

XBOX



# 4x4 EVO 2



**DRIVER'S GUIDE**

## **ABOUT PHOTOSENSITIVE SEIZURES**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness.

Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms-children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- Sitting farther from the television screen,
- Using a smaller television screen,
- Playing in a well-lit room, and
- Not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## **AVOID DAMAGE TO YOUR TELEVISION**

Do not use with certain televisions. Some televisions, especially front- or rear-projection types can be damaged if any video games, including Xbox™ games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

## **OTHER IMPORTANT HEALTH AND SAFETY INFORMATION**

The Xbox™ video game system documentation contains important safety and health information that you should read and understand before using this software.

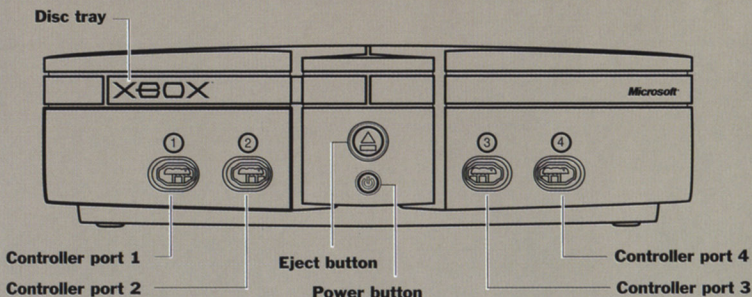
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.



## TABLE OF CONTENTS

USING THE XBOX™ VIDEO GAME SYSTEM	4
USING THE XBOX CONTROLLER	5
CONTROLS	5
TITLE SCREEN	6
GAME MODES	6
QUICK RACE	6
TIME ATTACK	7
FREE ROAM	8
CAREER	9
REPLAY	11
RANKINGS	11
PROFILES	11
OPTIONS	11
IN-GAME OPTIONS	13
VEHICLE SETTINGS	14
GENERAL TIPS	16
CREDITS	17

# USING THE XBOX™ VIDEO GAME SYSTEM



1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the 4x4 Evo 2 disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing 4x4 Evo 2.

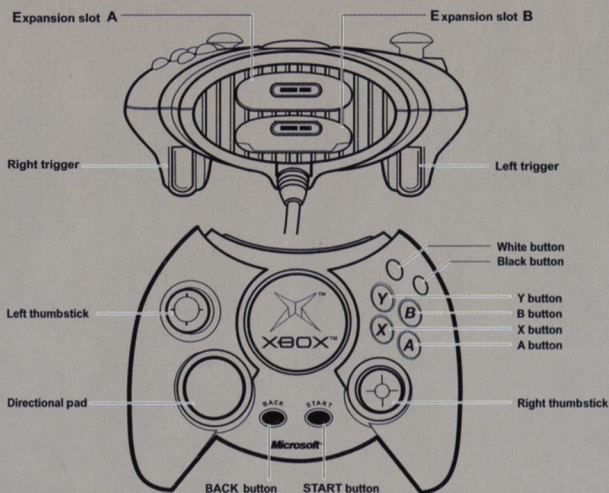
## AVOIDING DAMAGE TO THE DISCS OR THE DISC DRIVE

### To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.



# USING THE XBOX CONTROLLER



1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play 4x4 Evo 2.

## DEFAULT CONTROLS

**Right Trigger:** Accelerate

**Left Trigger:** Brake

**Left Thumbstick:** Steering

**Right Thumbstick:** Accelerate/Brake

**Directional Pad Down:** Look Back

**Directional Pad Left:** 2WD/4WD

**Directional Pad Right:** 4WD High/Low

**Start:** Menu

**White Button:** Reset Position

**Black Button:** Winch

**Y Button:** Change Camera View

**X Button:** Emergency Brake

**B Button:** Shift Up

**A Button:** Shift Down

You may perform an in-game soft reset by pressing and holding down the Start and Back buttons for three seconds.

## TITLE SCREEN

After the 4x4 Evo 2 demo has played you will be presented with the Title Screen and a Start option. You may bypass the demo at anytime by pressing any of the buttons.

