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# MIDNIGHT CLUB 3

DUB edition REMIX



**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.

# INTERIOR

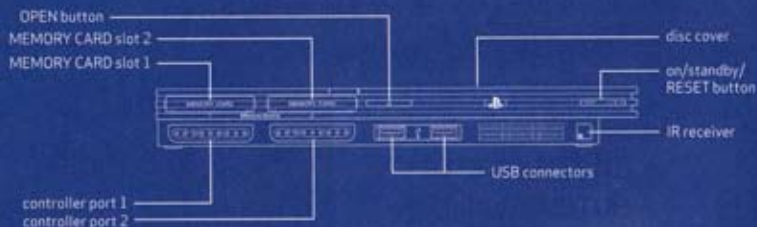
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# GETTING STARTED



Set up your PlayStation-2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Midnight Club 3: DUB Edition Remix 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 CARD (8MB) (FOR PLAYSTATION-2)

Midnight Club 3: DUB Edition Remix is fully equipped with an automatic save feature which requires that you have a Memory Card (8MB) (for PlayStation-2) inserted with at least 155KB free space. While playing, your progress will be saved after significant events such as finishing a race or adjusting cars in your garage. If you have a saved game from Midnight Club 3: DUB Edition you can convert it into a Remix save and continue your career or explore Tokyo with the cars you already own.

# STARTING UP

## DUALSHOCK-2 ANALOG CONTROLLER



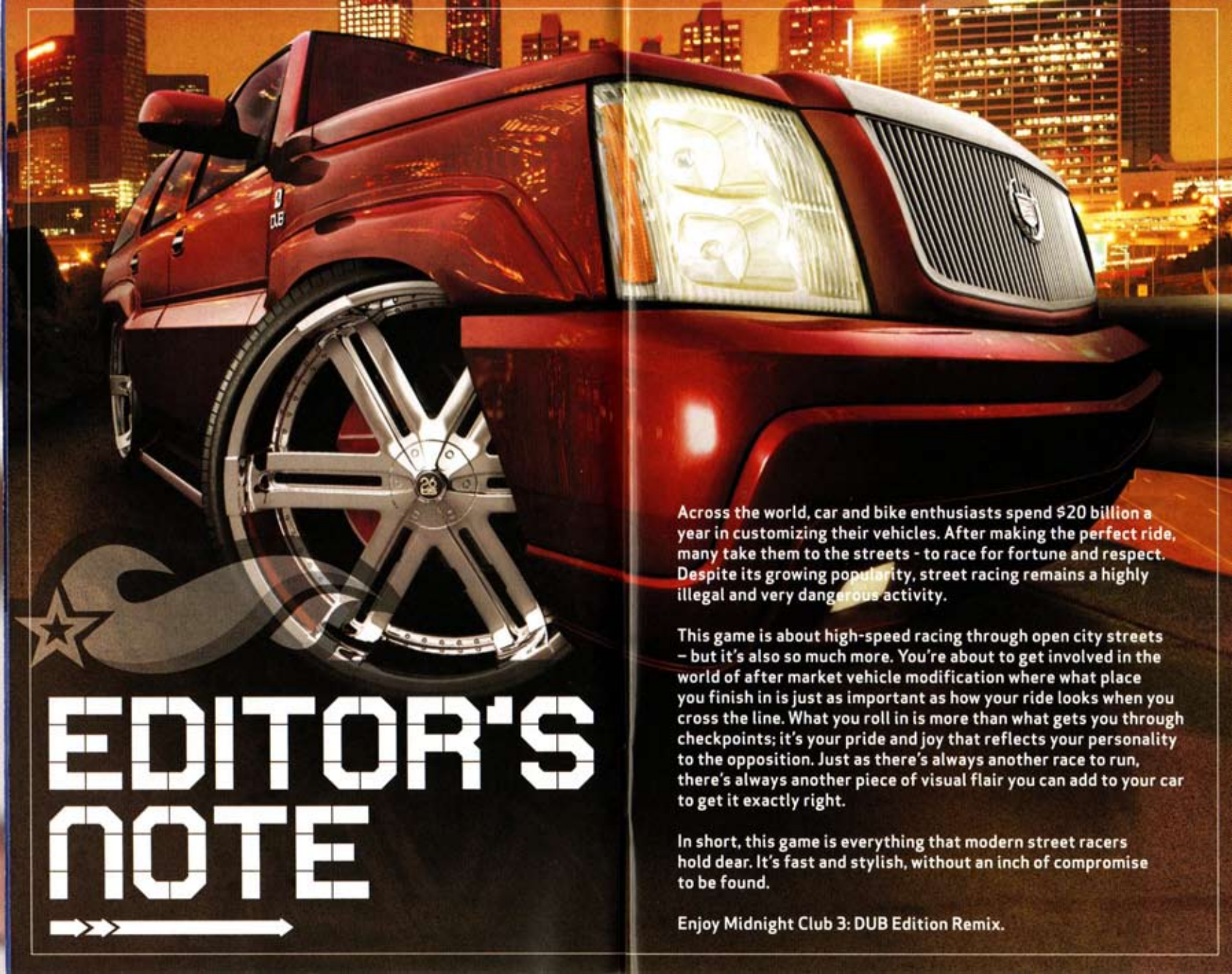
## DEFAULT CONTROLS

- × button - Accelerate
- button - Flash Headlights/Accept Race
- △ button - Change Camera
- button - Brake/Reverse
- left analog stick Left - Steering
- left analog stick Right - Steering
- left analog stick Up - Raise Camera
- right analog stick - Accelerate/Brake/Reverse/Rotate Camera During Pause
- L1 button + left analog stick - Two Wheel Driving/ Weight Transfer
- L1 button + left analog stick (while airborne) - In-Air Control
- L2 button - Look Back
- L2 button + directional buttons - Rotate Camera Around Vehicle
- L2 button + directional button (while airborne) - Slo Mo Jump Camera
- R1 button - Handbrake
- R2 button - Nitro/SlipStream Turbo
- L3 button - Vehicle Special Maneuver/Activate Power Up

