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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

### INSTALLING MX vs. ATV UNLEASHED CD-ROM

1. Insert the **MX vs. ATV Unleashed** disc into your CD-ROM Drive.
2. If you have AutoPlay enabled a screen will appear asking if you want to install **MX vs. ATV Unleashed**.
3. Select Install and follow the on-screen instructions.

If AutoPlay is not enabled, select Start and the Run from the Windows Taskbar. Type d:\win\setup (d refers to your CD-ROM drive. If your CD-ROM drive is not d, type the appropriate drive letter.) Follow the instructions that appear on your screen.

### UNINSTALLING MX vs. ATV UNLEASHED CD-ROM

1. Go to the START Menu and find the listing for **MX vs. ATV Unleashed**.
2. One of the icons will read "Uninstall".
3. Select this option and follow the on-screen instructions.

# GAME CONTROLS

## Menu/Interface Controls

Directional buttons (Up Cursor / Down Cursor)	Highlight menu item
Directional buttons (Left Cursor / Right Cursor)	Change highlighted item
ESC	Back
ENTER / Left Mouse Button	Accept

## BASIC RACING CONTROLS

Spacebar / Button 1	Throttle
LCTRL / Button 2	Brake
C / Button 3	Clutch
Down Cursor + Up Cursor / Forward + Backwards Control Stick	Preload Suspension (Shift Rider's Weight)
Left Cursor + Right Cursor / Left + Right Control Stick	Steer / Lean
LCTRL + Spacebar / Button 1 + Button 2	Reverse
F	Change Camera View
ESC	Pause Game / In Game Options
Backspace	Reset Vehicle

# GAME CONTROLS (cont.)

## BASIC TRICK CONTROLS

**X + (Left Cursor or Right Cursor or Up Cursor or Down Cursor)** (Forward Control Stick or Backwards Control Stick or Left Control Stick or Right Control Stick)

**LCTRL + (Left Cursor or Right Cursor or Up Cursor or Down Cursor)** (Forward Control Stick or Backwards Control Stick or Left Control Stick or Right Control Stick)

**X + LCTRL + (Left Cursor or Right Cursor or Up Cursor or Down Cursor)** (Forward Control Stick or Backwards Control Stick or Left Control Stick or Right Control Stick)

**X + LSHIFT + (Left Cursor or Right Cursor or Up Cursor or Down Cursor)** (Forward Control Stick or Backwards Control Stick or Left Control Stick or Right Control Stick)

**LCTRL + LSHIFT + (Left Cursor or Right Cursor or Up Cursor or Down Cursor)** (Forward Control Stick or Backwards Control Stick or Left Control Stick or Right Control Stick)

**X + LCTRL + LSHIFT + (Left Cursor or Right Cursor or Up Cursor or Down Cursor)** (Forward Control Stick or Backwards Control Stick or Left Control Stick or Right Control Stick)

**LSHIFT button + Up Cursor, Down Cursor**  
Forward Control Stick, Backwards Control Stick

**Backflip**

**Down Cursor / Backwards Control Stick**

**Speed up Backflip**

**Up Cursor / Forward Control Stick**

**Stop Backflip**

**LSHIFT + Left Cursor, Right Cursor**  
(or Right Cursor, Left Cursor) Left Control Stick / Right Control Stick

**Three Sixty Flip**

**Left Cursor / Right Cursor /**  
Left Control Stick / Right Control Stick

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

## GAME CONTROLS (cont.)

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

Spacebar / Button 1	Gas
LCTRL	Brake
Z	E-Brake
C / Button 3	Clutch
Down Cursor + Up Cursor / Forward + Backwards Control Stick	Preload Suspension
Left Cursor + Right Cursor / Left + Right Control Stick	Steer
LCTRL + Spacebar / Button 1 + Button 2	Reverse
Backspace	Reset Vehicle
F	Change Camera View
ESC	Pause Game / In Game Options

### HELICOPTER CONTROLS

Spacebar / Button 1	Raise Altitude
LCTRL / Button 2	Lower Altitude
Left Cursor + Right Cursor / Left + Right Control Stick	Turn Helicopter
Down Cursor + Up Cursor / Forward + Backward Control Stick	Pitch Helicopter

### AIRPLANE

Spacebar / Button 1	Add Throttle
LCTRL / Button 2	Reduce Throttle
Left Cursor + Right Cursor / Left + Right Control Stick	Bank Airplane
Down Cursor + Up Cursor / Forward + Backward Control Stick	Pitch Airplane



# MAIN MENU

- **Single Player** – Jump right into riding!
- **Championships** – Race for supercross or nationals titles, and complete challenges!
- **Multiplayer** – Race online or on a local network.
- **Quick Race** – Hit the track for a quick race!
- **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:
  - Video Options – Configure in game video settings.
  - Game Settings – Adjust various game settings.
  - Audio Options – Configure in-game audio options.
  - Jukebox – Choose in-game tunes.
  - Game Statistics – View various game stats.
  - Controller Settings – Choose your favorite controller set-up and change button mapping.
  - Cheat Codes – Enter cheat codes.
  - Hall of Fame – View game records.
  - Credits – View game credits.
  - Exit – Exit game and return to operating system.





## 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



- ① POINTS
- ② TRACK TIMES
- ③ LAP COUNTER
- ④ TRACK MAP
- ⑤ TRACK POSITION
- ⑥ SPEED



## PAUSING THE GAME

Press ESC 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.



