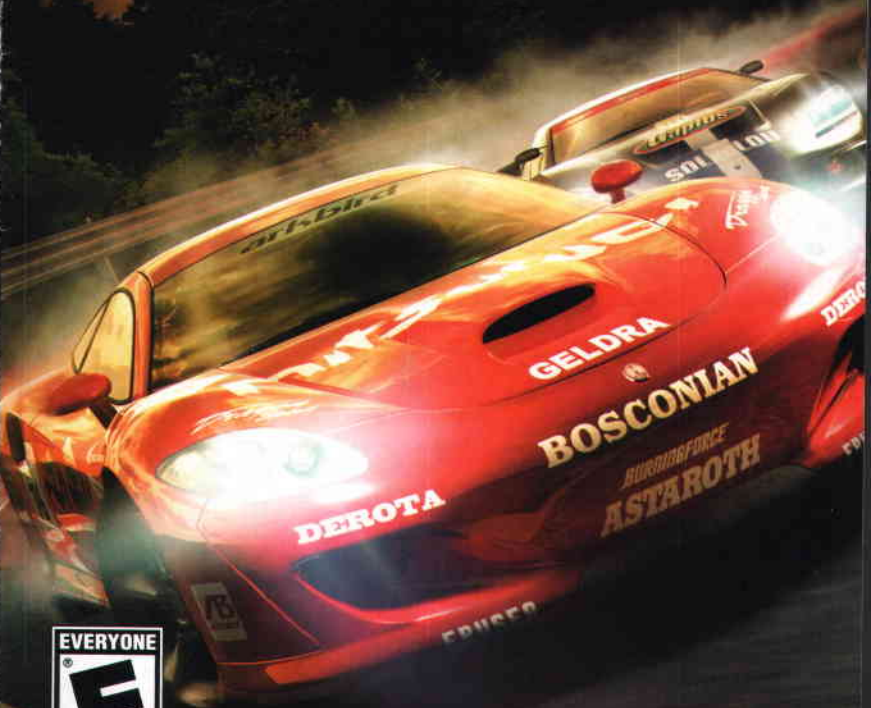




XBOX 360

XBOX
LIVE.

RIDGE RACER 6™



<http://www.replacementdocs.com>

namco®



Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

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 taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play 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

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GAME CONTROLS



This game is compatible with the *Ridge Racer 6* steering wheel controller (sold separately). Note that this manual assumes use of the standard Xbox 360 Controller.

Xbox 360 Controller

This manual explains how to play the game using the Xbox 360 Controller with the default configuration. You may also change the configuration from the "Controller" options in the Options menu (see pg. 27).

ABOUT XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

GETTING STARTED

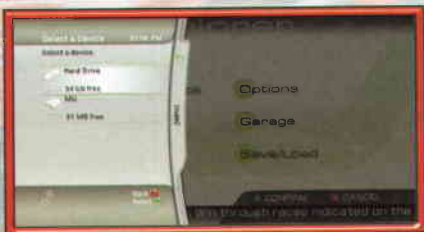
When you start *Ridge Racer 6* the opening movie plays, followed by the Title Screen.



Creating New Game Data

When the START button is pressed at the Title Screen, the game checks for game data in storage, and if none is found, the Storage Selection screen is displayed.

After choosing the storage onto which you want the game data to be saved, select whether you want the game data to be saved automatically (Autosave) or not. After doing so, the game data is created, and the Main Menu is displayed.



Pre-Existing Game Data

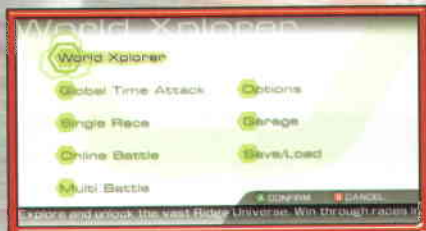
If there is game data in the storage, it is automatically loaded, and the Main Menu is displayed.

Main Menu

Use the directional pad or left stick to select a menu item, and press the **A** button to confirm your selection.

World Xplorer (pg. 10-13)

This is a single player mode in which you clear a variety of races to unlock the "Ridge Universe". Each time you clear a race or meet other conditions the number of available races will increase and you will obtain a variety of prizes (see pg. 13).



