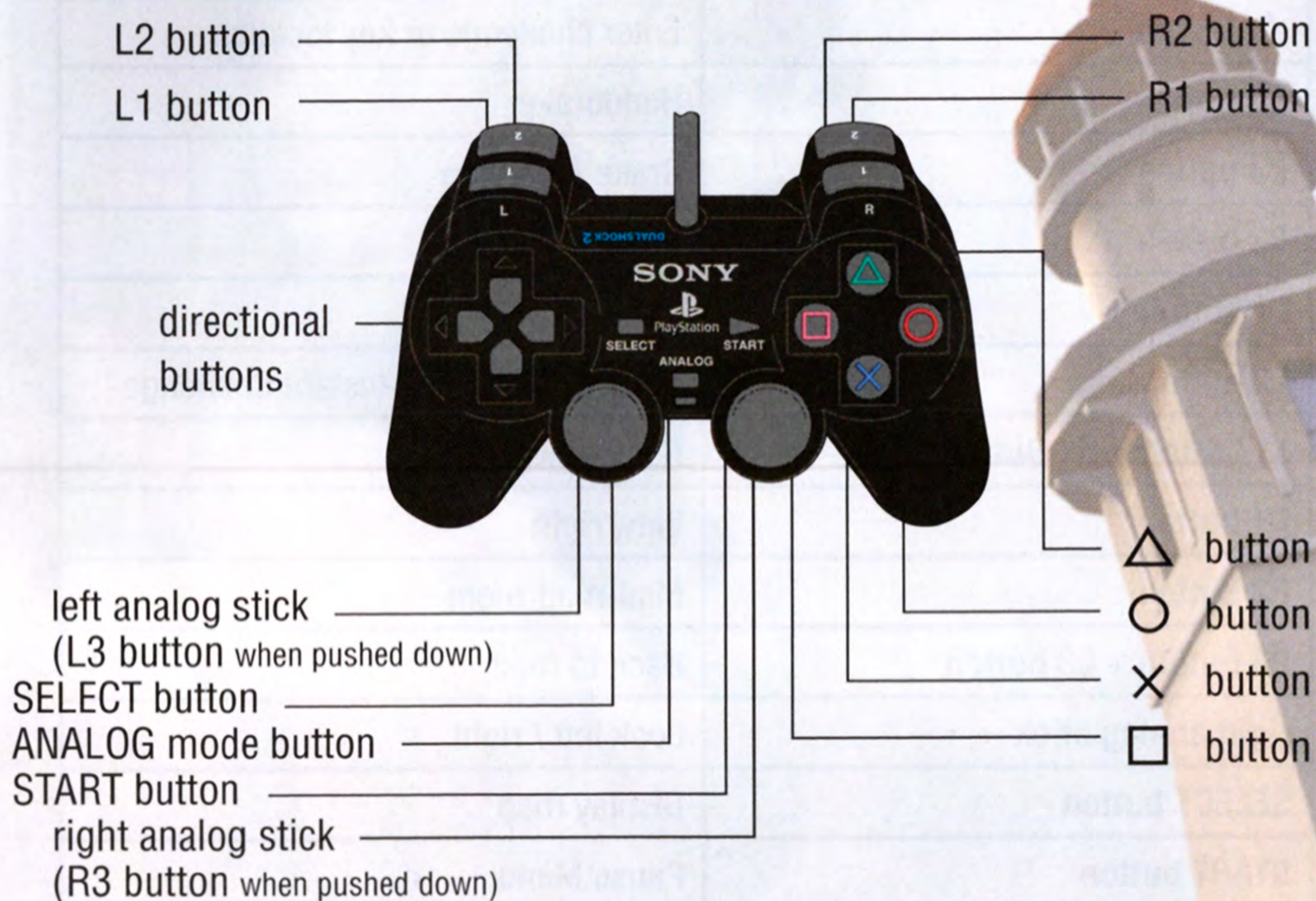
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *Test Drive® Unlimited* disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Basic Controls — Menu / Map	
directional buttons	Navigate menu / Move cursor
left analog stick	Navigate menu
× button	Confirm / Enter location
○ button	Exit / Cancel / Close / Back
△ button	Set GPS Target
□ button	Adjust map filters
right analog stick	Move map
L1 Button	Zoom out
L2 Button	Zoom In
R2 Button	Scroll

Vehicle Controls	
left analog stick	Steer
× button	Accelerate
△ button	Enter challenge or key location
○ button	Handbrake
□ button	Brake / Reverse
R2 button	Change Camera
L1 button	View left
L2 button	Headlights / Horn / Instant Challenge
L1 button + R1 Button	Rear view
R1 button	View right
R3 button	Mini-map zoom
R3 button + L3 button	Back to road
right analog stick	Look left / right
SELECT button	Display map
START button	Pause Menu
directional button up	Windows Menu
directional button down	Radio Menu
directional button left	Free Ride players Menu
directional button right	Driving mode Menu
Radio Controls	
directional button up / down	Scroll through radio stations
directional button right	Choose track
Driving Mode Controls	
directional button right	Change level of assisted driving
Free Ride Players Controls	
directional button up / down	Scroll through nearby players
directional button right (on a player's name)	Lock onto a player to stay grouped for a Free Ride session

WELCOME TO OAHU!