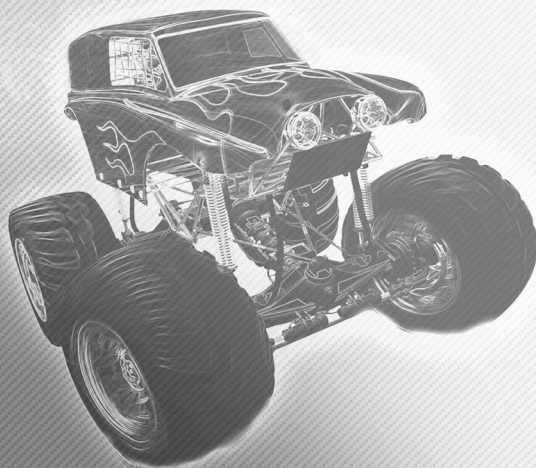


## SAVING AND LOADING

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.



## TRACK EDITOR—QUICK-START GUIDE

### WHAT CAN YOU DO WITH THE UNLEASHED TRACK EDITOR?

The Unleashed Track Editor allows you to create a track that can be loaded and played with the MX vs. ATV game. You can create the terrain, color it as you like, add objects such as starting gates and rocks, and define paths for the computer-controlled riders to follow. You can then export the track and load it inside the MX vs. ATV game in the same way you would with the built-in maps. Additionally you can trade tracks with your friends, or download other people's maps and play either locally or with others online.

### WHAT CAN'T YOU DO WITH THE UNLEASHED TRACK EDITOR?

The Unleashed Track Editor is a very powerful tool and allows you to quickly and easily create very rich and detailed tracks. However, there are some limitations. You cannot add new models to the game engine, such as new vehicles or new in-game objects. The game A.I. (Artificial Intelligence) cannot be modified, and thus for single-player tracks, you must take into account the play style of the computer-controlled opponents. New skybox textures cannot be created; you must use one of the existing in-game skyboxes. Finally the physics engine cannot be modified, so unfortunately you cannot create a map with lunar gravity.

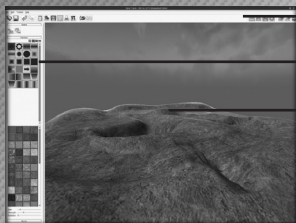
# TRACK EDITOR (cont.)

## SECTIONS OF THE TRACK EDITOR

**Icon Bar:** This bar is located along the top of the screen. The buttons on this bar generally control global options such as loading and saving, or changing the current sidebar.

**Sidebar:** The bar located along the left side of the screen is the Sidebar. The currently active sidebar determines what aspects of the track can be modified. Usually it allows the selection of tools that can be used in the main panel.

**Main Panel:** The main window of the display is the Main Panel. This is where the track is displayed. When a tool is selected, you would click within this panel to apply it.



Icon Bar

Sidebar

Main Panel

## STEP ONE: TRACK INFORMATION



When you first open the Unleashed Track Editor, the "General" sidebar will be active. Here you can enter information about the track including the name of the track, in game track name, author as well as a description. The type of track can also be selected (either stadium or outdoors), and finally different types of vehicles can be allowed or disallowed.





## TRACK EDITOR (cont.)

### STEP TWO: TERRAIN CREATION



The "Terraforming" sidebar allows you to manipulate the physical aspects of the terrain, such as adding hills or jumps. To activate the "Terraforming" sidebar select the icon with the bulldozer in the icon bar. When this sidebar is active, you are able to modify terrain in the main panel by clicking with the left mouse button.

To manipulate the terrain you can use the icons from the Terraform rollout (below). When active, they will raise, lower, level, smooth or add preset shapes to the terrain.



Changing the shape of the brush can be selected directly below the Terraform icons. Upon selecting a brush you can change its size, strength, and rotation using the slider bars below the brushes.

*Note: If you had selected an Outdoors Track in Step One, you can modify the perimeter terrain by switching between the inner terrain or outer terrain icons located under the Global section*

### STEP THREE: TERRAIN COLORING



To assign color to the terrain (texturing) you must first select Painting, the icon with the terrain picture on the icon bar. When you texture you can paint areas of the terrain with different textures (or solid colors) so for example you could add some grass to a valley or paint a mountain with a stone texture.

To begin, select a brush from the first section under the Painting, and then a texture or color from the second section below the brushes. You can now left click anywhere in the main panel to begin painting the texture on the terrain.

Custom textures can also be imported by opening the Blocks section at the bottom of the sidebar. This would allow you to add any texture you have created on your track for example a helicopter pad.

## TRACK EDITOR (cont.)

### STEP FOUR: SKYBOXES, LIGHTING OR FOG



Assigning a "Skybox" in the Unleashed Editor is easily done. A "Skybox" is a large textured box around the track that simulates having a sky. First to active the Skybox sidebar select the icon with the box on three sides of the ground on the icon bar.

After selecting a skybox, make sure to change camera mode with the camera icon above the images so that you can view the selected skybox.

Below the Skybox section are the controls for lighting. Both the position and color of the sun can be set and this will affect the direction and intensity of the shadows cast by the terrain.

The section at the bottom controls the distance that the fog will be set, as well as its color. Using the slider bar and the color swatch will change those settings.