GETTING STARTED

Single Race (pg. 14-15)

A single-player mode in which you select a course and race against other computer-driven machines.

Global Time Attack (pg. 16-19)

Achieve the fastest possible time as the only driver on the course. You can upload your records to Xbox *Live* to compete with players from around the world. You can also download ghost data of another player (see pg. 18) and race against it.

Online Battle (pg. 20-23)

Connect to Xbox *Live* and race against players from around the world.

Multi Battle (pg. 24)

A split-screen mode in which two players can race against each other.

Garage (pg. 25)

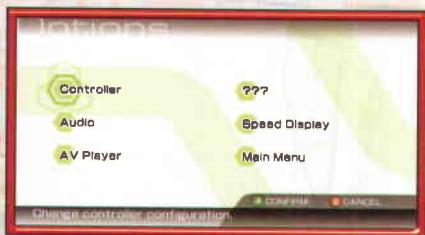
View the machines you've acquired, and your race stats. After you've made some progress in the game, you'll also be able to customize your machines' coloring here.

Save/Load (pg. 26)

Turn Autosave ON or OFF, and save or load your game data.

Options (pg. 27)

Adjust gameplay settings such as controller configuration and audio settings.



Saving

This game saves game data on the selected storage device when you initially create one. If Autosave is turned ON, the game data will be saved automatically at various timings, such as end of races. If Autosave is turned OFF, you will need to save game data, change the storage device selection, or turn Autosave back ON from the Save/Load menu.

HOW TO RACE

This section introduces you to the Race Screen, and two important techniques used in *Ridge Racer 6* such as drifting and using nitrous.

The Race Screen

There are two view types available while driving: the Driver's View, which shows the action from the driver's perspective, and the Chase View, which shows the action from behind your machine. You can switch between these two views by pressing the **Y** button. You can also look behind by pressing the **B** button.

The screen below shows the Driver's View. Note that the screen you see will vary depending on the game mode and circumstances.



1 Rear view mirror

2 Lap Time

3 Course map

The map displays the position of each machine.

4 Multimeter

Displays gear, speed and RPM of your machine. The multimeter design varies depending on the machine.

5 Race Information

Displays countdowns, cautions for driving in the wrong direction and other race information.

6 Time Limit

In some situations, displays the amount of time remaining.

7 Current position/Number of cars in race

In Global Time Attack mode (see pg. 16-19), this shows your total time (time elapsed) and the total time record (by course and machine class).

8 Nitrous Gauge (see pg. 9)

9 Information Window

Shows the amount of time you are trailing the leading machine or the course record, as well as information about race invitations from friends (see pg. 22).

HOW TO RACE

The Race Screen during an Online Battle

Additional information is displayed during online battles (see pg. 20-23).

- 1 Gamertag
- 2 Leading players
- 3 Information on participants of the race



The Race Screen during a Multi Battle

During a Multi Battle (see pg. 24), the screen is split in two. The items displayed in each are the same as when playing solo.

Replay/Spectator Screen

When a race other than Online Battles is complete, the Replay Screen is displayed, allowing you to watch a replay of the race. You can also watch Online Battles (see pg. 23).



Press the **A** or **B** button when you wish to end the replay.

Replay Information

Information concerning the current lap number, camera position, machine in view, etc. is displayed. Controls for the replay are also displayed.

HOW TO RACE

Drifting

Drifting is a method of taking corners in which the car slides outwards, and is a technique that you will definitely need to master in *Ridge Racer 6*. Drifting allows you to maintain speed while taking corners, and will charge your Nitrous Gauge according to your speed while drifting.



How to Drift

1. As you head into a corner, steer in the direction of the turn. When your machine starts turning, temporarily release the accelerator.
2. Your machine will now start to slide sideways. To regain control of the machine's movement, steer as needed in the direction opposite the turning direction while reapplying the accelerator.
3. If your machine comes out of the corner facing the direction you need to go, you will be able to smoothly accelerate out and away.



Three Types of Drifting

There are three types of drifting. Select the type that best suits your driving style:

Standard

This is the standard, well-balanced drift type. It allows you to experience the thrill of drifting without using exotic techniques.

Dynamic

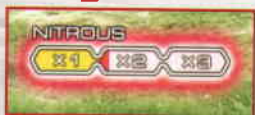
Keep drifting with little effort and change the direction of the machine with ease, but you need precise control to stop drifting. This drift type is better suited to advanced drivers.