- up directional button - Map
- down directional button - Toggle Race Mode/Hydraulics
- left directional button - Change Music
- right directional button - Change Music
- SELECT button - NAV System
- START button - Pause Menu

### HYDRAULICS MODE

- R1 button - Hold to extend the right front wheel/Tap to bounce
- R2 button - Hold to extend the right rear wheel/Tap to bounce
- L1 button - Hold to extend the left front wheel/Tap to bounce
- L2 button - Hold to extend the left rear wheel/Tap to bounce
- left directional button - Rotate camera around vehicle
- right directional button - Rotate camera around vehicle



Across the world, car and bike enthusiasts spend \$20 billion a year in customizing their vehicles. After making the perfect ride, many take them to the streets - to race for fortune and respect. Despite its growing popularity, street racing remains a highly illegal and very dangerous activity.

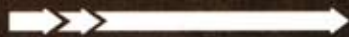
This game is about high-speed racing through open city streets - but it's also so much more. You're about to get involved in the world of after market vehicle modification where what place you finish in is just as important as how your ride looks when you cross the line. What you roll in is more than what gets you through checkpoints; it's your pride and joy that reflects your personality to the opposition. Just as there's always another race to run, there's always another piece of visual flair you can add to your car to get it exactly right.

In short, this game is everything that modern street racers hold dear. It's fast and stylish, without an inch of compromise to be found.

Enjoy *Midnight Club 3: DUB Edition Remix*.



# EDITOR'S NOTE



## ↘ H.U.D. HEADS UP DISPLAY



Equipped as a standard feature in all vehicles, the Heads-Up Display (HUD) gives drivers all the information they need about their vehicle and what's going on in the city around them. Here are the 15 essential features you'll need to know about the HUD.

### ★ FEATURES

- 1 **ARROW:** Directs you to the next checkpoint during a race, or to a race selected in Cruise with the NAV System.
- 2 **RACE TIMER:** Displays the total time for the current race.
- 3 **POSITION:** Shows where your car is in the pack.
- 4 **LAP TIMER:** Displays the time for the current lap.
- 5 **LAP COUNT:** Shows what lap you're on.
- 6 **SLIPSTREAM TURBO METER:** This meter builds when you're in another car's slipstream, turning red when a SlipStream Turbo is available.

- 7 **NITROUS:** Displays how many nitrous blasts you have left in your tanks.
- 8 **SPECIAL MOVE METER:** This meter builds as moves specific to your car are performed. When filled, special moves are stored.
- 9 **SPECIAL MOVES:** Shows how many special moves are available.
- 10 **REARVIEW MIRROR:** The headlights displayed show the position and distance of opponents behind you. The bigger and brighter the headlights, the closer they are. Police will be displayed as colored lights.
- 11 **TACHOMETER:** Displays your engine's RPM.
- 12 **GEAR INDICATOR:** Displays what gear your vehicle is in.
- 13 **SPEEDOMETER:** Shows your current speed.
- 14 **DAMAGE METER:** This builds as your vehicle takes damage. When completely filled, a few valuable seconds will be lost as your car is replaced.
- 15 **MINI-MAP:** Depending on what mode you're in, different things will be displayed on the mini-map.

### RACE MODE:

- Green Triangle:** Your Vehicle
- Blue Triangle:** Opponents' Vehicles
- Bright Orange Circle:** Next Checkpoint
- Dull Orange Circle:** Secondary Checkpoint
- Green Circle:** Lap Checkpoint
- Red Circle:** Final Checkpoint

### CRUISE MODE:


- Green Triangle:** Your Vehicle
- Blue Triangle:** Street Racers
- Red Circle:** City Races
- Gold Star:** Club Races
- Purple Diamond:** Tokyo Challenge Races
- Trophy:** Tournaments
- Wrench:** Entrance to the Garage
- Truck:** Cross City Transport

### ★ SAVING AND LOADING

Midnight Club 3: DUB Edition Remix is fully equipped with an automatic save feature which requires that you have a Memory Card (8MB) (for PlayStation®2) inserted with at least 155KB free space. While playing, your progress will be saved after significant events such as finishing a race or adjusting cars in your garage.



# ROAD TEST

IN-GAME TUNING 

Getting your ride set up exactly how you need it for the next race can be done in seconds during Cruise Mode thanks to In-Game Tuning. Press the START button and select Tune Your Vehicle from the Options menu. The amount of drift, traction and understeering can be tweaked, giving you full control over how your car handles.

Having the high-performance machine of your dreams is meaningless unless you know how to handle it on the streets. We hit the roads for a test drive to uncover all the special moves you need to know about to keep ahead of the competition.