We're already racing around the most truly unlimited racing game ever created! We've bought a few houses and stocked our garages with multiple cars. I favor my Lamborghini but Todd prefers his Aston Martin. But that won't be enough! We will be checking out the dozens of other vehicles we might like by going to the rental agencies. And of course, we'll keep getting into races to make even more money so we can upgrade our vehicles!

At the beginning of the week we usually head to the north part of Oahu to participate in races. Tuesday through Thursday, it's a different part of the island each day, where we participate in planned races. Sometimes we'll undertake challenges – such as Time Trials to see who can beat the clock – just to gain more money. Friday is the day we cruise around the island, either to race each other or others among the thousands of people racing in Oahu's open, persistent online world. Saturday, being the weekend, we often just head over to our favorite clubhouses to beat the best of the best and win the most unique cars or free upgrades.

We usually take Sundays off. That's the day we sit around our beautiful dream homes and just admire our views. Some Sundays we'll head out and do some shopping around the island, perhaps at our favorite car dealership, Lamborghini.

So as you can tell, there's just so much to do on Oahu – both offline and online! The Massively Open Online Racing (M.O.O.R.) world allows for such a unique and incredible experience. That's because Test Drive Unlimited is racing reinvented.

See you on Oahu!

Eugene & Todd

Eugene and Todd
eugeneandtodd@atari.com

SAVING AND LOADING

Test Drive Unlimited has an automatic save feature, which saves your progress on a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1 each time you succeed in a challenge, buy/modify a vehicle, buy a house, change options, or enter your house(s). If you are unlocking roads and locations by driving around the island, make sure you Pause the game and select Save so you don't lose your progress. Multiple saves are not supported.

START YOUR ENGINE!

From the Main Menu, you can start a new game or continue a game in progress. When you start a new game, you must follow your character as he travels to the island of Oahu.

Tutorial

When you leave Honolulu Airport, you will be dropped off at a V-Rent where you will start a short tutorial that will set you up with your first vehicle and a brand new pad. From there it's all up to you how you want to explore the island...

Auto-GPS

When you complete the tutorial, your Auto-GPS system will be targeted for the nearest challenge that you qualify for. The Auto-GPS will always direct you to the closest challenge that you have not yet visited or won. It's a great way to keep cruising through the game without worrying about where to go next. You can turn off this feature in the Pause Menu, or set your own target in the map screen, if you prefer.

Quickrace

Quickrace can be accessed through the Main Menu. A random race and car is chosen each time you start a Quickrace: any Master Points or Credits that you accumulate will be saved – a great way to get straight into the racing!

Master Points

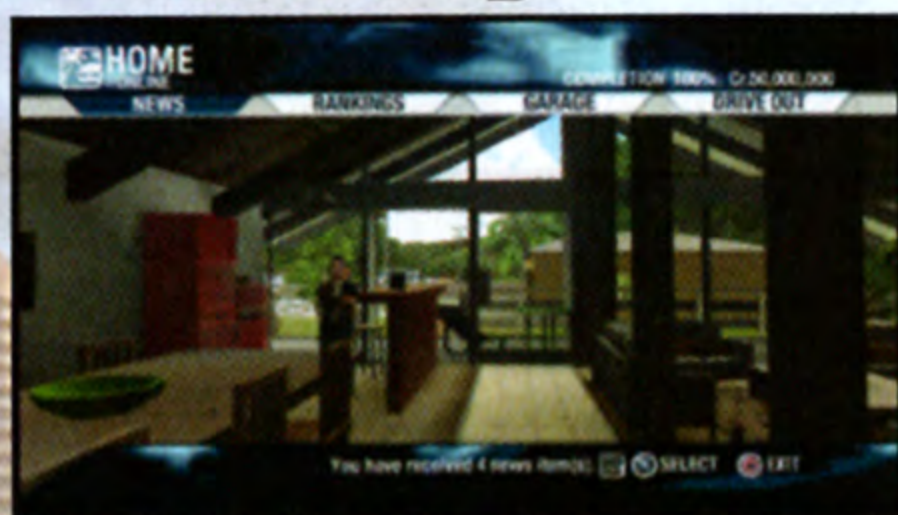
Master Points are your driving fame on the roads of Oahu – the more you accumulate, the faster

you will progress through the game. Driving around the island clocks up points for you, but ranking in hard challenges is where you can really accelerate your reputation. You can also get bonus points by performing cool moves like drifting, slip streaming and getting airtime.

Credits

The currency in *Test Drive Unlimited* is “Credits” – to earn credits you will have to rank at least third place in Challenges. The higher the difficulty setting of the Challenge, the greater the reward. The more Credits you earn, the more hot wheels you can buy to fill up those garages!

Where to Stay...