Mild

Not suited for making big changes to the machine's direction or maintaining long drifts, but it's easy to come out of a drift. This drift type is good for minimizing the drift needed to move quickly through a corner, allowing you to rapidly resume your run.

HOW TO RACE

Using Nitrous



Drifting during a race will charge your Nitrous Gauge. When the gauge reads full you can trigger the nitrous for a rapid burst of speed. The nitrous gauge will fill up to a maximum of three charges, and it is possible to use two or three charges at once. The more you use, the faster you will go, and the longer you will be able to maintain that speed. Note that, with the exception of some races that are run under special rules, your Nitrous Gauge will not fill up when you are using nitrous.

Triggering Nitrous

Nitrous (single charge) Pull right trigger
Double Nitrous (use two charges) Pull left trigger
Triple Nitrous (use three charges) Pull both right and left triggers simultaneously

Filling Up The Nitrous Gauge

The more you perform high-speed drifts, the faster your Nitrous Gauge will fill up. Try to avoid unnecessary drifts, but instead efficiently fill up your nitrous gauge by drifting at high speeds.

It is especially advantageous to perform a good drift using the residual speed from the previous nitrous burst, which can make your nitrous gauge turn red and give you a maximized "Ultimate Charge".

The Pause Menu and the In-Race Menu

Pressing the START button during a race will pause the race and display the Pause menu. Pressing the START button during an Online Battle will display the In-Race menu, but the race will continue on, even while the menu is being displayed.

Continue Return to the race.
Restart Restart the current race.
BGM [P] Change the background music.
Return to Lobby [R] This is displayed during Player Matches (see pg. 20), and allows you to leave the current race and return to the Lobby Screen (see pg. 22).
Menu Stops the current race, and takes you back to the Main Menu. During an Online Race, this will remove you from the race and return you to the Select Screen.

Note: [P] denotes a menu item displayed in the Pause Menu, and [R] denotes a menu item displayed in the Race Menu.

WORLD XPLORER

Explore the vast Ridge Universe and unlock prizes by winning races.

What is World Xplorer?

The World Xplorer mode allows you to explore the Ridge Universe by winning a number of races and receiving various prizes. You are free to explore the various routes between the races, finding the best way to beat them.

When you clear a race, new races and routes appear, expanding the Ridge Universe. If you meet certain conditions, you will also be rewarded with prizes.

Race Rules

Normal races are run with ten or more machines running three laps, and are cleared by finishing in first place. Doing so allows you to move on to the next race. Even if you fail to clear a race, you can try again as many times as you need to. Note that some races will be run with special rules (see the page to the right).

World Map

Selecting "World Xplorer" from the Main Menu will give a report on the current status of the world's development, and then display a screen displaying an overall world map. Move the cursor to the area that you wish to explore, and press the **A** button to switch to a detailed map of that area.



1 Cursor

2 Introduction

Select and press the **A** button to watch the introduction movie for the World Xplorer mode.

Zones

The Ridge Universe is divided into a number of "zones", and each zone has its designated machine class (see pg. 15). You will only be able to compete in a race with a machine designated for that zone.

WORLD XPLORER

Detailed Map

When the cursor is placed over a race icon or prize icon, the details are displayed in the information window. Use this information to decide on the route you wish to explore.

1 Race Icon

Move the cursor over this icon to view the details of the race.

2 Route

3 Tips Icon

Move the cursor over this icon and press the **A** button to get gameplay tips.

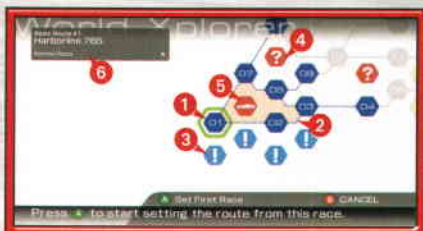
4 Prize Icon

Clear races or areas with this icon to unlock a prize (see pg. 15).

5 Unlocked Prize

Move the cursor over this icon to view the details of the prize.

6 Information Window



Race Icons and Rules

The colors of the race icons indicate the different race rules. When a race is won with Nitrous Support turned ON (see pg. 13), the icon is replaced with a "Novice Clear" icon.