**START:** Will bring up the Game Modes screen that will offer you several other options.

## GAME MODES

**QUICK RACE:** This mode allows the player to race all courses up to 20 laps and against up to 5 opponents. Quick Race has the following setup screens:

### SETUP RACE OPTIONS

**CONTINUE:** Got to the Vehicle Setup Vehicle screen.

**RANDOM RACE:** Tells the system to randomly select the track, weather and time of day for the Quick Race.

**TRACK:** Select a track to race on.

**WEATHER:** Select between the four weather modes: Clear, Foggy, Dense Fog or Rain.

**TIME OF DAY:** Select between two times of day; Midday, Dusk.

**LAPS:** Select the number of Quick Race laps (1 to 20)

**COMPUTER DRIVERS:** Select the number of competing computer-controlled drivers (0 to 5 AI drivers)

**TWO PLAYER MODE:** If more than one controller is inserted into the Xbox console, you may select Two Player Mode.

### SETUP VEHICLE SCREEN:

**GO RACE:** Start the race with the settings you have chosen.

**VEHICLE SELECTION:** Select a truck to race. Choose from one of the vehicles in the list or use a saved career truck.

**CLASS 1 VEHICLES ARE SHOWROOM STOCK.**

**CLASS 2 VEHICLES ARE LIGHTLY MODIFIED.**

**CLASS 3 VEHICLES ARE HEAVILY MODIFIED.**

**VEHICLE SETTINGS:** Go to the Vehicle Settings screen. See the Vehicle Settings section for more information.



## TIME ATTACK

Time Attack mode allows the player to compete for the fastest time or Hot Lap, on any track. In Time Attack races the player drives the course alone without any active competition. A ghost truck is semi-transparent and cannot collide with the player's vehicle. Beginning players can learn to run a course faster by closely observing and mimicking a ghost truck's racing line.

### RACE SELECTION OPTIONS

**START A NEW HOT LAP:** Starting a new hot lap allows you to create a new ghost lap on a track. You have the option of running with a ghost vehicle or your best lap during a session or without one. Every time a faster lap is completed the Hot Lap ghost truck will be replaced. You can run up to 20 laps in your attempt to create a new ghost lap.

**RACE AGAINST AN EXISTING HOT LAP:** This allows you to race against an existing ghost lap that you or someone else created. After selecting the file you want loaded, the game loads that track and you can try to beat that ghost lap. You can run up to 20 laps in your attempt to create a new ghost lap.

**VIEW AN EXISTING HOT LAP:** Watch the replay of a saved or factory installed Hot Lap. This selection only allows the player to watch a ghost truck run an existing Hot Lap.

### VIEW SELECTION OPTIONS

**CONTINUE:** Go to the Vehicle Selection Screen

**TRACK:** Choose a Hot Lap course

**GHOST:** Display the ghost truck running the current Hot Lap for the chosen course

### VEHICLE SELECTION SCREEN

**RACE HOT LAP:** Starts the Hot Lap race.

**VEHICLE SELECTION:** Select a truck to race. Choose from one of the vehicles in the list or use a saved career truck.

**COLOR SELECTION:** Select the color of your truck.

**VEHICLE SETTINGS:** Go to the Vehicle Settings screen. See the Vehicle Settings screen for more information.

## FREE ROAM

This mode allows the player to explore a track without the constraints of time, checkpoints or competitors. Each course also hides a secret somewhere within.

### FREE ROAM SETUP SCREEN

**CONTINUE:** Go to the Vehicle Setup Screen

**RANDOM:** Tells the system to randomly select the track, weather and time of day for Free Roam.

**TRACK:** Select a Free Roam course

**WEATHER:** Select between four weather modes: Clear, Foggy, Dense Fog or Rain

**TIME OF DAY:** Select between two times of day: Midday, Dusk

**TWO PLAYER MODE:** If more than one controller is inserted into the Xbox console, you may choose to Roam with another player.

### SETUP VEHICLE OPTIONS

**ROAM TERRAIN:** Start the Free Roam with the settings you have chosen.

**VEHICLE SELECTION:** Select a truck to roam in. Choose from one of the vehicles in the list or use a saved career truck.