### STEP FIVE: ADDING OBJECTS



The world can be populated with a large number of inanimate objects. These will add additional life to your track and include such items as traffic cones, crates and rocks. To add objects first select the Objects icon in the icon bar (Ball icon). This will change the sidebar to the object sidebar.

Then, using the object buttons  under tools you can select, add, move, rotate, raise or lower objects.

The other two icons under the actions allow objects to be deleted or to be moved into alignment with the current terrain height.

## TRACK EDITOR (cont.)


### STEP SIX: ACTIVITY AND ADDING WAYPOINTS



The Activities sidebar can be accessed with the activities button on the icon bar. The first section of the sidebar allows you to select the type of activity that will be enabled when the track is loaded, for example “Supercross” or “Motorcross”.


The rest of the sidebar is devoted to adding and manipulating Waypoints. This is the invisible track that the computer-controlled players will follow. By using the buttons under the tools section (below) you can select, start, continue, or joined waypoints.




Using the icon under the Action section , tracks and individual waypoints can be removed.

### STEP SEVEN: SAVING, EXPORTING AND TESTING



The final step of the creation of a track is to save, export and test it. The first of these steps is to save the track using the save button located on the top icon bar . This will save the track in the editors own format to allow it to be edited additionally in the future.

Next is to export the track to the format that the game will use to play the track. In order to do this the track is to be exported and you can do so by clicking on the Export Track button on the icon bar .

The last step will allow you to quickly test your map inside the editor and that can be done by clicking on the Test Track button on the icon bar .

Congratulations you have created your first track.



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 on-line compilando un semplice form:  
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## QUICKSTART SUOMEKSI - ALOITTAMINEN

### **MX vs. ATV UNLEASHED -CD-ROM-PELIN ASENTAMINEN**

1. Aseta **MX vs. ATV Unleashed** -levy CD-ROM-asemaan.
2. Jos automaattinen käynnistys on käytössä, näytölle tulee ruutu, jossa kysytään, haluatko asentaa **MX vs. ATV Unleashed** -pelin.
3. Valitse Install (Asenna) ja seuraa näytölle tulevia ohjeita.

Jos automaattinen käynnistys ei ole käytössä, napsauta Windowsin tehtäväpalkin Käynnistä-painiketta ja valitse Suorita. Kirjoita "d:\win\setup" (missä "d" on CD-ROM-asema.

Jos CD-ROM-asema on muu kuin d, kirjoita vastaava kirjain.) Seuraa näytölle tulevia ohjeita.

### **MX vs. ATV UNLEASHED -CD-ROM-PELIN ASENNUKSEN POISTAMINEN**

1. Napsauta KÄYNNISTÄ-painiketta ja etsi **MX vs. ATV Unleashed** ohjelmaluettelosta.
2. Yksi kuvakkeista on "Uninstall".
3. Valitse tämä vaihtoehto ja seuraa näytölle tulevia ohjeita.

# PELIOHJAIMET

## VALIKKO-/KÄYTTÖLIITTYMÄOHJAIMET

Suuntanäppäimet (ylä-/alanuoli)	Korosta valikkokohta
Suuntanäppäimet vasen/oikea nuoli	Muuta korostettua valikkokohtaa
ESC	Edellinen
ENTER / Vasen hiiripainike	Hyväksy

## PERUSAJO-OHJAIMET

Sanaväli / painike 1	Kytkin
VASEN CTRL / painike 2	Jarru
C / painike 3	Kytkin
Alanuoli + ylänuoli / eteen + taakse peliohjaimella	Jousituksen esijännitys (siirrä kuljettajan painoa)
Vasen nuoli + oikea nuoli / vasempaan + oikeaan peliohjaimella	Ohjaa / kallista
VASEN CTRL + sanaväli / painike 1 + painike 2	Peruutus
F	Vaihda kameranäkymää
ESC	Pysäytä peli/ peliasetusten valikko
Askelpalautin	Nollaa ajoneuvo



# PELIOHJAIMET (JATKOA)

## PERUSTEMPPUOHJAIMET

X + (vasen nuoli tai oikea nuoli tai ylänuoli tai alanuoli) (eteenpäin tai taaksepäin tai vasemmalle tai oikealle peliohjaimella)	
VASEN CTRL + (vasen nuoli tai oikea nuoli tai ylänuoli tai alanuoli) (eteenpäin tai taaksepäin tai vasemmalle tai oikealle peliohjaimella)	
X + VASEN CTRL + (vasen nuoli tai oikea nuoli tai ylänuoli tai alanuoli) (eteenpäin tai taaksepäin tai vasemmalle tai oikealle peliohjaimella)	
X + VASEN VAIHTO + (vasen nuoli tai oikea nuoli tai ylänuoli tai alanuoli) (eteenpäin tai taaksepäin tai vasemmalle tai oikealle peliohjaimella)	
VASEN CTRL + VASEN VAIHTO + (vasen nuoli tai oikea nuoli tai ylänuoli tai alanuoli) (eteenpäin tai taaksepäin tai vasemmalle tai oikealle peliohjaimella)	
X + VASEN CTRL + VASEN VAIHTO + (vasen nuoli tai oikea nuoli tai ylänuoli tai alanuoli) (eteenpäin tai taaksepäin tai vasemmalle tai oikealle peliohjaimella)	
VASEN VAIHTO + ylänuoli, alanuoli, eteen peliohjaimella, taakse peliohjaimella	Takavolttti
Alanuoli / taakse peliohjaimella	Nopeuta takavoltttia
Ylänuoli / eteen peliohjaimella	Pysäytä takavolttti
VASEN VAIHTO + vasen nuoli, oikea nuoli (tai oikea nuoli, vasen nuoli) vasemmalle peliohjaimella / oikealle peliohjaimella	Kokovolttti
Vasen nuoli / oikea nuoli / vasempaan peliohjaimella / oikeaan peliohjaimella	Nopeuta tai hidasta (kiertoon perustuva) kokovolttti