Normal race



Duel (one-on-one) race



Normal race without nitrous



Four-machine race



Nitrous gauge fills only while nitrous is in use

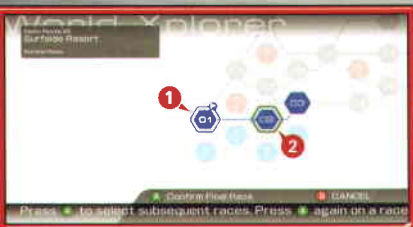


Race cleared with Nitrous Support

WORLD XPLORER

Setting a Route

Follow the steps below to select the order you want to clear the races. You can also choose just one race. After you have selected your route, choose YES at the confirmation screen. Note that you cannot choose a route that extends over two zones (see pg. 10), and choosing the last race in a zone (far right race within a zone) will automatically set it as the final race of the route.



1 First Race

Choose the first race from among the selectable race icons, and press the **A** button.

2 Subsequent Races

Choose the next race to run, and press the **A** button. You may do this as many times as you wish.

Final Race

Press the **A** button once more over the last race you chose. This will make this the final race.

Selecting a Machine

Press up/down on the directional pad to choose a machine, and press left/right to choose your sponsor. Then choose either an automatic (AT) or manual (MT) transmission to proceed to the confirmation screen.



1 Drift type (see pg. 8)

2 Maximum speed

3 Machine class

4 Manufacturer

5 Machine name

Confirmation Screen

After confirming your car's settings, select OK and press the **A** button to start the race. You can also select Change BGM or Nitrous Support at this time.

WORLD XPLOER

Confirmation Screen Menu

- Change BGM** Select the background music that will be played during the race. First choose a disc, and then choose a track from that disc. You may also choose a track from a Player Disc (music stored on Xbox 360 storage which a user downloads from Xbox Live Marketplace), Super Shuffle (plays tracks randomly from discs), or BGM OFF (which turns off background music altogether).
- Nitrous Support** If this option is turned ON, the nitrous gauge (see pg. 9) will be full at the start of the race.

Results Screen

When the race is over, you will see a replay (see pg. 7), followed by the Results Screen with your final positions, lap times, total times, etc. After reading this, choose from among the items in the Results Menu.



Results Menu

- Next Race** Proceed to the next race in your selected route
- Retry** Re-run the race under the same conditions
- Save Replay** Save the replay data onto storage
- Menu** Return to the Ridge Universe Detailed Map screen (pg. 11)

Prizes

In World Xplorer, by fulfilling certain conditions you can unlock prizes such as new machines and hidden modes. Check where the prize icons are on the detailed map, and unlock the prizes efficiently. Generally speaking, there are two types of prize unlocking conditions:



1. Clear A Race

Unlock the prize by clearing the race held at that location.

2. Clear An Area

If the prize icon is in an area surrounded by several races, unlock the prize by clearing all of the races surrounding that area.

SINGLE RACE

Choose any course and race against machines controlled by the computer. This mode is good for practicing in a competitive racing environment.

Single Race Mode

Complete three laps of a course, competing against 13 computer-controlled machines. Your machine will always start from the last position.

Time Limit

If a machine driven by the computer finishes the race first, a countdown will begin. If you cannot finish your third lap before the clock runs out, the position you hold at that moment will be your ending position for the race.

1 Time limit

Selecting a Course

Select which of the thirty available courses you wish to race, and press the **A** button.

Selecting a Machine Class

Select the class of machines that you will use. All machines driven by the computer will also be of the same class as your machine.



SINGLE RACE

Selecting a Machine



Just as in the World Xplorer Machine Selection Screen (see pg. 12), choose a machine and sponsor and then choose a transmission type.

Confirmation Screen



After confirming your machine configuration, select OK and press the **A** button to begin the race. You can also select Change BGM (see pg. 13).

Results Screen



When the race is over, you will see a replay (see pg. 7), followed by the Results Screen with your final position, lap times, and total time. You can also choose Retry or Save Replay from the Results Menu (see pg. 13).

Machine Classes

The machines are divided into a number of classes, with car performance improving as the machine class gets higher. In general, races are only run between machines of the same class, and course records are tallied separately for each class.

GLOBAL TIME ATTACK

A single-machine race for the fastest time. There are no other machines to get in your way, so you can race along your desired cornering line.