**COLOR SELECTION:** Select the color of your truck

**VEHICLE SETTINGS:** Go to the Vehicle Settings screen. See the Vehicle Settings section for more information.



## CAREER

In Career mode, you begin with no vehicle and \$30,000. You must buy a stock car then compete in races to earn more cash. You can use cash prizes to purchase trucks and upgrade performance parts to customize them.

## GARAGE

View the vehicles you have bought and customized, see which races you have completed and install/remove parts from your vehicles

**CHANGE VEHICLE:** If you have purchased more than one vehicle you can switch them here

**INSTALL/REMOVE:** Install or remove various parts that you have purchased for your vehicle

**VEHICLE STATISTICS:** Look at your selected vehicle and see its various statistics such as engine, horsepower, torque etc.

**CAREER STATISTICS:** Lists all races and shows which ones you have completed

**VEHICLE PARTS OWNED:** See which parts you have purchased for your vehicle

**SELL VEHICLE:** This option allows you to sell your vehicles. With each new part and upgrade you add to your vehicle the more it is worth.

**PROFILES:** Profiles allows you to create, save, load and rename your current profile. Your profile contains all the information about your current career such as lap records, how much money you have, what races you have won, what vehicles & parts you own, etc.

**WASH VEHICLE:** After a couple of races your vehicle can get pretty dirty. This option allows you to clean it up, for a price.

## SHOPPING

Buy a new vehicle and purchase parts to upgrade your vehicles' performances.

**BUY VEHICLE:** This is where you purchase vehicles. There are 9 manufactures and over 100 vehicles to choose from in your quest to become the Off-Road Champion.

**BUY PART:** In order to buy parts you must first own a vehicle. After which you may choose to upgrade your vehicle anyway you want.

There are 9 different part categories to choose from:

**APPEARANCE:** Appearance items upgrade the exterior of your vehicle, making it look better. Some appearance items may have a slight effect on the vehicles aerodynamics and weight.

**BRAKES:** The brake section contains parts you can purchase that improve stopping performance of your vehicle.

**CHASSIS:** The chassis section contains parts that you can purchase to improve the chassis of your vehicle. Typical improvements involve weight reduction and the stiffening of the chassis to improve handling.

**DRIVETRAIN:** The drivetrain section contains parts to improve the traction of your vehicle and the top speed or acceleration.

**ELECTRONICS:** The electronics section contains electronic parts that you can purchase to improve the engine performance of your vehicle. Typical Improvements include ignition systems and custom ECU's for fuel injection.

**ENGINE:** The engine section contains mechanical parts that you can purchase to improve the engine performance of your vehicle. Typical modifications include exhaust, ported cylinder heads, cold air intakes, etc.

**LIGHTS:** The lights section contains parts to improve the lighting of your vehicle.

**SUSPENSION:** The suspension section contains parts to improve the handling, ground clearance and suspension travel of your vehicle.

**TIRES:** The tire section contains parts to improve the traction and ground clearance of your vehicle.

## **RACING**

Choose from four different types of races to compete in and earn money. You can choose between Series, Qualifying Events and Team. Some events have certain requirements before you are allowed to compete in them.

**SERIES:** Series are competitions where the player competes in several races for an overall series championship. The player receives money based on their finishing position in each race.

**QUALIFYING EVENTS:** Qualifying Events are special races that contain only a single race. Most series races require you to complete a qualifying event before you are eligible to compete in the series.



**TEAM:** If you build a big enough reputation as an off-road racer, you could be invited to try-out for a spot on a racing team. You increase your reputation by winning races. Winning races with the same make of vehicle that a particular team uses will increase your reputation with that team faster. A team tryout race consists of five laps on the team's home course. You have to beat out five other applicants for the team. At the end of each lap, the racer in last place is eliminated from the race. Avoid being eliminated to make the team. Once on a team you will be given membership privilege access to purchase special race vehicles and parts.

## MISSIONS

Accept a job to embark on an Adventure Mission. Successfully completing an Adventure Missions will earn you cash. At the outset of each mission, you will be given a mission briefing, objectives and a map. Check the map carefully, it will give you clues as to where the objective is in relation to where you are starting. In addition to the mission objective, every location contains hidden areas. Explore to find the hidden secrets and earn bonus cash.