## PELIOHJAIMET (JATKOA)

### TROPHY TRUCK / DUNE BUGGY / SAND RAIL / MONSTER TRUCK / GOLF CART -OHJAIMET

Sanaväli / painike 1	Kaasu
VASEN CTRL	Jarru
Z	E-jarru
C / painike 3	Kytkin
Alanuoli + ylänuoli / eteen + taakse peliohjaimella	Jousituksen esijännitys
Vasen nuoli + oikea nuoli / vasempaan + oikeaan peliohjaimella	Ohjaa
VASEN CTRL + sanaväli / painike 1 + painike 2	Peruutus
Askelpalautin	Nollaa ajoneuvo
F	Vaihda kameranäkymää
ESC	Pysäytä peli/ peliasetusten valikko

### HELIKOPTERIN OHJAIMET

Sanaväli / painike 1	Lisää korkeutta
VASEN CTRL / painike 2	Vähennä korkeutta
Vasen nuoli + oikea nuoli / vasempaan + oikeaan peliohjaimella	Käännä helikopteria
Alanuoli + ylänuoli / eteen + taakse peliohjaimella	Keikuta helikopteria

### LENTOKONE

Sanaväli / painike 1	Lisää kaasua
VASEN CTRL / painike 2	Vähennä kaasua
Vasen nuoli + oikea nuoli / vasempaan + oikeaan peliohjaimella	Kallista lentokonetta
Alanuoli + ylänuoli / eteen + taakse peliohjaimella	Keikuta lentokonetta

# KÄYTTÖOIKEUSSOPIMUS

Käyttämällä tätä tiedostoa asiakas sitoutuu tämän käyttöoikeussopimuksen ehtoihin.

- 1. TEKIJÄNOIKEUS.** Tämä ohjelmistotuote on ja pysyy THQ-yhtiön ja sen toimittajien tuotteena. THQ ja sen toimittajat pysyvät kaikkien patenttien, tekijänoikeuksien, tavaramerkkien, kaupanmiemien, liikesalaisuuksien ja muiden ohjelmistoon liittyvien tai siihen osana kuuluvien omistusoikeuksien haltijana. Pois lukien osiossa 2 mainitut poikkeustapaukset, asiakkaalla ei ole oikeuksia tähän ohjelmistotuotteeseen. Ohjelmistotuotetta ei myydä, vaan siihen myönnetään ainoastaan käyttöoikeus näiden sopimusehtojen nojalla. Jos asiakas myöntyy kaikkiin tämän sopimuksen ehtoihin, hän omistaa vain median, jolla ohjelmistotuote on toimitettu, eikä itse ohjelmistotuotetta.
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- 3. RAJOITETTU TAKUU.** THQ (UK) LIMITED myöntää tämän THQ (UK) LIMITED -yhtiön tuotteen alkuperäiselle ostajalle ostopäivästä lukien yhdeksänkymmenen (90) päivän takuun, että media, jolle tämän tietokoneohjelma on tallennettu, on vapaa materiaali- ja laatuvirheistä. Tämä THQ (UK) LIMITED -yhtiön tuote myydään "selaisenaan", ilman suoraa tai epäsuoraa vastuuta ohjelmistotuotteen käytöstä. THQ (UK) LIMITED sitoutuu valintansa mukaan korjaamaan tai vaihtamaan ilman kustannuksia minkä tahansa THQ (UK) LIMITED -yhtiön tuotteen, joka toimitetaan asianmukaisesti yhtiön asiakaspalvelukeskukseen ostotodistuksen kera yhdeksänkymmenen (90) päivän kuluessa ostopäivästä. Takuu kattaa ilmaisen pelilevyn vaihdon sen ensimmäiselle omistajalle. Asiakaspalvelukeskuksen osoite on THQ (UK) LIMITED, Ground Floor; Block A, Dukes Court, Duke Street, Woking, Surrey, GU21 5BH. Yhtiö varaa pelilevyn toimittamiseen 28 päivää lähetyksestä. Tämä takuu ei kata normaalia kulumista. Tämä takuu raukeaa, jos THQ (UK) LIMITED -yhtiön tuotetta on käytetty väärin, kyseenalaisella tavalla tai huolimattomasti. **TÄMÄ TAKUU OHITTAA KAIKKI MUUT TAKUUT EIVÄTKÄ MUUT ESITYKSET TAI MUUNLAISEN VAATIMUKSET SIDO TAI VELVOITA THQ (UK) LIMITED -YHTIÖTÄ MITENKÄÄN. KAIKKI TÄLLE OHJELMISTOTUOTTEELLE MYÖNNETTY TAKUUT MUKAAN LUKIEN TUOTTEEN MYYNTIKELPOISUUS JA SOVELTUVUUS TIETYYN KÄYTTÖTARKOITUKSEEN OVAT VOIMASSA YHDEKSÄNKYMMENEN (90) PÄIVÄN AJAN. THQ EI MISSÄÄN TAPAUKSESSA OLE VASTUUSSA TÄMÄN THQ (UK) LIMITED -YHTIÖN TUOTTEEN HALLUSSAPIDON, KÄYTÖN TAI SEN TOIMINTAHÄIRIÖN AIHEUTTAMISTA ERITYISISTÄ TAI VÄLILLISISTÄ VAHINGOISTA. TÄMÄ EI MILLÄÄN TAVALLA VAIKUTA ASIAKKAAN LAIN MÄÄRÄÄMIIN OIKEUKSIIN.** Tämä tietokoneohjelma ja sen mukana toimitetut asiakirjat ja materiaali ovat sekä kansallisen että kansainvälisen tekijänoikeuslain suojelamia. Ohjelmiston säilyttämisen hakemistossa, monistaminen, kääntäminen, vuokraaminen, lainaaminen, lähettäminen ja julkinen esittäminen ovat kiellettyä ilman THQ (UK) LIMITED -yhtiön erillistä kirjallista lupaa.
- 4. VASTUUNRAJOITUSEHDOT.** THQ-YHTIÖ EI MISSÄÄN TAPAUKSESSA KANNA KOKONAISVASTUUTA RIIPPUMATTA VASTUUVELVOLLISUUDEN LANKEAMISEN MUODOSTA, (SOPIMUS, OIKEUDENLOUKKAUS TAI MUU), EIKÄ VASTUUVELVOLLISUUS YLTÄ OHJELMISTOTUOTTEESTA SAATUJA LISENSSIMAKSUIJA. TÄMÄ SOPIMUS EI ASETA VASTUUTA THQ-YHTIÖN TOIMITTAJILLE. THQ TAI THQ-YHTIÖN TOIMITTAJAT EIVÄT MISSÄÄN TAPAUKSESSA OLE VASTUUSSA MINKÄÄNLAISISTA EPÄSUORISTA, ESIMERKILLISISTÄ, ERITYISISTÄ TAI VÄLILLISISTÄ VAHINGOISTA (MUKAAN LUKIEN MENETETTY VOITTO), VAIKKA THQ-YHTIÖLLÄ TAI SEN TOIMITTAJALLA ILMOITETTAISIIN TÄLLAISISTA VAHINGOISTA. JOIDENKIN MAIDEN LAINSÄÄDÄNTÖ EI SALLI VASTUUNRAJOITUKSIA VÄLILLISTEN VAHINKOJEN OSALTA, JOTEN YLLÄ MAINITTU RAJOITUS EI VÄLTÄMÄTTÄ KOSKE SINUA. THQ EI OLE VELVOLLINEN VASTAAMAAN KOLMANNEN OSAPUOLEN