Global Time Attack

Race three laps on the course alone, after which your time is assessed. After the race your course record will be uploaded to Xbox Live, giving you your worldwide position (global ranking). The race will forcibly end 13 minutes after starting.

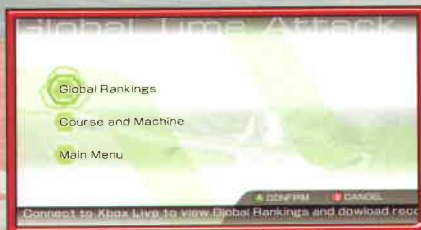
Ghosts

In Global Time Attack mode, you can load previously saved ghost data that you can use as a reference for your cornering lines (see pg. 19). You can also download ghost data from Xbox Live (pg. 18). During the race, the ghost is shown as a semi-transparent machine, and will not collide with your machine.



Global Time Attack Menu

The screen shown to the right will be displayed when Global Time Attack is selected from the Main Menu. You may select from the following menu items:



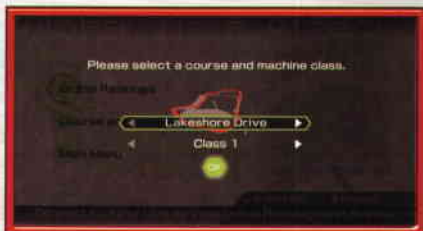
Global Time Attack Menu

- | | |
|---------------------------------|--|
| <i>Global Rankings</i> | <i>Sign on to Xbox Live and view player rankings. Additionally, you can download ghost data.</i> |
| <i>Course and Machine</i> | <i>This takes you to the Course and Machine Selection Screen, allowing you to start the race (see pg. 18).</i> |
| <i>Main Menu</i> | <i>Returns you to the Main Menu.</i> |

GLOBAL TIME ATTACK

Global Rankings

Choose Global Rankings from the Time Attack Menu. Choose the course and machine class (see pg. 14), and press the **A** button to display the Global Rankings Screen.



Global Rankings Screen

The global rankings for the course and machine class that you have chosen are displayed. Select a record and press the **X** button to view the gamer card of the player who owns the record.

1 Ranking

2 Ghost data available?

3 Record

4 Gamertag

Friends will be labeled with a ★ icon. The flag before a player's name shows that player's nationality.

1	4	 Tekken	2:33.104
2		 PAC	2:40.589
3		 Momo	2:43.238
4		 MAPPY	2:44.137
5		 SKY KID	2:44.868
6		 WARPMAN	2:45.087
7		 NAVIWAY	2:45.556
8		 XEVIOUS	2:45.722
9		 NAGASE	2:46.128
10	2	 KAZUYA	2:46.373

Ranking Information

You can scroll through ranking information 1,000 players at a time by pressing the right trigger and left trigger. You can scroll through ranking information 100 players at a time by pressing the LB and RB buttons.

Side Menu

Course/Class	Change the course or class of the records to be displayed.
Friend Rec.	Display only friends' records.
Top 10	Display only the top ten ranking records.
Close Rec.	Display the records immediately above and below yours.
Back	Takes you back to the Time Attack Menu Screen.

GLOBAL TIME ATTACK

Record Details

Choose a record on the Global Ranking Screen (see pg. 17) and press the **A** button to see the details of that record. This also displays two menus.

Lakeshore Drive, Class 1		ADELLE	
Lap	Time	Nitrous Usage	
Lap 1	1:02.467	///	///
Lap 2	0:54.911	///	///
Lap 3	0:53.796	///	///
Total	2:51.174		

Download Ghost
Watch Replay

1 Ranking

2 Lap times

The time for each lap is shown.

3 Nitrous usage

This shows the order in which the nitrous (see pg. 9) was used. A single white tank indicates a normal nitrous, two white tanks indicates a double nitrous, and three white tanks indicates a triple nitrous used.

normal = / double = // triple = ///

Record Details Menu

- Download Ghost** If ghost data is available, this allows you to download it and display it in your race. When the download is complete, the game takes you to the Machine Selection Screen where you can prep for a race.
- Watch Replay** If ghost data is available, this menu allows you to watch a replay of the race (see pg. 7)

Course and Machine Class

Choose Course and Machine from the Time Attack Menu to proceed to the Course Selection Screen. Select the course and machine class that you wish to play in the same manner as a Single Race (see pg. 14-15). If you have just downloaded ghost data, the same course and machine class as the ghost will be selected automatically.