## REPLAY

The Replay Screen allows you to watch a portion of your previous race or one that has been saved to a file. The Replay Screen uses controls similar to a VCR. Beyond controlling the direction and speed of the relay, the camera angle and focus vehicle can be changed. You can save any replay to a file and watch it again at a later time.

## RANKINGS

Allows you to view your best statistics on each track

## PROFILES

Profiles allows you to create, save, load and rename your current profile. Your profile contains all the information about your current career such as lap records, how much money you have, what races you have won, what vehicles & parts you own, etc.

## OPTIONS

Options allows you to setup the game according to your preferences. You can adjust controls, game play and sound settings.

### SOUND OPTIONS

**Mute:** Turn all sound off.

**Sound Effects:** Adjust the sound effects volume.

**Background Music:** Adjust the music volume.

### SCREEN DISPLAYS OPTIONS

**Conversion Units:** Toggle between Metric (kilometers) or English

(Miles per hour) units of speed

**FINDER:** Toggle the checkpoint finder arrow on/off

**RACE INFORMATION:** Toggle the race information overlay on/off

**MAP:** Toggle the racetrack map on/off

**GAUGES:** Toggle between Analog, Digital gauges, or OFF

## **CONTROLLERS**

Controller Setup: This is where you can set up your controller. You can choose between three different configurations and toggle the Vibration function ON/OFF.

## **CREDITS**

View the names of the creative team behind 4x4 Evo 2



## IN-GAME MENU

**MENU:** If you press START to bring up the menu during a race you will be given a list of options you can toggle ON/OFF.

**SHOW CONTOUR MAP:** This brings up a contour map of the track and the surrounding area. Press the Right Trigger to Zoom in, the Left Trigger to Zoom out, and the Right Thumbstick to center the map.

**VIEW:** This allows you to switch camera views. There are a total of 7 views to choose from. At the beginning of a race you may select 3 different camera views for quick access. When you choose the 3 views you prefer you can switch between them easily by pressing the Y button.

**MIRROR:** This rear view mirror allows you to check on what's going on behind you and lets you know how close the competition is.

**OVERLAY:** The Overlay is in the upper left hand corner of the screen. It displays your fastest lap time, the current lap, the total number of laps, your current position, the total number of racers and the total race time.

**FINDER:** The Checkpoint Finder appears as an arrow in the upper center of the screen. It points to the next checkpoint you must cross to complete the race. A green Checkpoint Finder indicates correct driving direction or towards the next checkpoint. A red Checkpoint Finder indicates driving in the wrong direction or away from the next checkpoint. You can toggle your Finder ON/OFF. When you select to have the Mirror on, the finder will be located in the lower right hand side of the screen.

**MAP:** The track map appears in the upper right of the screen. It shows the general course of the track as well as the positions of all vehicles racing. Use the Track Map to alert you to upcoming turns as well as check your position relative to competing vehicles. You can toggle your Map ON/OFF.

**GAUGES:** The Gauges appear at the bottom left hand corner of the screen. It displays your vehicle's tachometer (RPM) speedometer, odometer, current gear and current four-wheel drive mode. You can toggle your gauges between analog, digital or OFF.

**DRIVER NAMES:** You can toggle the names of your opponents ON/OFF.

**SONG:** Here you can change the current song or turn the music off entirely. There are 14 songs to choose from.

**QUIT:** This will allow you to quit the race.

## VEHICLE SETTINGS

Proper vehicle setup is crucial to achieving top performance. Players can adjust the Tire Type, Transmission and Handling Balance on all vehicles. To adjust other options, a certain performance part must be installed on the vehicle.

### TIRE TYPE

Each Tire Type is designed to provide optimum traction on specific surfaces:

**SHALLOW CUT:** The Shallow Cut tire has no tread pattern and is designed for pavement only.

**MEDIUM CUT:** The medium cut tie has a tread pattern designed for dirt and gravel roads.

**DEEP CUT:** The deep cut tire has very aggressive tread pattern and is designed for mud and sandy terrain.

**STUDED:** The studded tire features both a tread pattern and rows of metal studs and is intended for use on snow and icy surfaces.