## AGRO



This special move is unlocked in Career Mode, and is only available to SUVs, trucks and luxury sedans. The AGRO meter is charged by hitting traffic and sidewalk clutter. When fully charged, AGRO can be activated (or used at a later time) by pressing the L3 button. AGRO allows you to plow through the competition, swatting aside any car that gets in your way.

Hard turns can be taken with a minimal loss in speed by tapping the emergency brake (R1 button) while oversteering in the direction you want to go. This will cause your car to drift around corners.



## DRIFT

## NITROUS BOOST



Your vehicle must be equipped with nitrous tanks in the garage to have this available. Up to four tanks can be installed, with each tank allowing you to perform a nitrous boost during a race by pressing the R2 button. Using this special move gives your vehicle an incredible acceleration boost, bringing you up to top speed in a flash.



## ZONE



Unlocked in Career Mode and available to import and exotic cars, as well as sportbikes, the Zone Meter is charged by driving cleanly and avoiding collisions. Collisions will prevent the meter from charging. Activated by pressing the L3 button, Zone simulates the adrenaline rush of racing at insane speeds by slowing down the world around you to a crawl, allowing players to squeeze around tight turns and through narrow spaces with ease.

## ROAR



This move is unlocked in Career Mode, and is available to muscle cars and choppers. The Roar meter is charged through successful drifting. When the Special Move Meter is fully charged, Roar can be activated right away or saved for later use. When activated by pressing the L3 button, Roar sends out an engine rev so loud, traffic will do anything it can to get out of the way.

## SLIPSTREAM TURBO



While trailing closely behind an opposing racer, you'll notice a wavy line projecting out at you. This signifies that you're in a slipstream, and your SlipStream Turbo Meter will build. When this meter turns red, pressing the R2 button will give a boost of speed, similar to using nitrous, that gives near instant acceleration to top speed.

Narrow spaces can be maneuvered through by using 2 Wheel Driving. Pressing the L1 button and either left or right on the left analog stick will shift your car's weight to one side, enabling you to drive on two wheels. Being on two wheels also prevents competitors from using your slipstream to earn a SlipStream Turbo.



## 2 WHEEL DRIVING

## WEIGHT TRANSFER



Holding the L1 button while turning on a motorcycle will cause the rider to shift his weight and lean into the turn. Holding the L1 button while pulling back on the left analog stick will allow the rider to do wheelies. Pushing forward on the left analog stick while holding the L1 button will make the rider duck. Hitting the brakes in combination with this last control is the secret to performing stoppies.

## IN-AIR CONTROL



When your vehicle is catching air after performing a jump, holding the L1 button while moving the left analog stick will give In-Air Control which can be used to tilt your vehicle into a more advantageous landing position.



# CAREER MODE

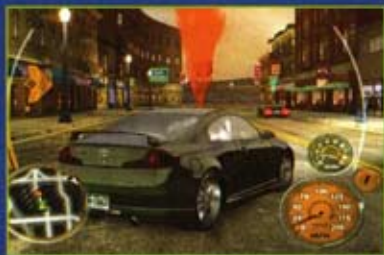
RACE OPTIONS

If you want to forever make your mark on the scene, then Career Mode is the place you need to go. This is where you'll take on all challengers, earning money to build a garage full of decked out rides.

When Career Mode begins, you'll have just enough cash to buy one of seven cars, and the streets of San Diego awaiting you. Out on the road, your driving talents will be tested by other racers looking for a challenge. Winning earns you money and unlocks more races, vehicles, options and cities. Persistence and skill will earn you the right to have the vehicle of your dreams. Walking away will leave you forgotten.

Various types of races can be found on the city streets. Taking part in a variety of events, which are marked with different symbols on the map, is essential to building your driving skills and advancing through Career Mode.

## ★ STREET RACERS



The avenues are filled with other racers looking for competition. These are represented on the map by blue arrows. Challenging these vehicles will get you invited to the races they're taking part in.

## ★ CITY RACES

Always consisting of a single race, these optional challenges are specific to the city you're driving in. Represented by red circles on the map, City Races are plentiful and a good way to make some quick cash.

## ★ CLUB RACES

Gold stars on the city map represent Club Races, which are open only to certain vehicle classes. If you're driving the appropriate vehicle type, the location of these races will be apparent. It's worthwhile revisiting cities with new vehicles to see what's become available.

## ★ TOURNAMENTS

Multi-race Tournaments are the most challenging race types, but also the most rewarding. Represented by trophies, these races require you to have the most cumulative points from multiple races to collect the big money when the dust settles.

# STARTING VEHICLES ↘

When starting Career Mode you'll only be able to buy one of seven cars, so making the right choice for your preferred driving style is essential. Once you've selected your car, you'll be thrown into a race as soon as you exit the garage. After winning this, you're free to explore San Diego, taking on whatever races you like. Challenging other street racers and entering tournaments will unlock vehicles and parts faster, but taking part in city and club races will help earn the money you'll need to upgrade your car into winning condition. A balance of all race types is often the key to success.



### '64 CHEVY IMPALA



PRICE:  
\$21,450

CAR TYPE:  
MUSCLE CAR

TOP SPEED:  
147 MPH

A stylish way to begin your Career, the '64 Impala has respectable acceleration and handling, but not to the degree of modern cars. Effective drifting technique is essential to winning when using the Impala.