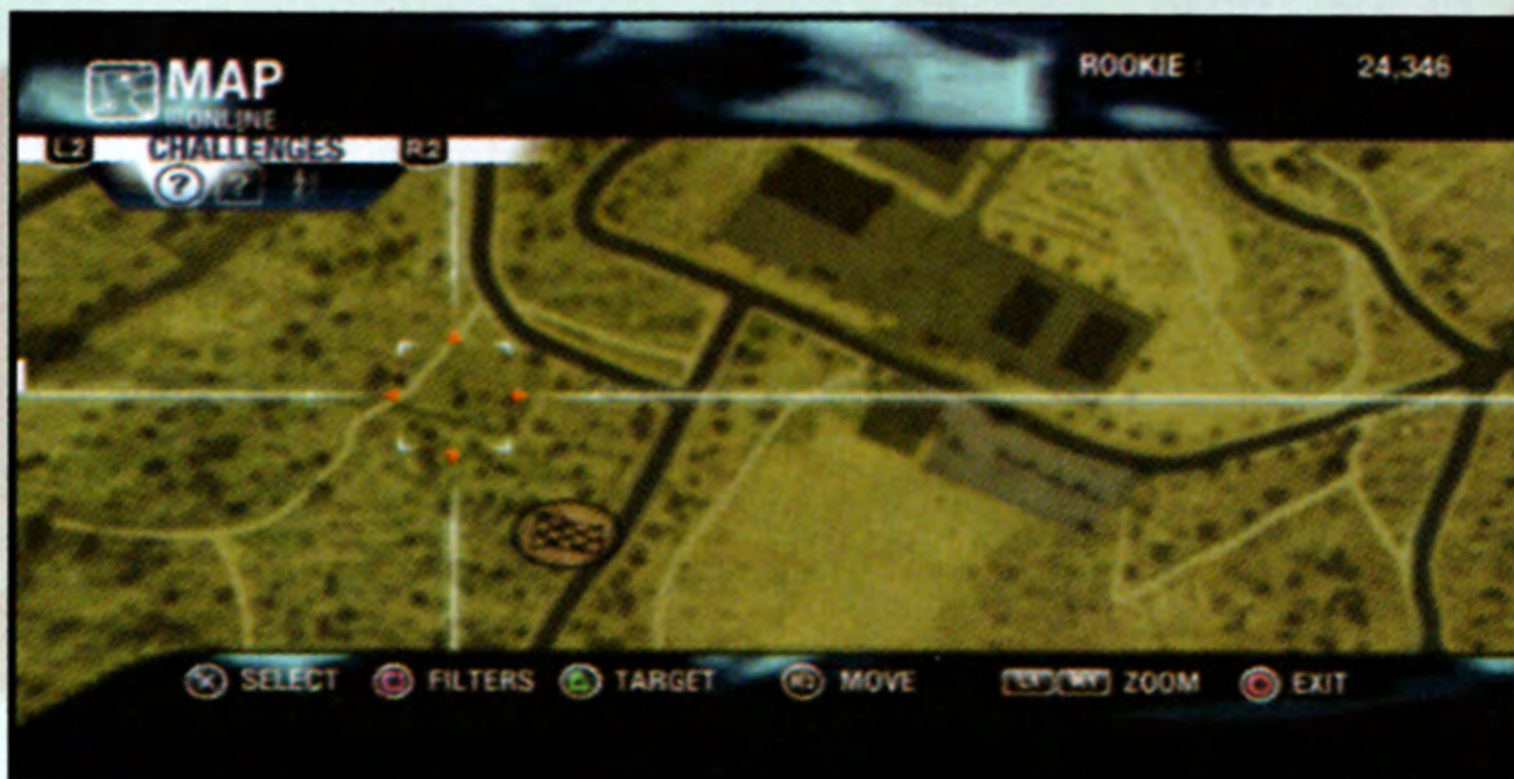
Purchasing a house is an important step, because it provides you with access to a number of options. While in your home, you can use the menus to access the following:

News – You can view the Message of the Day and any other important messages delivered to you throughout your stay on the island.

Statistics – You can view all Rankings for all the Challenges, look over your trophies and check out your progress in the game.

Garage – Here, you can inspect your vehicles and access highly detailed information about each of them. **Note:** The size of your garage will determine the number of cars you can own. When your garage is full, you'll need to buy another house if you want to park more cars. You can own several homes. You'll then be able to transfer cars from one garage to the next by using the List option.

OAHU POINTS OF INTEREST



To open the map, press the **SELECT** button. Depending on whether you choose **Challenge**, **Key Locations** or **Player(s)**, you'll be able to use the various **Filters** to increase or decrease the amount of information that appears on the map.

Note: You can only go directly to a **Challenge** or a **Key Location** shown on the map if you have been there before.

Targeting

You can place a **Target Beacon** on any road with the **△** button. When you exit the map, the **GPS** will direct you to that location.

Filters

The filter lets you display or hide the available locations that interest you, as well as those that have subsequently been unlocked. The filter is set by default to show all the available locations.

Map Legend



Race

(See Activities & Entertainment on page 11.)



Speed

(See Activities & Entertainment on page 11.)



Time

(See Activities & Entertainment on page 11.)



Eliminator

(See Activities & Entertainment on page 11.)



House

This is your house. If you own more than one house, multiple icons will appear on the map.



Clubs

There are 34 clubs around the island of Oahu, each having a distinct personality reflected in their choice of cars. When you buy certain cars or reach new levels in the game, you will be invited to join new clubs where you can race your way up the ranks, ultimately rising to the position of Club President. Becoming a Club President will often leave you with a weighty reward, so keep at it!



Drive In (Multiplayer Only)

Drive-Ins are a meeting place for online players. Challenges from anywhere on the island can be hosted and raced from a Drive-In lobby (see "Online Race Lobby" on page 15 for instructions on hosting and racing). See if you have what it takes to beat the other racers on the island!