### TRANSMISSION TYPE

The two available Transmission Types are automatic and manual:

**AUTOMATIC:** The automatic transmission will perform shifting for you. It shifts based on preset rpm's.

**MANUAL:** The manual transmission requires you to perform all up and down shifting. It allows you to shift exactly when you want.

### SUSPENSION

In order to enable the suspension setting your vehicle must be equipped with race springs/dampers. If springs/dampers do not come stock on you truck, you can purchase them in Career Mode. The suspension settings allow you to adjust the relative stiffness of the spring/damper combination.

**SOFT SETTING:** A soft setting will allow your vehicle to ride smoothly over bumps and rough terrain and will make your vehicle less responsive to steering input.

**STIFF SETTING:** A stiff setting will make your vehicle bounce over bumps and rough terrain. A stiff setting will make your vehicle more responsive to steering input.

14 **AXLE RATIO:** In order to enable the Axle Ratio setting your vehicle



must be equipped with a racing gearbox or a ring-and-pinion gear set. If a racing gearbox or ring-and-pinion gear set does not come stock with your vehicle you can purchase one in Career Mode. The Axle ratio setting allows you to adjust the final drive of your vehicle.

**GREATER ACCELERATION:** Adjusting the slider to the left will give your vehicle greater acceleration but less top speed. Greater acceleration is useful on tracks that have lots of tight and twisty corners and no straights.

**GREATER TOP SPEED:** Adjusting the slider to the right will give your vehicle greater top speed potential but slower acceleration. Greater top speed potential is useful on tracks that have very fast corners and long straights.

## **BRAKE BALANCE**

In order to enable the Brake Balance setting your vehicle must be equipped with a brake-proportioning valve. If a brake-proportioning valve does not come stock with your truck you can purchase one in Career Mode. The Brake Balance setting allows you to adjust how the vehicle behaves while braking.

**FRONT BRAKING:** Adjusting the slider towards the front (left side) will distribute more braking power to the front of the vehicle. More front braking will cause your vehicle to be very stable while braking but very difficult to turn while braking.

**REAR BRAKING:** Adjusting the slider towards the rear (right side) will distribute more braking power to the rear of the vehicle. More rear braking will cause your vehicle to be very unstable while braking but very easy to turn while braking.

## **HANDLING BALANCE**

Adjust how the vehicle is balanced when cornering

**UNDER STEER:** Adjusting the Slider towards Under Steer (left side) makes the vehicle easy to control but difficult to turn.

**OVER STEER:** Adjusting the slider towards Over Steer (right side) makes the vehicle difficult to control but easy to turn.

## **WINCH**

A winch will help you recover from rolls more quickly and can be attached to nearby objects to pull your truck up steep hills and inclines. Your truck must be equipped with a bull bar in order to mount a winch to it. To use the winch press the Black button and use the crosshair to aim at what object you want to attach it too. If the crosshair turns Red then you can use the winch there. To disengage the winch simply press the Black again.

## GENERAL TIPS

Set the Handling Balance as close to full Over Steer as possible while retaining the ability to turn laps without spinning out or sliding too much. Too much sliding will make you lose speed and result in slower lap times.

Look for short cuts between check points. Always try to take the shortest path possible.

Try to keep your tires on the ground at all times. When tires lose contact with the surface they are unable to accelerate your vehicle.

Use the handbrake to take tight corners or obstacles without dropping too much speed.

When climbing a slope too slowly, shift down to a lower gear (Manual Transmission only). If that doesn't produce the desired result, try using four-wheel drive low mode.

If your tires are spinning too much, do not use full throttle.

Starting off in four-wheel drive low will give you extra punch off of the starting line. Don't forget to change to four-wheel drive high before you top out in your highest gear.

For Adventure Missions, you will want to purchase the biggest lift and largest tires possible to help your vehicle drive over rock obstacles.