### '78 CHEVY MONTE CARLO



PRICE:  
\$20,750

CAR TYPE:  
MUSCLE CAR

TOP SPEED:  
145 MPH

In addition to being a car designer's dream thanks to a wealth of body modification parts, the Monte Carlo can become a real contender on the circuit with the proper upgrades under the hood. Its heavy backend makes it prone to fishtailing on quick turns, but skilled countersteering can turn this into an advantage.



### DODGE NEON SRT4



PRICE:  
\$21,450

CAR TYPE:  
TUNER CAR

TOP SPEED:  
157 MPH

Out of all the beginner cars, the SRT 4 is the strongest off the blocks. Its maneuverability at high speed make it a good choice for those who want to have a robust start to their Career.



PRICE:  
\$21,200

CAR TYPE:  
TUNER CAR

TOP SPEED:  
147 MPH

## MITSUBISHI ECLIPSE



A good performer in all categories, the Eclipse's weight distribution allows it to smoothly slide around almost any turn. Those who purchase an Eclipse will get a lot of use from the car, especially if they continue to upgrade its performance parts.



PRICE:  
\$21,750

CAR TYPE:  
TUNER CAR

TOP SPEED:  
154 MPH

## VOLKSWAGEN GOLF R32



Size can be an advantage, and in the case of the Golf its miniscule frame allows it to do things that other cars cannot. Able to make tight corners at high speeds and squeeze through small spaces, no starting car can outmaneuver the Golf.



PRICE:  
\$21,350

CAR TYPE:  
TUNER CAR

TOP SPEED:  
147 MPH

## VOLKSWAGEN JETTA



Sporting good acceleration and speed off the blocks, with proper attention to performance upgrades the Jetta can go a long way in Career Mode. The Jetta's excellent handling also allows it to corner well without the slippage prevalent in other starting models.



PRICE:  
\$16,350

CAR TYPE:  
TUNER CAR

TOP SPEED:  
136T MPH

## SCION TC



Starting with a price way below any of the other starting models the Scion TC presents an excellent bargain. In its stock configuration the acceleration and top speed certainly have room for improvement but you'll have more money for upgrades and customizations right from the get go than with any other starting vehicle.



aprilia

LEXUS



CHRYSLER



Kawasaki



HUMMER

McLaren

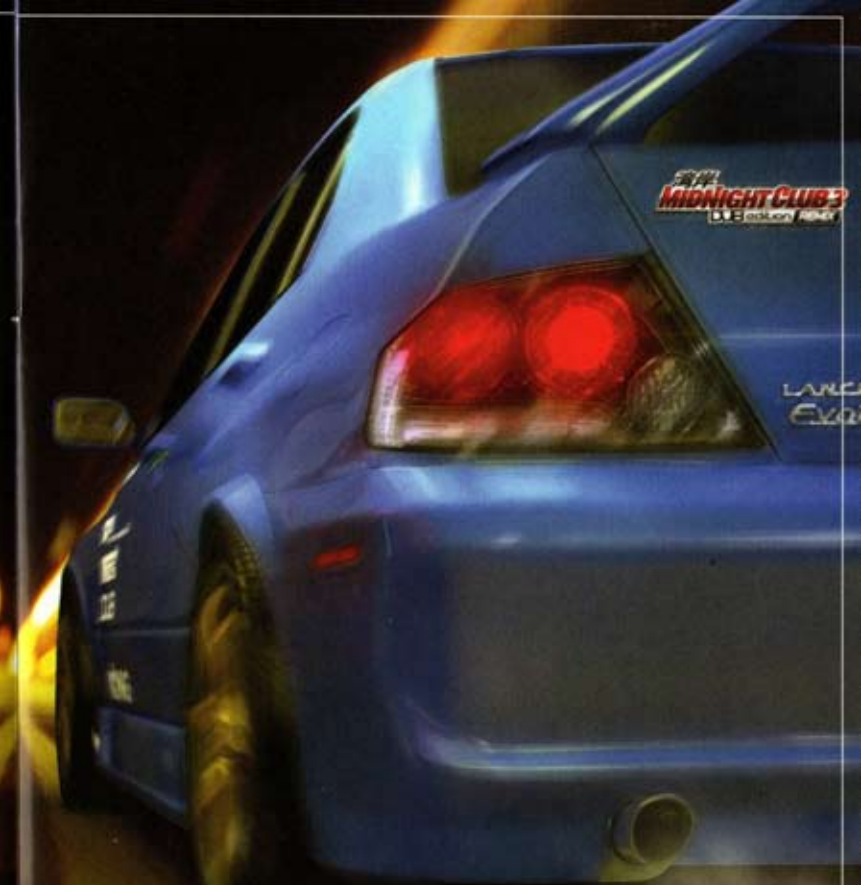
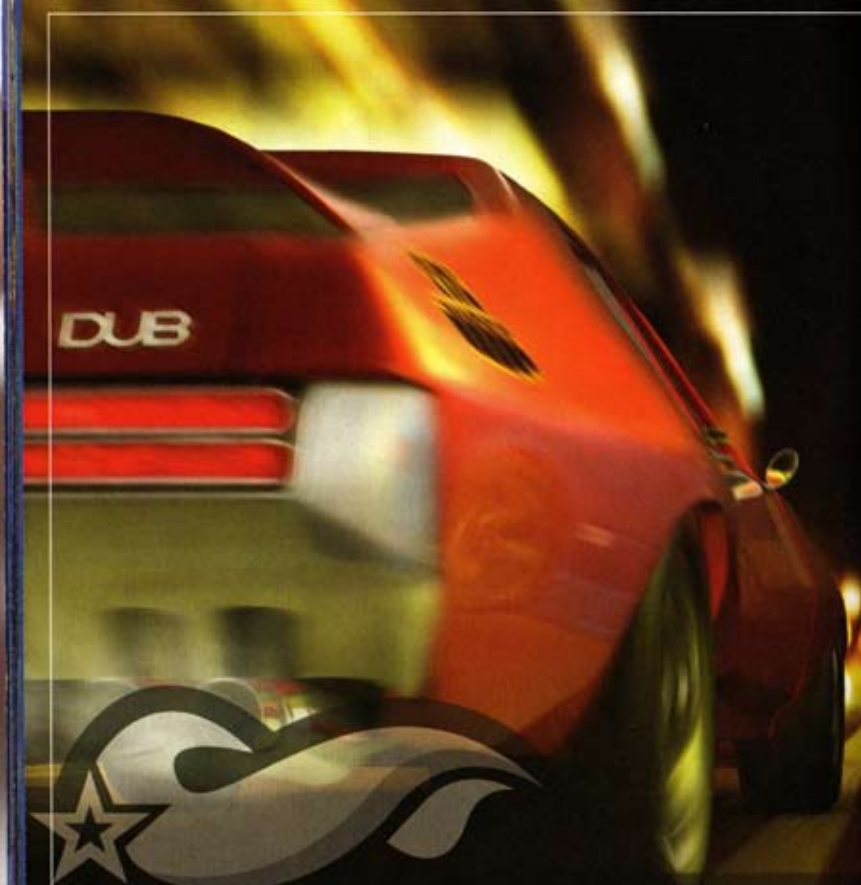