Car Dealership

The various dealerships in Hawaii have a vast number of vehicles to offer you. When you select a car, you can check its performance and even take it for a short test spin to help you finalize your decision. When you're buying a car, you can choose the type of rims, the paint color, as well as the color of upholstery for the interior. Then all that's left to do is pay for it...



Aftermarket Parts

Once you've purchased a vehicle, you'll be able to visit several Tuning stores. A performance upgrade can really give you the added edge in mechanical performance. Each store specializes in specific types of brands or parts. **Note:** Any improvement made to a vehicle is final and, in some cases, may place the vehicle in a different category.



Car Rental Agency

Don't quite have the Credits for that car you want? There are several rental stores around the island that offer you vehicles of varying categories for 30- or 60-minute periods. **Note:** If you leave a rental car (change cars in your garage or during a race), your rented vehicle is instantly returned.



Paint Shop

Why not freshen up your favorite ride from time to time with a new paint job?



Realtor

As you grow your impressive stable of cars, you will need to acquire the garage space to store them all. Realtors on the island all offer different houses at different price levels. You can preview houses before you buy, or sell any houses that you don't need.



House for Sale

As you drive around, you may find a house that you would like to call your own – you can choose to “locate the realtor” with the **X** button, and follow your GPS to close the deal.

ACTIVITIES & ENTERTAINMENT

Challenges

As you ascend in Rank, more and more challenges will appear throughout the island. Some challenges require you to use specific types of vehicles before you can compete in them – you can change vehicles on the lobby of each race by pressing the **□** button. There are also series of races that, when completed will unlock more races or prizes. There are several types of challenges available:

Race (Single Player/Multiplayer) – First to cross the finish line wins.

Time (Single Player) – Race against the clock to beat the record time.

Speed (Single Player/Multiplayer) – Clock the fastest average speed past the speed cameras to win the challenge.

Instant Challenge (Multiplayer) – This is a point-to-point race against up to seven other online players. One player must position the finish line before starting. Use any route you want, but steer clear of obstacles and other hazards! When you come across other drivers, you can challenge them by flashing your headlights (**L2** button).

Eliminator (Multiplayer) – The driver who comes last each lap is eliminated. Stay in front to make it to the end and beat the competition!

Ranking

There are five Ranks of reputation on the roads of Oahu, and each new Rank unlocks new challenges and prizes. To move up a Rank, you need to achieve the goal Master Points, so get racing!

Rookie	Just starting out
Amateur	100,000 MP
Pro	250,000 MP
Expert	500,000 MP
Master	1,000,000 MP

You can also track your game completion in your home. Can you get every car and house on the island, as well as win all of the challenges to reach 100 percent?

Note: Challenges also have a system called “Vehicle Restriction.” Some challenges will require a car of a certain Vehicle Class before you can compete in them.

TAKE A BREAK...

Press the **START** button to open the **Pause Menu**.



Resume

Return to game.

Map

Open the GPS Map.

Home

Enter your most recently purchased Home.

Auto GPS

Toggle the Auto GPS feature ON/OFF. This feature automatically directs you to the next closest race that you have not yet completed.

Options

Audio – Set audio options.

Controls – Observe the controller configuration, adjust steering sensitivity, adjust the Deadzone setting, and toggle Vibration ON/OFF.

Autosave – Enable / Disable the Autosave feature.

Select Units – Choose between Imperial or Metric measurements.

Friends – Add / Remove Friends.

Save

Save your game data.

Quit

Return to the Main Menu.

HEADS UP DISPLAY



Offroad Penalty – Some races have an offroad penalty. Avoid leaving the road with all four tires. When the gauge is empty, the race is lost.

Police Bar (Offline Only) – This bar appears when a traffic violation is observed. The three police badges represent how many patrol cars are giving chase. The bar under the badges indicates how close police cars are to you. If it is red, you have police cars near you. If it is green, you are escaping the police and could lose their attention if you keep it green.

Speedometer and Tachometer – Your current speed and engine RPM.

GPS – You can use this to see key sites, follow a specific route, and obtain a wide variety of information. It also shows the distance between your current location and a given destination.

Time – Shows the elapsed time, time remaining, or both depending on the race/mission.

Position – Your position in the race.

Checkpoint – You must pass through all checkpoints in a race to qualify as finishing.

Lap – The current lap that you are on.

Mileage – The current total miles on your vehicle.

Opponent Identity – Indicates the identity of another online player.

NEED A VEHICLE?

The various dealerships in Hawaii have a vast number of vehicles for sale. When you select a car, you can review its performance record and even take it for a short test spin to help you make a decision about whether you want to buy it.

When You're Buying...

You can choose options for your car. Depending on the model, these might include the type of rims, and the interior or exterior colors. Then all that's left to do is pay for it...

Upgrades

Once you've purchased a vehicle, you'll be able to visit manufacturer specific Tuning stores to boost the vehicle's performance. Each store specializes in specific types of brands or parts. Some upgrades will improve a car's looks as well as its mechanical performance.

Note: Any improvement made to a vehicle is final and, in some cases, may place the vehicle in a different racing category.



ONLINE MULTIPLAYER

You can play Test Drive Unlimited in both “online” and “offline” mode. If you choose to play online, you will have access to Drive-Ins, Multi-player Races and Instant Challenges. Police are not present in online mode.



Free-Ride Players

To bring up a list of near-by online players, press the **directional button left**. These are the players currently in your “session.”