# KÄYTTÖOIKEUSSOPIMUS (JATKOA)

ESITTÄMIIN VAATIMUKSIIN OHJELMISTOTUOTTEESTAAN. TÄSSÄ SOPIMUKSESSA ESITETYT RAJOITETUT TAKUU-, KORVAUS- JA VASTUUEHDOT OVAT OLENNAINEN OSA THQ-YHTIÖN KAUPPAEHTOJA, EIKÄ THQ PYSTYISI TOIMITTAMAAN TÄTÄ OHJELMISTOTUOTETTA ILMAN NÄITÄ RAJOITUKSIA. JOIDENKIN MAIDEN LAINSÄÄDÄNTÖ EI SALLI VASTUUNRAJOITUKSIA, JOTEN YLLÄ MAINITTU RAJOITUS EI VÄLTÄMÄTTÄ KOSKE SINUA, MISSÄ TAPAUKSESSA VASTUUNRAJOITUSTEN SUPISTUS ON VOIMASSA YHDEKSÄNKYMMENTÄ (90) PÄIVÄÄ OHJELMISTOTUOTTEEN VASTAANOTTAMISEN PÄIVÄMÄÄRÄSTÄ. TÄMÄ TAKUU ANTAA ASIAKKAALLE TIETYYT LAILLISET OIKEUDET. ASIAKKAALLA VOI OLLA MUUTAKIN LAILLISIA OIKEUKSIA MAAN LAINSÄÄDÄNNÖSTÄ RIIPPUEN.

5. KÄYTTÖOIKEUDEN PÄÄTTYMINEN. Asiakas voi irtisanoa tämän sopimuksen milloin vaan. Tämä sopimus päättyy automaattisesti, jos asiakas rikkoo yhtä tämän sopimuksen ehtoja. Käyttöoikeuden päätyttyä asiakas on velvollinen tuhoamaan ohjelmistotuotteen ja siitä sopimuksen sallimin ehdoin tehdyn mahdollisen varmuuskopion.

THQ (UK) Limited, Ground Floor, Block A, Dukes Court, Duke Street, Woking, Surrey, GU21 5BH

## QUICKSTART PÅ SVENSKA - KOMMA IGÅNG

### INSTALLERA MX vs. ATV UNLEASHED-CD-ROM

1. Sätt in **MX vs. ATV Unleashed**-skivan i cd-läsaren.
2. Om AutoPlay är aktiverat kommer du att få en fråga om du vill installera **MX vs. ATV Unleashed**.
3. Välj Install (installera) och följ instruktionerna på skärmen.

Om AutoPlay inte är aktiverat, välj Start och sedan Run (kör) på Windowsmenyn.