# CREDITS

**Dedicated to the Loving Memory  
of Doug "Fresh" Myres**

**Created by**  
Terminal Reality

**Producer**  
John O'Keefe

**Lead Programmer**  
Allen Bogue

**Programming**  
Chris Bream  
Jennifer Gross  
John Marzulli  
Kiu Pau  
Mark Randel  
Nathan Rausch  
Craig Reichard  
Paul Russell  
Daniel Young

**Lead Artist**  
Brian Stevens

**Art**  
Chuck Carson  
Andrew Billups  
Grant Gosler  
Greg Saxon  
Jason Sussman

**Additional Art**  
Chris DeSimone  
David Haber  
Mario Merino  
Terry Simmons  
Nathan Reinhardt  
Level Design  
David Glasscock  
Ally Kates  
Ric Keen

**Music & Sound Effects**  
Kyle Richards

**Voice Acting**  
Dameon Clarke

**Intro Movie**  
Peter Besson

**Director of Business Operations**  
Brett Evan Russell

**PR**  
Drew Haworth  
Andrew Hoolan  
House Mom  
Marilyn Webb

**Quality Assurance Manager**  
Paul Eckstein

**Testing Leads**  
Tatum Tippet  
Tim Tischler

**Internal Beta Testers**  
Chris Dunkle  
Immanuel Salas  
Marc Phillips  
Shannon Dees

## TAKE2 NEW YORK

**Executive Producer**  
Sam Houser

**Director of Development**  
Jamie King

**Technical Producer**  
Gary J. Foreman

**Producer**  
Neil McCaffrey

**VP of Marketing**  
Terry Donovan

**Creative Services Manager**  
Jennifer Kolbe

**Brand Manager**  
Devin Winterbottom  
Toni DeValdenebro

**Art Direction**  
Jenny Jemison  
Ben Condit

**PR**  
Jeff Casteneda  
Chris Carro  
Linn PR

**Technical Coordinator**  
Brandon Rose

**QA Manager**  
Jeff Rosa

**Lead Analyst**  
Oswald Greene

## **T2 BALTIMORE**

**QA Manager**  
Phil Santiago

**QA Supervisor**  
Frank Krichner

**Project Lead**  
Josh Rose

**QA Testers**  
Lisa Nawrot  
Scott Vail  
Stephen Thomas  
Kai Ma  
Joe Covello  
Stacey Sharpe  
Josh Noll

**Special thanks to:**  
The Microsoft Xbox Team – All of your help and support made development easy.  
Kelly Tofte

**Principle Sponsors**  
Tony Curless  
Bob Richmond - Warn  
Alex Cates - Stillen  
John Dambrose - Simpson Racing Products  
Sponsors  
Steve Richardson - Courtesy Nissan of Texas  
[www.xterraparts.com](http://www.xterraparts.com)  
Eric Kootte - Skid Row Automotive  
David Harriton - American Expedition Vehicles  
Dave Cole - Rancho, Alcoa  
Scott Gladstone - Sparco  
Warren Guidry - Interco  
Larry Convile - Skyjacker Suspensions  
Mike Volodarsky - Automotive Customizers  
Paul Barneby - K&N  
Steve - Calmini  
Steve - Wrangler Power Products  
Keith - Fabritron  
Pat Willson - Centerforce Clutches  
Milan Garrett - Champion Wheels  
Mike Lizama - Optima Batteries  
Ron Vanderslice - Ramsey Winch

Lisa Chissus - Flex-a-lite

**Special Thanks to:**  
Skyjacker for the intro video footage and load screens  
David Harriton for the box picture and load screens  
Carlton McMillan and the South-West Xterra Club  
Tony Curless for knowing everyone in the industry  
Wendy Martin for turning our project truck into reality  
Dane Crouch and Courtesy Nissan of Texas for building the project truck  
WARN - for inviting us to SEMA  
Special Thanks to Steven Turney, Mudpie, and everyone at the Forth Worth/Dallas Four Wheel Drive Club.  
Steve Chin - Pictures of the Chevrolet K5 Blazer  
Special thanks to the following Dealerships:  
Lewisville Mitsubishi - Randy Ferguson  
Park Place Lexus  
Toyota of Plano - Clint Hanson  
Bankston Nissan of Lewisville - Joseph Turner  
Bledsoe Dodge of Dallas - Roy and Danny  
Huffines Dodge of Lewisville - Fred James Wood Auto Park - Brian Fogle and Joseph Landers  
Special thanks to the entire Herzog Motorsports Team including Don Tebbe and Brian Miller



## NOTES

## NOTES



# PLAY WITH US

## FLASH™ MEMORY 8 M B COLORS

Featuring a Custom  
Pre-Programmed

Game Save for  
**4x4 Evo 2!**

Check Out Our  
Full Xbox™ Lineup at

[InterActAccessories.com](http://InterActAccessories.com)



Officially Licensed  
For Xbox™



©2001 InterAct Accessories, Inc. All trademarks are the property of their respective owners. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used with permission from Microsoft.