Locking

In Multiplayer, you can “Lock” to other online players. Locking onto another player will keep them in your Free-Ride Players list no matter how far away from you they drive. To invite another player to join a “Lock” with you, select them in the Free-Ride Players list and press the **directional button right**.

Friends

You can keep a list of Friend players, with whom it will be easier to Instant Challenge, invite through Drive-In race lobbies, and to keep track of online.

To send a Friend invite select “ADD FRIEND,” enter the player’s username and select “OK.” If your friend invite is accepted, that player will be added to your “FRIENDS” list.

Online Race Lobby

There are many Multiplayer races on the island that can only be raced against other Free-Ride Players. There are three options to find a session: “INSTANT MATCH” will take you straight to any online sessions that you qualify for; “PERFECT MATCH” will take you to sessions that meet your preferences; or “HOST GAME” will let you set up your own challenge for other players to join. You can reserve places for players in your Friends list when you host a game.

Instant Challenge

An Instant Challenge is a point to point race plotted by online players. You can challenge any other online player (or be challenged) by double tapping your headlights at them **L2 button, L2 button**. This will take you to the race creation screen where you can plot a start and finish line for your own custom challenge. You can use the Locking feature if you want to challenge more than one player at a time.

Online Requirements

To play Test Drive Unlimited online, you must have the following:

- Test Drive Unlimited game disc for the PlayStation®2
- Broadband Internet connection
- Network adaptor (Ethernet/modem)(for PlayStation®2)
- Memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1
- Your Network Configuration file

Network Configuration

Your Network Configuration File must be saved to your memory card (8MB)(for PlayStation®2) before you can play online. To create, edit and save Your Network Configuration file, use the Network Access Disc provided with your network adaptor (Ethernet/modem)(for PlayStation®2) or use the Network configuration utility option in the Choose a network configuration menu.

Online Game Setup

Login

You must have a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1.

- Select Start New Game.
- If you wish to play online, select Yes when prompted.
- Select the desired network configuration.
- You will now be asked for your account details. Select Create New Account, or use an existing one.

- Enter a user name between 4 and 15 characters.
- Enter a Password of 6 characters or more and re-enter.
- Now select Continue.

MULTIPLAYER

Online or Offline...

Depending on your status, “Online” Multiplayer mode or “Offline” Single Player mode, certain features or game modes of Test Drive Unlimited will change.

Online Status

To determine whether you are online or offline, enter any menu and look for the horizontal bar in the upper-left corner of the screen. If the bar is animated, you are online.

Number of Players Online

To see how many users are online, open your map and look for the blue number at the top of the screen. This shows you how many people are currently connected.

Lock

In Multiplayer, the player will be able to ‘Lock’ to preferred online drivers. In this way, they are associates and are not lost and replaced by other online players if the distance between them becomes too great.

Optimizing Your Online Experience

Instant Challenge: When challenging someone specific (or being challenged by someone specific), if other players are locked to you, they join in the Instant Challenge as well (up to 8 players), meaning you control who’s coming in.

Multiplayer Challenge: If you create a session, you can kick out anyone you want from the game lobby before starting the race and control who comes in as well.