Selecting a Machine

When the Machine Selection Screen is displayed, select your car and transmission type in the same manner as a Single Race, and proceed to the Confirmation Screen.



GLOBAL TIME ATTACK

Confirmation Screen

Confirm your machine configuration, select OK, and press the **A** button to start the race. You can also change the background music (see pg. 13), or change the displayed ghost data from this screen.

Change Ghost Menu

Select From Global Rankings Download ghost data for the same course and machine class from the global rankings. If you have already downloaded ghost data, there is no need to do this.
Load From Storage Load previously saved ghost data.
Do Not Display Ghost Run the race with no ghost displayed.

Race Completion

When the race is over, you will see a replay (see pg. 7). If a new course record was set, the record will automatically be sent to Xbox Live, and you will be given the option to upload your ghost data. After that, you will proceed to the Results Screen.

Results Screen

The Results Screen shows you the results of the race, and displays the Results Menu.

1 Race Information

Displays lap times and total race time.

2 Global ranking overview information

If you are signed on to Xbox Live, information about the top ranked record and the records ranked just above and below you will be displayed.

The screenshot shows the 'Results Screen' for the 'Leakshore Drive' course. It features a sidebar menu on the left with options: 'Retry', 'Save Ghost', 'Save Replay', 'Rankings', and 'Menu'. The main display area is divided into two sections. The top section, labeled '1', shows race data for 'SAKUTOTSU BAYONET' (Data 1: DRT1 Type Dynamic AT (Autoshift)). It lists lap times and speeds: Lap 1 (01:01.072, 129.67 mph), Lap 2 (00:54.681, 136.37 mph), Lap 3 (00:53.444, 141.32 mph), and Total (02:49.097, 134.45 mph). The bottom section, labeled '2', shows 'Global Rankings' with a table of top performers. At the bottom of the screen, there are buttons for 'Restart the race.' and 'CONFIRM'.

Leakshore Drive			
SAKUTOTSU BAYONET			
Data 1: DRT1 Type Dynamic AT (Autoshift)			
Lap 1	01:01.072	129.67 mph	
Lap 2	00:54.681	136.37 mph	
Lap 3	00:53.444	141.32 mph	
Total	02:49.097	134.45 mph	
Global Rankings			
000001	UnDau		
000010	GrD11		
000021	GrD11		
000032	eevee sene		

Restart the race. CONFIRM

Results Menu

Retry Re-run the race under the same conditions
Save Ghost Save race data as ghost data
Save Replay Save race data as replay data
Rankings View global rankings (see pg. 17)
Menu Returns you to the Time Attack menu

ONLINE BATTLE

Connect to Xbox Live and compete against players from around the world. Your race results will be shown on the world rankings (see pg. 23).

Starting an Online Battle

After choosing Online Battle from the Main Menu, choose one of the two modes to compete in, to proceed to the Online Battle Menu.

Two game modes

- Ranked Match** Engage yourself in serious competition. The race results will affect your world ranking.
- Player Match** Freely customize rules and conditions, and enjoy a variety of races. The race results will not affect your world ranking.

Online Battle Menu



In the Online Battle Menu, you can choose from the following menu items.

Quick Match

Search for a race that you can join immediately, and proceed to the Lobby Screen (see pg. 22).

Custom Match

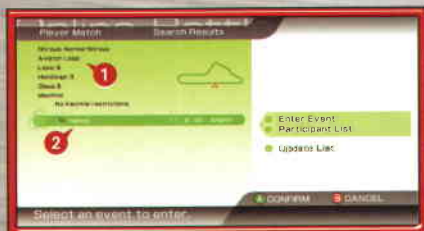
Search for races matching specific rules and conditions. After setting the search parameters, choose Search

Event to display your search results. Press Up/Down on the directional pad to choose the race you wish to join, then press Left/Right to select a menu item and press the **A** button.

1 Race Information

Displays the gamertag of the host (the player hosting the race), the number of players entered in the race, the maximum number of players accepted for entry, the number of players desired by the host, and the language used in the race.