## LEGAL

MICROSOFT, XBOX, AND THE XBOX LOGOS ARE EITHER REGISTERED TRADEMARKS OR TRADEMARKS OF MICROSOFT CORPORATION IN THE UNITED STATES AND/OR OTHER COUNTRIES AND ARE USED UNDER LICENSE FROM MICROSOFT.

THE 4X4 EVO LOGO, 4X4 EVOLUTION, TERMINAL REALITY AND THE TERMINAL REALITY LOGO ARE TRADEMARKS OF TERMINAL REALITY INC.

TAKE-TWO INTERACTIVE SOFTWARE, INC, AND THE TAKE TWO LOGO ARE TRADEMARKS OF TAKE-TWO INTERACTIVE SOFTWARE, INC. ALL RIGHTS RESERVED.

NISSAN EMBLEMS AND DESIGNS ARE TRADEMARKS OF NISSAN MOTOR CO., LTD. AND ARE USED UNDER LICENSE.

INFINITI EMBLEMS AND DESIGNS ARE TRADEMARKS OF NISSAN MOTOR CO., LTD. AND ARE USED UNDER LICENSE.

DODGE IS A REGISTERED TRADEMARK OF DAIMLERCHRYSLER CORPORATION. DODGE RAM, DODGE DAKOTA, AND DODGE DURANGO VEHICLES AND TRADE DRESS ARE USED UNDER LICENSE BY TERMINAL REALITY. ©DAIMLERCHRYSLER CORPORATION 2000.

JEEP AND THE JEEP GRILLE DESIGN ARE REGISTERED TRADEMARKS OF DAIMLERCHRYSLER CORPORATION. JEEP (MODEL NAME) AND ITS TRADE DRESS ARE USED UNDER LICENSE FROM DAIMLERCHRYSLER. ©DAIMLERCHRYSLER CORPORATION 2000.

GENERAL MOTORS TRADEMARKS USED UNDER LICENSE TO TERMINAL REALITY.

MITSUBISHI EMBLEMS AND DESIGNS ARE TRADEMARKS OF MITSUBISHI MOTORS CORPORATION, AND ARE USED UNDER LICENSE.

TOYOTA EMBLEMS AND DESIGNS ARE TRADEMARKS OF TOYOTA MOTOR CORPORATION, AND ARE USED UNDER LICENSE. LEXUS EMBLEMS AND DESIGNS ARE TRADEMARKS OF TOYOTA MOTOR CORPORATION, AND ARE USED UNDER LICENSE.

THE BF GOODRICH®(TIRES) TRADEMARK IS USED UNDER LICENSE FROM MICHELIN GROUPE COMPANIES.

ALL OTHER TRADEMARKS AND TRADE NAMES ARE PROPERTIES OF THEIR RESPECTIVE OWNERS.

## TECH SUPPORT

HAVING A PROBLEM WITH YOUR GAME? EMAIL US DIRECTLY AT [TECH@TALONSOFT.COM](mailto:TECH@TALONSOFT.COM). IF YOU PREFER TO TALK TO SOMEONE IN PERSON, YOU CAN REACH OUR TECH SUPPORT STAFF AT (410) 933-9191. OUR HOURS OF OPERATION ARE MONDAY – FRIDAY FROM 9 A.M. TO 5 P.M.



## WARRANTY

GODGAMES, A DIVISION OF TAKE-TWO INTERACTIVE SOFTWARE, INC., WARRANTS TO THE PURCHASER ONLY THAT THE DISC PROVIDED WITH THIS MANUAL AND THE SOFTWARE PROGRAM CODED ON IT WILL PERFORM IN ACCORDANCE WITH THE DESCRIPTION IN THIS MANUAL WHEN USED WITH THE SPECIFIED EQUIPMENT, FOR A PERIOD OF 90 DAYS FROM THE DATE OF PURCHASE.