CREDITS

Melbourne House Studio

Production

HEAD OF DEVELOPMENT

Kevin Burfitt

HEAD OF PRODUCTION

Mark Coombes

Art

ART DIRECTOR – CARS

Russel Comte

ART DIRECTOR – WORLD

Holger Liebnitz

ART DIRECTOR – CINEMATIC

Kyuji Kawase

SENIOR ARTIST

Simon Hart

ARTISTS

Warren Hawkes

Jody Kruger

Keith LeClezio

Jun Matsuo

David McLeod

Garth Midgley

John Tsiglev

Programming

PROGRAMMING DIRECTOR

Iain Cartwright

SENIOR PROGRAMMER

Trevor Powell

PROGRAMMERS

Simon Bullen

Ross Curry

David Flower

Jason Foo

Kathryn Lindsay

Nick London

Stephen McNamara

Keir Meikle

Liam Routt

Steve Scott

Bradey Smith

Stuart Twyford

Michael White

Technology Group

TECHNOLOGY GROUP MANAGER

Myles Abbott

PROGRAMMING DIRECTOR

Matthew Jones

TECHNICAL DIRECTOR

Graeme Scott

SENIOR SYSTEMS PROGRAMMERS

Darren Bremner

Duncan Murray

SYSTEM PROGRAMMERS

Jason Bright

Peter Litwiniuk

Steven Thirlwall

Sound

AUDIO DIRECTOR

Marshall Parker

MUSIC COMPOSITION

Gavin Parker

User Interface

UI DEVELOPERS

Sebastien Confoulan

Shane Korin

Operations

HEAD OF ADMINISTRATION & IT

David Milne

IT MANAGER

Brian Desmond

OFFICE MANAGER

Antoinette Ramman

Quality Assurance

QA MANAGER

Clara Little

TEST LEADS

Jake Drobowiecki

cam eason

Daniel Enright

Trevor Watson

QA TESTERS

Sud Abbas

Stefan Allaki

Dudley Birch

Kristian Brice

Richard Brownlow

Phillip Coombes

Rodney Harper

Keith Hew

Jorge Lay

Hyang Sook Lee

Rebecca Lee

David Levy

David Little

Leigh Miller

Tony Nghiem

Dale Pearce

Adrian Privitera

Rachel Topp

William Tran

William Van Rompaey

Craig White

Special Thanks to

Andrew Carter

Camille Wall

Vito Trifilo

Andrew Symons

Adam Boyle

Steve Learmonth

Sam Crook

James DeColling

Kate Inabinet

Kevin Turner

Frederic Jay

Ahmed Boukhelifa

Eden Games

Soundwave Concepts

Vehicle Sounds

Greg Hill

Eden Games

STUDIO DIRECTOR

David Nadal

GAME DIRECTORS

Stéphane Beley

Frédéric Jay

Pierre-Arnaud Lambert

PRODUCERS

Ahmed Boukhelifa

Christophe Laboureau

ASSISTANT PRODUCER

Yann Loosli

TECHNICAL DIRECTORS

Stéphane Beley

Didier Blanché

Dev Team

Rendering Team

RENDERING LEAD

Didier blanché

PROGRAMMERS

Guillaume Carrez

Vincent Duboisdendien

Benoît Lemaire

Carl Pédimina (Krysalide)

David Wong

Laurent Zaslavsky

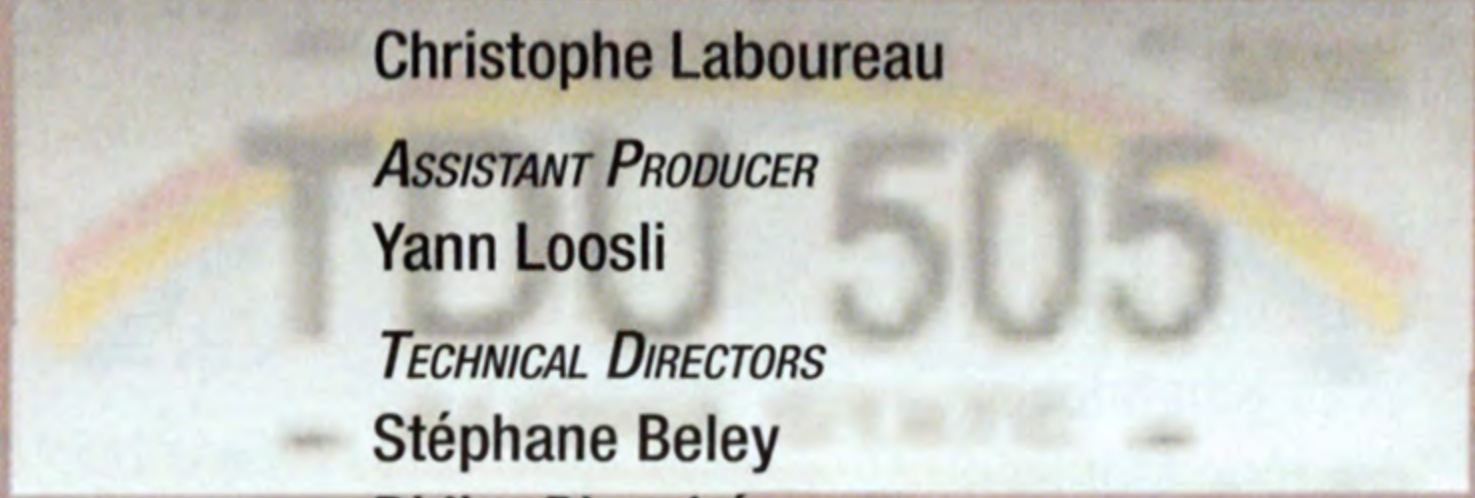
Scenaric and Game Editor Team

SCENARIC AND GAME EDITOR LEAD

Alain Jarniou

PROGRAMMERS

Julien Audran



Stéphane Caillet
François Guibert
Guillaume Pagnier

Physics Team

PHYSICS LEAD
Sébastien Tixier

Audio Team

AUDIO LEAD
David Alloza

PROGRAMMERS
Katharine Neil
Nicolas Schaller

Online Team

ONLINE LEAD
Franck Maestre

PROGRAMMERS
Ludovic Balsan
Yvan Kalafatov
Frédéric Manisse
Alexandre Perrin (Artefacts)

AI & Front-End Team

AI & FRONT-END LEAD
Mathias Tamayo

PROGRAMMERS
Thomas Minet
Stéphane Randanne (Artefacts)

WorldBuilder Tool's Team

WORLDBUILDER LEAD
Laurent Renoux

PROGRAMMERS
Julien Audran
Guillaume Pagnier

Design Team

LEAD GAME DESIGNER
Sylvain Branchu

GAME DESIGNERS
Boris Mellet
Paul Narducci

LEVEL DESIGNERS
Alexis Madinier
Frédéric Marchetti
Nicolas Pacaut

FRONT-END & CINEMATICS LEAD DESIGNER
Boris Mellet

FRONT-END DESIGNERS
Miguel Coimbra
Sébastien Confoulan

INTRO CINEMATIC
Bruno Marion

Art Team

ART DIRECTOR
Benoit Boucher

Cars

CARS LEAD
Hugues Poncet

ARTISTS
Guillaume Bachmann
Damien Canderle
Alexandre Deransy (Trainee)
David Guillaume
Florian Jugon (Trainee)
Sébastien Teulade