Skriv in d:\win\setup (d är din cd-läsare. Om din cd-läsare in betecknas med d, skriv in rätt bokstav i stället.) Följ instruktionerna på skärmen.

### AVINSTALLERA MX vs. ATV UNLEASHED-CD-ROM

1. Gå till START-menyn och leta rätt på **MX vs. ATV Unleashed**.
2. På en av ikonerna står det "Uninstall" (avinstallera).
3. Välj detta alternativ och följ instruktionerna på skärmen.

# SPELKONTROLLER

## MENYKONTROLLER

Riktningsknappar (uppåtpil/nedåtpil)	Välj menyalternativ
Riktningsknappar (vänsterpil/högerpil)	Ändra valt alternativ
ESC	Tillbaka
ENTER/Vänster musknapp	Bekräfta

## GRUNDLÄGGANDE RACINGKONTROLLER

Mellanslag/Knapp 1	Gaspedal
LCTRL/Knapp 2	Broms
C/Knapp 3	Koppling
Nedåtpil + Uppåtpil/ Styrspak framåt + bakåt	Förladda fjädringen (flytta belastningen från föraren)
Vänsterpil + Högerpil/Styrspak vänster + höger	Styr/Luta
LCTRL + Mellanslag/Knapp 1 + Knapp 2	Backa
F	Ändra kameravinkel
ESC	Paus/Spelalternativ
Backstega	Återställ fordon



# SPELKONTROLLER (FORTS.)

## GRUNDLÄGGANDE TRICKKONTROLLER

X + (vänsterpil eller högerpil eller uppåtpil eller nedåtpil) (styrspak framåt eller bakåt eller styrspak vänster eller höger)	
LCTRL + (vänsterpil eller högerpil eller uppåtpil eller nedåtpil) (styrspak framåt eller bakåt eller styrspak vänster eller höger)	
X + LCTRL + (vänsterpil eller högerpil eller uppåtpil eller nedåtpil) (styrspak framåt eller bakåt eller styrspak vänster eller höger)	
X + LSHIFT + (vänsterpil eller högerpil eller uppåtpil eller nedåtpil) (styrspak framåt eller bakåt eller styrspak vänster eller höger)	
LCTRL + LSHIFT + (vänsterpil eller högerpil eller nedåtpil eller högerpil) (styrspak framåt eller bakåt eller styrspak vänster eller höger)	
X + LCTRL + LSHIFT + (vänsterpil eller högerpil eller uppåtpil eller nedåtpil) (styrspak framåt eller bakåt eller styrspak vänster eller höger)	
LSHIFT-knapp + uppåtpil, nedåtpil, styrspak framåt, styrspak bakåt	Bakåtvolt
Nedåtpil/styrspak bakåt	Öka farten i bakåtvolt
Uppåtpil/styrspak framåt	Stoppa bakåtvolt
LSHIFT + vänsterpil, högerpil (eller högerpil, vänsterpil) styrspak vänster/styrspak höger	360 volt
Vänsterpil/högerpil/styrspak vänster/styrspak höger	Öka eller sänka farten i 360-volt (beroende på rotationen)

## SPELKONTROLLER (FORTS.)

### TROPHY TRUCK/DUNE BUGGY/SAND RAIL/ MONSTER TRUCK/GOLF CART-KONTROLLER

Mellanslag/Knapp 1	Gasa
LCTRL	Broms
Z	Motorbromsa
C/Knapp 3	Koppling
Nedåtpil + uppåtpil/styrspak framåt + bakåt	Förladda fjädringen
Vänsterpil + högerpil/Styrspak vänster + höger	Styr
LCTRL + Mellanslag/Knapp 1 + Knapp 2	Backa
Backstega	Återställ fordon
F	Ändra kameravinkel
ESC	Paus/Spelalternativ

### HELIKOPTERKOMMANDON

Mellanslag/Knapp 1	Stig
LCTRL/Knapp 2	Gå ned
Vänsterpil + högerpil/Styrspak vänster + höger	Vända helikoptern
Nedåtpil + uppåtpil/Styrspak framåt + bakåt	Luta helikoptern

### FLYGPLAN

Mellanslag/Knapp 1	Mer gas
LCTRL/Knapp 2	Mindre gas
Vänsterpil + högerpil/Styrspak vänster + höger	Svinga planet åt höger/vänster
Nedåtpil + uppåtpil/Styrspak framåt + bakåt	Luta planet

# LICENSAVTAL

Genom att använda den här filen samtycker du till villkoren.

1. **ÄGANDERÄTT.** Programvaran är och ska förbli egendom som tillhör THQ och dess leverantörer. THQ och dess leverantörer ska bibehålla all äganderätt till patent, upphovsrätt, varumärken, varunamn, företagshemligheter och andra rättigheter av upphovsrättslig karaktär som berör eller finns i programvaran. Med undantag för det som anges i Avsnitt 2, har du ingen äganderätt eller ägarintresse till eller för programvaran. Programvaran licensieras - säljs inte - till dig endast för bruk enligt villkoren i detta avtal. Om du accepterar samtliga villkor i detta avtal kommer du endast att äga det media som programvaran har levererats på och inte själva programvaran.