IF THIS PROGRAM IS FOUND TO BE DEFECTIVE WITHIN 90 DAYS OF PURCHASE, IT WILL BE REPLACED. SIMPLY RETURN THE DISC TO GODGAMES OR ITS AUTHORIZED DEALER ALONG WITH A DATED PROOF OF PURCHASE. REPLACEMENT OF THE DISC, FREE OF CHARGE TO THE ORIGINAL PURCHASER (EXCEPT FOR THE COST OF RETURNING THE DISC) IS THE FULL EXTENT OF OUR LIABILITY.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

GODGAMES SHALL NOT BE LIABLE FOR INCIDENTAL AND/OR CONSEQUENTIAL DAMAGES FOR THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTY INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY THE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF GODGAMES HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES OR LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU.

THIS WARRANTY SHALL NOT BE APPLICABLE TO THE EXTENT THAT ANY PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PREEMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS, WHICH MAY VARY FROM STATE TO STATE.

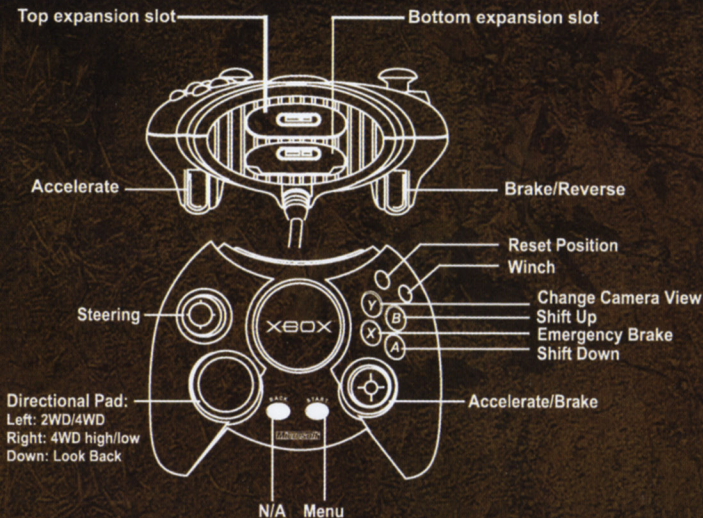
YOU MAY NOT REPRODUCE, PREPARE DERIVATIVE WORKS BASED ON, DISTRIBUTE COPIES OF, OFFER FOR SALE, SELL, TRANSFER OWNERSHIP OF, RENT, LEASE, OR LEND TO OTHERS THE PROGRAM OR ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION; PROVIDED, HOWEVER, THAT YOU MAY TRANSFER THE ENTIRE PROGRAM AND ACCOMPANYING DOCUMENTATION ON A PERMANENT BASIS AS LONG AS YOU RETAIN NO COPIES (INCLUDING ARCHIVAL OR BACKUP COPIES) OF THE PROGRAM, ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION, AND THE RECIPIENT AGREES TO THE TERMS OF THE AGREEMENT. FURTHER, YOU MAY NOT MODIFY, REVERSE ENGINEER, DISASSEMBLE, DECOMPILER OR TRANSLATE THE PROGRAM OR ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION, NOR MAY YOU MAKE ANY COPIES OF THE PROGRAM MODULES FOR USE WITH OTHER PROGRAMS. THIS PROGRAM IS INTENDED FOR PRIVATE USE ONLY.

GODGAMES, A DIVISION OF TAKE-TWO INTERACTIVE SOFTWARE  
575 BROADWAY 3RD FLOOR  
NEW YORK, NY 10012

### ESRB RATING

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATINGS BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

# CONTROLLER CONFIGURATION



[www.4x4evo.com](http://www.4x4evo.com)



Godgames and the Godgames logo are trademarks of Take-Two Interactive, Inc. 4x4 Evo 2, the 4x4 Evo 2 logo, Terminal Reality and the Terminal Reality logo are trademarks of Terminal Reality. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. All other trademarks and trade names are properties of their respective owners. © 2001 Take-Two Interactive. All Rights Reserved.