DODGE

Lamborghini



Classic



# ARCADE MODE

RACE TYPE 

Arcade Mode is the ideal place to jump in for a quick race or to perfect your game on a specific track or with a new vehicle. Any city and race unlocked in Career Mode is available here, as is any car in your garage. Once a location, vehicle and race have been selected, other variables such as weather, traffic settings and number of opponents can be adjusted to create exactly the experience you're looking for.

## ☆ AUTOCROSS



Rather than having checkpoints in an open city, Autocross has barriers set up in the streets, creating a track for vehicles to race a selected number of laps through. The racer posting the fastest lap time is the winner.

## ☆ TRACK

Similar to an Autocross race, except against other racers rather than the clock.

## ☆ CAPTURE THE FLAG

At the outset of this race type, the map will show a flag and drop off locations. Vehicles race to get the flag, then attempt to take the flag to the drop off to score a point. The flag may be stolen from the holding car by ramming into it. Options for points needed to win, time limit, team organization, and game variations are given before this race type begins.

## ☆ PAINT

At the start of this race, a number of checkpoints will be scattered all over the city. When a vehicle crosses a checkpoint, it will become painted in a color assigned to that vehicle – even if another vehicle has already painted it. The first to color a predetermined percentage of checkpoints in their color, or to have the most checkpoints their color at the end of the time limit, wins.

## ☆ CRUISE

There are no checkpoints or goals here, leaving the entire city open to be explored as you choose.

## ☆ FRENZY

The object of Frenzy is to score points by dodging as many vehicles as possible while hitting a never-ending series of checkpoints to keep the timer from running out. The race starts with an automatic burst of nitrous, with another burst firing every 15 seconds, and your vehicle accelerating throughout the race until it reaches top speed. To make things even tougher, the vehicle's brakes and special abilities are disabled (though the handbrake still functions). The race ends if the timer runs out.



## ☆ ORDERED

In this race, checkpoints are located throughout the city, and must be driven through, in order, one after another to the finish line.

## ☆ CIRCUIT

This is similar to an Ordered Race except multiple laps through the same checkpoints are made. The starting point of the race becomes the first checkpoint in successive laps.

## ☆ TAG

At the outset of this race, a checkpoint is revealed. The last vehicle to reach the checkpoint is 'IT', and the mini-map will show colored scoring zones around the car that is 'IT'. Cars who are not 'IT' score points based on the amount of time spent in the colored zones. The colored zones closer to the 'IT' car are worth more points than the outer zones.

## ☆ UNORDERED

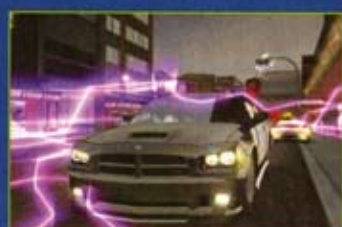
At the beginning of this race all the checkpoints and the finish line will be laid out. The order that you cross the checkpoints is entirely up to you.

# POWER UPS

The option to turn on Power Ups is available for every race in Arcade Mode, are activated by pressing the L3 button. Below are the different Power Ups that can be found.

	ZONE	NAME	TARGET	EFFECT
	Opponents	Disruptor	Opponents	Gives the target a distorted view.
	Opponents	Go	Opponents	Causes the target to accelerate while simultaneously disabling brakes.
	Opponents	Ice	Opponents	An opponent hit by this power up will drive as if on ice.
	Self	Nitro	Self	One nitrous boost is added to the player's reservoir.
	Opponents	Pulse	Opponents	When the player activates this power up, opponents in the immediate vicinity will be pushed away as if an explosion occurred.