2. **BEVILJANDE AV LICENS.** THQ beviljar dig en icke-exklusiv, icke-överlåtbar rätt att använda en kopia av programvaran i det land som programvaran har införskaffats för personligt bruk. Alla andra rättigheter förbehåller sig uttryckligen THQ. Du har inte rätt att: (a) installera programvaran på flera datorer, använda programvaran via tidsdelning (time-sharing) eller göra den tillgänglig för flera personer, (b) dekompilera (reverse engineering) programvaran, eller (c) exportera programvaran. Du får skapa en kopia av programvaran uteslutande för att ha en säkerhetskopia, förutsatt att alla copyrightmeddelanden och eventuella andra konfidentialitets- eller ägandeförklaringar som finns på originalkopian av programvaran kopieras till kopian. Du är införstådd med att THQ eller dess leverantörer när som helst kan uppdatera programvaran och när så görs omfattar det inga förpliktelser att tillhandahålla sådana uppdateringar till dig i enlighet med detta avtal.

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## LICENSAVTAL (FORTS.)

JURISDIKTIONER TILLÅTER INTE UNDANTAG ELLER BEGRÄNSNING AV ANSVAR FÖR SKADOR, VILKET KAN GÖRA ATT OVANSTÅENDE BEGRÄNSNING ELLER UNDANTAG INTE GÄLLER FÖR DIG. THQ ANSVARAR INTE FÖR ANSPRÅK FRÅN TREDJE MAN AVSEENDE PROGRAMVARAN. DEN BEGRÄNSADE GARANTI, BEGRÄNSADE ÅTGÄRDER OCH BEGRÄNSADE ANSVARSVILLKOR I DETTA AVTAL ÄR FUNDAMENTALA DELAR AV GRUNDEN FÖR THQ-KÖPET I DET FÖLJANDE OCH THQ SKULLE INTE KUNNA TILLHANDAHÅLLA PROGRAMVARAN TILL DIG UTAN SÅDANA BEGRÄNSNINGAR. VISSA JURISDIKTIONER TILLÅTER INTE UNDANTAG ELLER BEGRÄNSNING AV ANSVAR, VILKET KAN GÖRA ATT OVANSTÅENDE ANSVARFRISKRIVNING INTE GÄLLER FÖR DIG. I SÅ FALL ÄR UNDANTAGET ELLER BEGRÄNSNINGEN BEGRÄNSAD TILL NITTIO (90) DAGAR FRÅN DET DATUM DÅ DU HAR MOTTAGIT PROGRAMVARAN. DENNA GARANTI GER DIG VISSA JURIDISKA RÄTTIGHETER. DU KAN ÄVEN HA ANDRA RÄTTIGHETER SOM VARIERAR FRÅN JURISDIKTION TILL JURISDIKTION.

5. UPPSÄGNING Du kan när som helst säga upp detta avtal. Avtalet upphör automatiskt om du bryter mot några villkor i det. Vid uppsägning ska du förstöra programvaran och säkerhetskopian, om sådan finns, i enlighet med detta avtal.

THQ (UK) Limited, Ground Floor, Block A, Dukes Court, Duke Street, Woking, Surrey, GU21 5BH

# CREDITS

## RAINBOW STUDIOS

**Executive Producer**  
Robert Baumsteiger

**Producer**  
Graham Wood

**Associate Producer**  
Leanne Pacek

**Director of Technology**  
Dennis Booth

**Director of Art  
and Animation**  
Brad Doan

**Director of Design**  
Nick Koziupka

**Project Manager**  
Scott Thode

**Lead Game Designer**  
Brian Coonce

**Lead Technical Designer**  
Elliott Olson

**Game Programming**  
John Marnell  
Pete Reich

**Technology Programming**  
Rick Baltman

**Tools Programming**  
Michael Klucher

**Environmental Artists**  
Dave Dwire  
Panya Inversin  
Danny Keys  
Robert Kinnaman  
Scott Whitworth

**Track Designers**  
Dave Dwire  
Robert Kinnaman  
Mike Mamula  
Robert Munoz

**Modeling Artist**  
Chris Gabrish

**Graphic Design**  
Brent Ashe  
David Baker

**QA Manager**  
Travis Riffle

**QA Coordinator**  
Keefe Kwan

**QA Tester**  
Miguel Marquez

**General Manager**  
Scott Novis

**Studio Director**  
Roy Tessler

**Director of Operations**  
Bruce Hall

**Studio Finance Director**  
Marji Lent

**Human Resource Manager**  
Mary Curtis

**Office Manager**  
Christine Bryan

**Administration  
and Support**  
Reshida Ameti  
Dave Favier  
Marcitta Fowler  
Cecelia Harris  
Rebecca Reeves  
Josh Temple