Island

BACKGROUNDS LEAD
Jean Marc Torroella

ARTISTS
Marina Arnaudova
Julien Dos Reis
Philippe Doumeng
Natacha Ramonatxo

Specific Background

LEAD ARTIST

Frédéric Taquet

CHARACTERS & SKINNING ARTISTS

Benjamin Bertrand

Jean-Baptiste Reynaud

FX

Mathias Baillet

Julien Dos Reis

Sébastien Laban

David Louis

Animation & Cinématiques

LEAD ARTIST

Arnaud Lhomme

ARTIST

Sandrine Hervé

External

AMC Studio

Artefacts-Studio

MANAGEMENT

Bruno Chabanel

LEAD VEHICLE

Emmanuel Aubert

VEHICLE ARTISTS

Lionel Billault

Freddy Bonisoli

Martin Collet

Jérémy Crabos

David Gagnerot

Jérôme Kedzierski

Frédéric Morihain

Yann Vanderme

TRAFFIC VEHICLE ARTISTS

François Bellotto

Guillaume Curt

Yvain Mivielle

Marie Meirieu

Yann Vanderme

BACKGROUNDS

Emmanuel Aubert

Lionel Billault

2D ART

David Ouk

Régis Torrès

Bruno Xiberras

CCJA

Christophe Champlong

Jean-Luc Damieux-Verdeau

Cédric Lepiller

Jean-Philippe Pollien

Krysalide

Gaétan Boutet

Sébastien Debourg

Pierre Descubes

Yoann Lori

Cedric Peravernay

Romaric Rivallin

Clinton Wennink

Rabcat

www.rabcat.com

MANAGEMENT

Arnold Blüml

Thomas Schleisnitz

Christof Stanits

PROJECT MANAGER

Thomas Schleisnitz

ART DIRECTOR

Simon Kaiser

TECHNICAL DIRECTOR

Wolfram Neuer

LEAD ARTIST

Christian Eichler

VEHICLE ARTISTS

Omar Chowdhury

Alexander Fukari
Ronald Kalchhauser
Alexander Peters
Benedikt Podlesnigg
Werner Pötzelberger
Johannes Schiehssl
Florian Schödl
Thomas Seiger
Philip Unger
Roland Wolf

Virtuos Ltd

3D ARTISTS

Huang Biwen
Lai Ji
Li Ye
Lin Feng
Meng Hao
Ni Na
Song Qi
Tang Jianjiang
Wu Wei
Xu Kunpeng
Zhang Caojie
Zhao Qi

ART DIRECTOR

Cheng Yu

PRODUCTION DIRECTOR

Pan Feng

CEO

Gilles Langourieux

Independents

François Beudin
Frederic Bousquet
Regis Capotosto
Romain Chavanne
Julien Chiari
Filippo Lottici
Stefano Maddio
Patrik Marek
Gaël Marlier
Gianluca Miragoli

Sabine Morlat
Fabio Riboli
Laurent Russo

Sound Team

LEAD SOUND DESIGNER

Vincent Lemeur

SOUND DESIGNER

Thomas Fontin

External (sound)

VEHICLE SOUNDS

Greg Hill - Soundwave Concepts

External (Music)

NIMROD

Marc Canham

KOKA MEDIA

Antoine Ressaussiere

External (voices)

USA

HIFI-GENIE PRODUCTIONS

Philippe David

ACTORS

Sharon Mann
Christine Flowers
Matthew Geczy
David Gassman

France

Dune Sound Paris

ACTORS

Jean Bérangère
Naïké Fauveau
Emmanuel Gradi
Nathalie Homs
Jean Pascal Quilichini
Philippe Roullier

Germany

R&T Das Team/LocaTRANS

ACTORS

Cornelia Bitsch
Thomas Höhne
Stefan Müller-Ruppert
Sabine Murza

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Iván Guerrero
Ana Jiménez
Salomé Larrucea

Italy

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Gobbi Angiolina
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De Luca Lorella
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Hea-sung, Kuan

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Coorsmedia

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Chen huang dian
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Liang gang hua
Lu yi jun
Ma jia xuan

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Aki Unone
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Jean Yves Geffroy
Frédéric Jay

Tools

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3D TOOL: CORE PROGRAMMERS

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Yannick Rousseau
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DIRECTOR, STRATEGIC RELATIONS

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Cecelia Hernandez

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Arthur Long

Special Thanks

Lisa and Bikerbob

Jen Carroll

Walter and Senta

TDU1, Koenig Viper and Ford GT Guy

Red Sheet, LLP

DOCUMENTATION

Kurt Carlson

MANUAL DESIGN

Morgan Tomaiolo

Test Drive Unlimited Soundtrack

Written and produced by Gavin Parker

“9 Volter” Performed by Colour of Fire

Written by Richards/Jones

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Written by Jim Burke

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Words and Music by Howard Bernstein

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“ANOTHER EXCUSE” BY SOULWAX
(7’44”) BE-P01-05-00044

Written and composed by Nancy Whang – David Dewaele / Stephen Dewaele

Published by Strictly Confidential / We’ll Sue You (83.34%) / C.C.

Produced by Soulwax, mixed by DFA.

Vocals by Nancy Whang courtesy of herself.

Mastered by Nilesh Patel at The Exchange ; Additional Editing by Piet De Wagter at Equus.

Taken from the “Nite versions” Album.