	ZONE	NAME	TARGET	EFFECT
	Opponents	Quad Damage	Opponents	Those hit by this take four times the normal damage from all impacts.
	Opponents	Reverse Steering	Opponents	Causes steering to be instantly reversed. Steering left turns the car right and vice versa.
	Self	Shield	Self	The player's vehicle becomes immune to any sort of enemy power ups. Also the flag cannot be stolen while this power up is active.
	Self	Stealth	Self	The player becomes invisible and intangible for a few seconds.
	Opponents	Stop	Opponents	An opponent hit by this power up will suddenly engage both the brake and the handbrake.





# TOKYO CHALLENGE

UNIQUE RACE TYPES 

Tokyo Challenge is a unique career experience in the land of the rising sun that runs parallel to the regular Midnight Club 3: DUB Edition Remix career progression. Tokyo Challenge introduces the player to a brand new city, new races and tournaments, with 25 new vehicles available. Vehicles owned may be used in either Career Mode or the Tokyo Challenge. The player may begin the Tokyo Challenge at any time using any vehicle in their garage; however some tournaments will require the player to be driving a particular class or type of vehicle to enter. The Tokyo Challenge is available from the beginning of the Midnight Club 3: DUB Edition Remix experience and can be accessed through the Main Menu.



## TOKYO CITY RACES

Tokyo Challenge Races are open races that the player can compete in using any vehicle. Challenge Races include Ordered, Circuit and Unordered Races. There are always Tokyo Challenge Races available to the player. Tokyo Challenge Races are indicated on the NAV system by a PURPLE DIAMOND icon. As the player wins Tokyo Challenge Races, Tournaments will become available. When all the Tournaments in Tokyo have been unlocked the Tokyo Challenge Races will turn into regular City Races and be represented by RED CIRCLES. City Races are similar to Tokyo Challenge Races, but do not unlock any additional Tournaments.



## CLUB TOURNAMENTS

Club Tournaments are Vehicle Type Specific and are indicated by BLUE TROPHIES on the HUD map. Club Tournaments are tournaments sponsored by the visiting Car Clubs the player experiences in Midnight Club 3: DUB Edition Remix career progression (Unbeatable Street Racers, American Royalty, Original Riders, etc.). If the player does not have the correct type of vehicle



required by the Club Tournament they may purchase one from the garage or, if unavailable, they must return to the Midnight Club 3: DUB Edition Remix career to unlock/win one. Club Tournaments are similar to Midnight Club 3: DUB Edition Remix. The player competes in a series of races earning points for their finishing position. At the end of the tournament the racer with the highest points wins. Tournament races must be played sequentially. Restarting a race restarts the entire tournament. If the player wins the tournament they are rewarded a new Tokyo Challenge Vehicle.



## CLASS TOURNAMENTS

Class Tournaments are indicated by WHITE TROPHIES on the HUD map. The player must be driving the correct performance class of vehicle to enter these Tournaments. If the player does not have the correct type of vehicle required by the Class Tournament they may purchase one from the garage or, if unavailable, they must return to the Midnight Club 3: DUB Edition Remix career to unlock/win one. Class Tournaments are similar to Midnight Club 3: DUB Edition Remix. The player competes in a series of races earning points for their finishing position. At the end of the tournament the racer with the highest points wins. Tournament races must be played sequentially. Restarting a race restarts the entire tournament. If the player wins the tournament they are rewarded a new Tokyo Challenge Vehicle.

# NETWORKING

The ultimate challenge awaits online – playing against opponents from around the world, showing off your driving prowess and the perfect ride you've earned. To play online with Midnight Club 3: DUB Edition Remix, you'll need a Network Adaptor (Ethernet/Modem) (for PlayStation®2). You'll also need a Broadband Internet Service Provider.

If you do not already have a connection set up, you will be prompted to create a network configuration. Follow the on-screen steps to set this up. Visit [www.rockstargames.com/support](http://www.rockstargames.com/support) for more details.

By joining an online session you must leave the Rockstar controlled environment provided within Midnight Club 3: DUB Edition Remix. While this game's content has been rated E for everyone 10+, the content of the game may change due to interactive exchanges. Rockstar Games and Sony Computer Entertainment America take no responsibility for content external to the game itself.



Choose between LAN or Internet play, and decide if you want to host your own game or join an existing race. If you join an existing game, select your vehicle by scrolling left or right in the game lobby. All vehicles and vehicle profiles you have saved in your garage are available online. If you're the host, configure the options as you would for a local game and start when you have the requisite number of players. If the host of a game quits or is disconnected, the next person who joined the session will seamlessly become the host so the race can continue. When you host a game with Midnight Club 3: DUB Edition Remix you can specify the version as Remix or DUB Edition. Midnight Club 3: DUB Edition online races are visible to both Midnight Club 3: DUB Edition and Midnight Club 3: DUB Edition Remix players. Midnight Club 3: DUB Edition Remix players will only be allowed to use vehicles from Midnight Club 3: DUB Edition in these races (no REMIX vehicles). A Midnight Club 3: DUB Edition Remix game (featuring additional Midnight Club 3: DUB Edition Remix vehicles or Tokyo races) will only be visible to Midnight Club 3: DUB Edition Remix players. A Midnight Club 3: DUB Edition Remix player may create a Midnight Club 3: DUB Edition content only races, and they will be seen by Midnight Club 3: DUB Edition players.