**Special Thanks**  
The Original MX vs ATV Unleashed  
Team

## BEENOX

**Executive Producer**  
Dee Brown

**Producers**  
Paul Gadbois  
Mathieu Tremblay

**CTO**  
Sylvain Morel

**Technical Director**  
Sebastien Poirier

**Programming**  
Guillaume Audet  
Guy Carrier  
Louis Hallee  
Jeff Im  
Martin Veilleux

**Network Programming**  
Louis Hallee

**Additional Programming**  
Charles-Henri Bernier  
Christian Gilbert  
Francois Hamel  
Daniel Pageau  
Felix Roy

**Installer Scripts**  
Mathieu St-Gelais

**Quality Assurance**  
Marc-Antoine Jutras  
Patrick Thellend

## THQ Inc.

**Executive Vice President,  
World Wide Publishing**  
Kelly Flock

**Executive Vice President,  
World Wide Studios**  
Jack Sorensen

**Senior Global  
Brand Manager**  
Dave Miller

**Brand Manager**  
David W. Newmann

**Vice President Corporate  
Communications**  
Bob Finlayson

**Media Relations Manager**  
Rob Cassel

## CREDITS (cont.)

### Director -

#### Creative Services

Howard Liebeskind

#### Creative Services Manager

Kirk Somdal

#### Packaging Design

Origin Studios, SLC

### Director,

#### Quality Assurance

Monica Vallejo

### QA Managers

Mario Waibel

Michael Motoda

### Test Supervisor

David Sapienza

### Test Lead

Alberto Campo

### Testers

Matt Oldfield

Daniel Nelson

Julian Yap

Sean Coulter

Derric Eady

### PC Supervisor

Jim Krenz

### QA Technician

Richard Jones

David Wilson

### Mastering Lab Technicians

Charles Batarese

Glen Peters

Anthony Dunnet

Thomas Arnold

### Database Applications

#### Engineers

Jason Roberts

Brian Kincaid

### Game Evaluation Team

Sean Heffron

Scott Frazier

Matt Elzie

### Special Thanks

Brian Farrell

Jim Kennedy

Germaine Gioia

Joshua Austin

G&M Plumbing

Brandy Carrillo

Jenni Carlson

Deborah Fingerman

Amy Bernardino

## THQ INTERNATIONAL

### International Art Director

Till Enzmann

### DTP Operator (ICS)

Ramona Sackers

### Localisation Director

Susanne Dieck

### Localisation Engineer

Bernd Kurtz

## 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

featuring Papa Roach

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,



# CREDITS (cont.)

**Forever My Family**  
Music, Snakehole  
Publishing, Havana Saint  
Music, Mini Smart Ass  
Publishing Under license  
from BMG Film & TV Music  
Courtesy of  
Bullets And Octane

## Cold

Performed by Crossfade  
Courtesy of  
Columbia Records  
By Arrangement with  
Sony BMG Music Entertainment  
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 Vekedal  
© 2003 Warner-Tamerlane  
Publishing Corp. (SOCAN),  
Arm Your Dillo Publishing  
Inc. (SOCAN), Warner-  
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Music, Inc. (SOCAN),  
Zero G Music Inc. (SOCAN)  
and Ladekiv Music Inc  
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## Saturday Night

Performed by Ozomatli  
Written and Published by:  
Ozomatli (© 2004 Breakdance  
Willy music for Willy "Wii-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)/  
Ensign Music Corporation (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.  
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## 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  
Published by 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

# CREDITS (cont.)

## Stop The World

Performed by Riddlin' Kids  
 Courtesy of  
 Columbia Records  
 By Arrangement with  
 Sony BMG Music Entertainment  
 Written by Chuck Gladfelter  
 and Clint Baker  
 Published by Follow Your Muse  
 Music (ASCAP)/  
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## 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.  
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 Corp. and Black Lava.  
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## Nobody

Performed by Skindred  
 Courtesy of Atlantic Recording  
 Corp.  
 By Arrangement with  
 Warner Strategic Marketing  
 © 2004 Lava Records LLC  
 Written by Skindred  
 (Webbe, Rose, Pugsley, Ford)  
 ©Lava/Bieler Bros. Records  
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## Analog

Performed by Strung Out  
 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.  
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## Celebration Song

Performed by Unwritten Law  
 Courtesy of Atlantic Recording  
 Corp.  
 By Arrangement with  
 Warner Strategic Marketing  
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 Written by Scott Russo,  
 John Bell, Robert Brewer,  
 Steven Morris,  
 Wade Youman © WB Music Corp.  
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NOTES



NOTES



# PC Default Keyboard Controls

## Basic Racing Controls

Spacebar / Button 1	Throttle
LCTRL / Button 2	Brake
C / Button 3	Clutch
Down Cursor + Up Cursor / Forward + Backwards Control Stick	Preload Suspension (Shift Rider's Weight)
Left Cursor + Right Cursor /	
Left + Right Control Stick	Steer / Lean
Down Cursor + Up Cursor /	
LCTRL + Spacebar / Button 1 + Button 2	Reverse
Backspace	Reset Vehicle
F	Change Camera View
ESC	Pause Game/In Game Options

## Trophy Truck / Dune Buggy/ Sand Rail / Monster Truck / Golf Cart Controls

Spacebar / Button 1	Gas
LCTRL / Button 2	Brake
Z	E-Brake
C / Button 3	Clutch
Down Cursor + Up Cursor /	
Forward + Backwards Control Stick	Preload Suspension
Left Cursor + Right Cursor /	
Left + Right Control Stick	Steer
LCTRL + Spacebar / Button 1 + Button 2	Reverse
Backspace	Reset Vehicle
F	Change Camera View
ESC	Pause Game

## Helicopter Controls

Spacebar / Button 1	Raise Altitude
LCTRL / Button 2	Lower Altitude
Left Cursor + Right Cursor /	
Left + Right Control Stick	Turn Helicopter
Down Cursor + Up Cursor /	
Forward + Backward Control Stick	Pitch Helicopter

## Airplane Controls

Spacebar / Button 1	Add Throttle
LCTRL / Button 2	Reduce Throttle
Left Cursor + Right Cursor /	
Left + Right Control Stick	Bank Airplane
Down Cursor + Up Cursor /	
Forward + Backward Control Stick	Pitch Airplane