Original version on the album ‘Any Minute Now’

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“A Gritty Nitty” by The Pazant Brothers
(Edward Bland) Rockin’ Music

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Brothers – The Brothers Funk”

(CDBGPD 171). ISRC#: GBBHN0501823

“Back Again” Performed by Boy Kill
Boy

Words and Music by Carr/Chase/Mah-
mood/Peck Published by Sony/ATV
Music Publishing

Courtesy of Mercury Records (London)
Ltd

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“Big Bird” by Eddie Floyd

Composed by Booker T. Jones Jnr. and
Eddie Floyd

Performed by Eddie Floyd

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From the album “Rare Stamps” (Stax
88013)

Courtesy of Concord Music Group, Inc.

“Black Powder” by Motor

Written by Bryan Barton, Oliver Grasset
Performed and Produced by Motor

Published by Chrysalis Music Ltd

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“Carbon Kid” by Alpinestars

Composed by Richard Woolgar and
Glyn Thomas

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“Cissy Popcorn” Performed by Preston
Love

Written by Wilton Lewis Felder Sr.

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Taken from the BGP CD “Super Funk 3”
(CDBGPD 148)

“COMPUTE” BY SOULWAX (5’32”)

BE-P01-05-00079

Written and composed by David De-
waele & Stephen Dewaele

Produced, mixed and edited by Soul-
wax at Soulwax studio.

Published by Strictly Confidential/We’ll
Sue You

Taken from the “Nite versions” Album
Original version on the album ‘Any
Minute Now’

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“Comin’ Down” by The View

Performed by The View

Words & Music by Webster / Falconer
Published by Universal Music Publish-
ing Ltd

C/O Two Thumbs Ltd 2006

“Feels Closer” Performed by Layo &
Bushwacka! feat. Mino Cinelu

Feels Closer was written by Layo
Paskin/Matthew Benjamin.

Published by Chrysalis Music Ltd (PRS)
© Olmeto Records 2006.

Taken from the album 'Feels Closer' by
Layo & Bushwacka!

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"Finally Free" by Clearlake
Music by Clearlake

Published by Chrysalis Music Ltd

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Taken from the album 'Amber'

WIGCD152

"Fix The Cracks" Performed by Hu-
manzi

Written by Rutledge/Gallagher/Loner-
gan/Mulrooney

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"Funk #49" (Walsh/Peters/Fox)

Performed by The James Gang

Published by Universal Music Publish-
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sal-Island Records Ltd

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"Funky Chicken" Performed by Preston
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(CDBGPD 148)

"Handshakes" performed by Metric
Last Gang Records under license to
Drowned in Sound

Written by James Shaw and Emily
Haines

Published by Chrysalis Music Ltd

"He's Gonna Step On You Again" aka
"Step On"

Written by John Kongos and Chris
Demtrious

© Tapestry Music Limited

© Tuesday Productions , performed by
John Kongos

"Here We Go" – Broken Dolls

Performed by Broken Dolls

Written by James Conolly and John
Garrison

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"Hired Goons" - Evil 9

Written & Produced by Tom Beaufoy &
Pat Pardy

Published by Marine Parade Music
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www.marineparade.net

Taken from the Marine Parade album

"You Can be Special Too...."

"I Live For" performed by Johnny Panic

Written by Solly/Francis/Shock/Bryan
Lyrics by Solly

Mixed by Chris Sheldon

Published by Kobalt Music

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"(I'm A) Road Runner" – Jr Walker &
The All Stars

Words and Music by Brian Holland,
Lamont Dozier and Eddie Holland ©

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EMI Music Publishing Ltd, London
WC2H 0QY
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“Information”
Written by Luke May, Liam May and
Craig Higgins
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“No One Knows (UNKLE remix)”
– Queens Of The Stone Age.
Words and Music by Josh Homme Nick
Oliveri and Mark Lanegan
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Publishing Ltd/ Board Stiff Music/
Natural Light Music, London WC2H 0QY
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Ltd
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“PWSteal.Ldpinch.D” Performed by AFX
Written and produced by Richard D.
James
Published by Chrysalis Music Ltd
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“Restless” by The Cobras
Written by Steve Cropper and Jimmy
Johnson
Performed by The Cobras
Published by Rondor Music London Ltd
on behalf of Easy Memphis Music Corp
From the Single “Restless” (Stax 148)

Courtesy of Concord Music Group, Inc.
“Sling Shot” Performed by Lefties Soul
Connection
Composed by A.A. Bartels, O.C. Smit, B.
Bosman, C. Vogel
Published by Twee Publishing/Chrysa-
lis Benelux

“Silver Buddha” by The Domes of
Silence
Written and Performed by The Domes
of Silence
From the album ‘Mescaline’
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“You’re Wasting My Time (PT1)” – Billy
Garner
(Dave Hamilton, Billy Garner)
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CDBGPD 137

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TECHNICAL SUPPORT (UNITED STATES & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

All customer support requests are handled via Email. No telephone support requests will be accepted.

Note: In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Product Return Procedures in the United States & Canada

Please first contact Atari Customer Support at atarisupport.com to determine the nature of your problem. Some issues that appear to be product defects are actually configuration-related and are easily fixed.

In the event our support team has determined that you need to return your game, it is recommended that you first try your retailer. Return the game to your retailer along with the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer may replace the game.

Alternatively, our support representatives will provide you with a Return Merchandise Authorization number (RMA#) and instructions for returning your product to Atari for replacement.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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