## ★ BUDDIES LIST

This is a list of players that you enjoy playing with. To add someone to your Buddies List, select that player from the Game Lobby, Player List, Recent Users List, or Club List and select Send Buddy Request. Once they are on your list you will always know if that user is online, and will be able to invite him or her into your game or join the session that buddy is playing.

## ★ CLUBS

This is a more organized list of players who want to be more competitive during online play. A club has 4 tiers of members: Owner, Officers, Members, and Pledges. Each can invite, promote, or demote people in the club relative to their position in the club. The Owner is the person who created the club and has authority and control over all other Members' status and is the only person who can delete the club. An Owner cannot leave the club, nor can the Owner be demoted; Officers must demote themselves down to member status to leave the club, and Members can remove themselves at any time. You can only be a member of one club at a time, though a user can receive multiple invites at a time.

## RACE EDITOR ↘

As you race through the city streets, you will start to notice back alley shortcuts, become aware of traffic waiting to be rushed, and seek out places where a monster leap could be made. Race Editor allows you to make your visions become reality.

The Editor is available for any city that you've unlocked in Career Mode with the exception of Tokyo that's unlocked from the start. Choose either the Bird's Eye or Road Camera, then fly the camera through the streets looking for the perfect places to lay down checkpoints. The first checkpoint put down will be the starting position of your race.



Pressing the START button will open the Race Editor Options menu. Here you can save your new race, load a previously created race, or load and modify any of the last 15 tracks you raced online. Other options include Test Race and Race Options. Test Race allows you to try out your new race and see how it feels. When you're done, you can return to the editor and make any modifications you'd like. Want to reorder the race? Relocate the checkpoints to new places. Want to change the radius or height of the checkpoint? Not a problem. Race Options allows you to customize the race characteristics including number of laps, race type, time of day and weather.



## NEW RIDES ↘

Along with the thrill of winning comes a bank account that gets fatter as checkered flags keep coming your way. But anyone who is saving for early retirement shouldn't have stepped up to the starting line in the first place. A racer's second home is the garage, where new vehicles can be bought, and already owned vehicles can be upgraded and tuned to perfection.

# THE GARAGE



The garage is where all your vehicles can be bought, sold, upgraded and modified using the money you've earned putting rubber to pavement. There are thousands of specific options for you to explore in the garage, but the main options are briefly described below.

## MANAGE RIDES

Use this option to switch between the vehicles you're storing in your garage, to rename a car, or to sell off something that's losing its luster.



## BUY RIDES

By playing through Career Mode, more and more vehicles will become available for purchase.

## CUSTOMIZE RIDE

All the performance and body modification options are available here.

## PERFORMANCE SHOP

Anything that adjusts your vehicle's performance – from tires to engine – can be purchased here. The Auto Upgrade option will give you a cost to increase everything available to the maximum level.



## DETAIL SHOP

Items that can be put onto a vehicle without body modification, such as vinyls and decals, can be purchased here.

## BODY SHOP

Physical adjustments to your vehicle's body, be it new rims or a different hood, are made here.

## COLOR SHOP



This is the place to not only get just the right hue for ride's body, but also everything from its window to its nitrous blast.

## ROCKSTAR SAN DIEGO

### DESIGN TEAM

ENVIRONMENT DESIGN/SENIOR DESIGN:  
JEFFREY PIDSADNY  
VEHICLE TUNING/SENIOR DESIGN:  
KRIS ROBERTS  
LEAD DESIGNER: MAURO FIDRE  
ENVIRONMENT DESIGN:  
MARC FREDRICKSON  
GAME DESIGNERS: MIKE BAGLEY,  
TROY BOWMAN, JEFF JUNIO, RACE  
LANCASTER, GILBERT SANDEJAS,  
A.J. SHAW, DAVE STINCHCOMB  
CINEMATOGRAPHY: KIRK BOORNAZIAN

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LEAD PROGRAMMER: TIM LAUBACH  
TECHNICAL DIRECTOR: MARK ROBINSON  
STATS AND NETWORKING UI:  
MARK BEAZLEY  
OPPONENT AI: TED CARSON  
RENDERING AND EFFECTS:  
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NETWORKING SUPPORT:  
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CAREER AI AND GAME LOGIC:  
GUNTER ERHART  
TOOLS AND NAV SYSTEM:  
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GARAGE AND RACE EDITOR:  
DEVAN HAMMACK  
AUDIO: JEREMY JESSUP  
TOOLS AND ENGINE PROGRAMMING:  
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REPLAY: KEN MURFIT  
VISUAL EFFECTS: BEN PAOGET  
VEHICLE DYNAMICS AND PLAY CONTROL: JEFFREY  
J. ROORDA  
NETWORKING SUPPORT: TOM SHEPHERD

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VISUAL EFFECTS: CHRIS PERRY  
ADDITIONAL UI SUPPORT:  
FREDRIK FARNSTROM  
ADDITIONAL TOOLS SUPPORT:  
RUSS SCHAFF  
PEDESTRIAN AI: JONATHAN SPANE

### ADDITIONAL PROGRAMMING SUPPORT

VISUAL EFFECTS: CHRIS PERRY  
ADDITIONAL UI SUPPORT:  
FREDRIK FARNSTROM  
ADDITIONAL TOOLS SUPPORT:  
RUSS SCHAFF  
PEDESTRIAN AI: JONATHAN SPANE

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ART DIRECTOR: DAVID HONG  
LEAD VEHICLE ARTIST:  
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LIGHTING: EDGAR ACEDOYO,  
RYAN BROLEY, MATT CLVNE,  
GEORGE DAVIS, GARRETT FLYNN,  
KELBY FUCHS, PATRICK JAMAA,  
WILLIAM KIDWELL  
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MIKE NAGATANI, DAVID RIEWALD,  
FRANK SILAS, RON SUVERKROP,  
DEANNA VVE, ANDREW WILSON  
ANIMATORS: JUN CHOI, T.K. CHUCKRY,  
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TECHNICAL ARTIST: WADE SCHIN  
CONCEPT ARTISTS: JASON CASTAGNA,  
JAE KIM  
SENIOR ARTIST: MARY ANN O'LEARY  
3D VEHICLE ARTIST: DAVID FINLAY,  
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JAMES GRAHAM, BRAD NELSON,  
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LEAD PROGRAMMER: TED CARSON  
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AUDIO: JACK MILLER, JOSHUA BREINDEL  
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## SOUNDTRACK

"151"

## OUTERSPACE

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G. ANDRINOPOULOS  
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(FEATURING GENERAL DEGREE)"  
TWO CULTURE CLASH

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**"YOU DON'T KNOW ME"  
T.I.**

WRITTEN BY C. HARRIS, A. DAVIS  
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CULTURE SHOCK**

WRITTEN BY J. POUNTNEY.  
PUBLISHED BY MOVING SHADOW MUSIC LTD.  
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**"VICTORY"  
(FEATURING WILDCHILD OF  
THE LOOTPACK)  
SUPERNATURAL**

WRITTEN BY N. NIRZA, R. PRICE, J. BROWN.  
PRODUCED BY DJ RHETTMATIC  
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SUBURBAN KNIGHT**

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DAMIAN MARLEY**

WRITTEN BY D. MARLEY, S. MARLEY, I. KAMOZE  
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D-BLOCK**

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(FEATURING SO SOLID CREW)  
BEENIE MAN**

WRITTEN BY M. DAVIS/A.C. BURRELL/MEGAMAN  
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CRISIS**

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PUBLISHED BY FIVE FLIGHTS MUSIC  
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**"YOU DON'T WANT IT"  
JEAN GRAE**

WRITTEN BY T. IBRAHIM, K. RISTO, W. NUGENT.  
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MR. DE'**

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## SETTING UP YOUR PLAYSTATION®2 CONSOLE FOR NETWORK/ONLINE PLAY

Midnight Club 3: DUB Edition Remix is compatible with network configuration files from other PlayStation®2 online games. To play online with Midnight Club 3: DUB Edition Remix, you'll need to have a 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) or the Network Configuration GUI in this game to create a network configuration.

You'll need to know the setup information for your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your Internet Service Provider handy when you begin.

To setup your Network/Internet connection, select Networking Configuration from the Networking menu. This will open the Network Setting main menu.

## NETWORK CONFIGURATION UTILITY

### ✦ MAIN MENU

- Press the up/down directional buttons to highlight a option or change a setting.
- Press the X button to select an option or confirm a entry.
- Press the left/right directional buttons to advance to the next screen.
- When changing numbers, press the directional buttons to highlight the field where you want to change a number and press the X button. Then press the up/down directional buttons to change a number.

Select Add Setting to create a new network configuration.

Follow the instructions and enter the information requested. When you are done, you will be able to connect your PlayStation®2 console to the Midnight Club 3: DUB Edition Remix game servers and play with other players over the Network/Internet. The information for your ISP will be saved on your Memory Card (8MB) (for PlayStation®2).

### ✦ FIREWALLS

In order to join or host a Midnight Club 3: DUB Edition Remix game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on TCP ports 28910, 29900, 29901, 29920 and UDP ports 65000, 27900, 27901, 27960 to the IP address assigned to your PlayStation®2 console. (Note: Users using DHCP must ensure that their PlayStation®2 console is always assigned the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your PlayStation®2 from "Auto Detect (DHCP)" to a "Static IP" address using the Network Configuration GUI or Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your PlayStation®2 console.)

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation®2 console directly to your DSL modem, cable modem, or other broadband device.

You can also check the status of the game servers and read news about Midnight Club 3: DUB Edition Remix by reading the Recent News when you log in, or by visiting [www.rockstargames.com/support](http://www.rockstargames.com/support).

For further questions, please contact Rockstar's Customer Service support department either by phone (1-866-405-5464), email ([usa@rockstarsupport.com](mailto:usa@rockstarsupport.com)), or by visiting [www.rockstargames.com/support](http://www.rockstargames.com/support).

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PLEASE READ THE AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE "YES" OR "NO" BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE "NO" BUTTON YOU WILL NOT BE ABLE TO PLAY MIDNIGHT CLUB 3: DUB EDITION REMIX.

1. This Agreement can be accepted only by an adult 18 years or older. By clicking the "Yes" button, you affirm that you are an adult 18 years or older and you are accepting this Agreement on your own behalf or on behalf of your minor child.
  2. This game is rated E for Everyone 10+ and Older with "Mild Language" and "Mild Violence" and has content that is unsuitable for anyone below this age. If you are under 10 or if you do not wish to be exposed to violent subject matter, please do not play.
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    - b. Selecting a name or creating any other content that is racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;
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