2 Selected race information



ONLINE BATTLE

Search Results Menu

- Enter Event A list of players entered in the race will be displayed.
Press the **A** button to enter the Lobby Screen.
- Update List Update search results of matching races.
- Participant List Display a list of players entered in the selected race.

Setting the Rules

You can also host your own race.
After setting the rules, choose
Confirm Rules to proceed to the
Lobby Screen.



Rule Setting Menu

- Nitrous (E) Choose from Normal Nitrous (nitrous works in the usual manner), No Nitrous, or Unlimited Nitrous (nitrous levels don't go down with use).
- Laps (E) Choose from one to three laps.
- Course Choose the course to run. You may also choose RANDOM.
- Machine Class Choose the Machine Class. For Player Match races, you may choose NO PREFERENCE, which allows players to choose cars from any machine class. You may also choose RANDOM.
- Machine Set this condition to specify the machine to be used in the race.
- Handicap (E) Set a value from one to three to give players in the lower positions an acceleration boost. The higher the number, the bigger the effect.
- Maximum Players Set the maximum number of players that can enter the lobby.
- Friend Reservation Reserve a space for friends invited to the race using the Invite Friend command (see pg. 22).
- Entry Qualifications Set this condition to allow only players with certain qualifications to join the race.

Note: Items marked with an (E) can only be chosen as options for Player Match races.



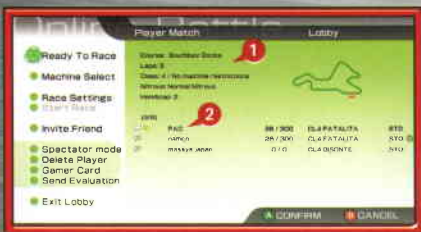
World Ranking

This is displayed for world competitions, and allows you to see world rankings. The parts of the screen and operations on it are basically the same as the Global Ranking Screen (see pg. 17).

ONLINE BATTLE

Lobby Screen

On the Lobby Screen, you can view information about other players and voice chat with them. When you are ready for the race, choose Ready To Race at this screen. The race begins when the host chooses Start Race.



1 Race rules

2 Participant information

Viewing Participant Information

1 (3/3)	3 PAC	26 / 300	CL4 FATALITA	4 STD
	2 namco	26 / 300	CL4 FATALITA	STD
	masaya japan	0 / 0	CL4 BISONTE	STD

1 Host icon

This is displayed next to the player acting as host.

3 Gamertag

Next to the player's name, that player's current ranking and total wins is displayed.

2 Voice chat status

4 Machine name

Lobby Menu

Ready To Race	Choose this when you're ready to race.
Machine Select	Select the machine you will race in.
Join/Watch Select	Choose WATCH RACE to watch the race as a spectator. You will also need to select which player you wish to watch.
Invite Friend	Invite a friend to join the current race.
Gamer Card	View the Gamer Card of the selected player.
Send Evaluation	Send an evaluation of the selected player.
Exit Lobby	Leave the lobby and return to the Online Battle Menu.
Race Settings (H)	Change the rules for the race (see pg. 21).
Start Race (H)	Start the race. Players that have not chosen READY TO RACE will not be able to take part in the race.
Delete Player (H)	Remove the selected player from the lobby.
Note: Items marked with an (H) are only available if you are the race host.	

ONLINE BATTLE

Watching Races

Players who have chosen WATCH from the Lobby Menu prior to the start of the race can watch the race without taking part in it (see pg. 7)

When the race is finished, the Results Screen with final positions, lap times, and total time of each of the players is displayed. Press the **X** button in the Results Menu to view the gamer card of the participating players.

- 1 Run information**
For players finishing in second place or below, their time difference with the winner is displayed.



View Ranking Information

In World Competitions, ranking information is displayed after the Results Screen, allowing you to view changes in WRP and rankings. After you have finished reading this information, choose Return to Lobby or Main Menu.



WRP and World Rankings

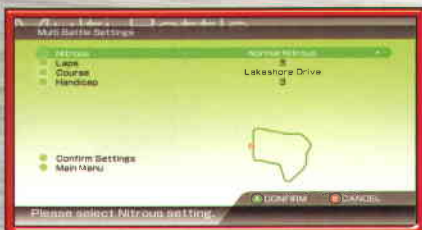
In World Competitions, each player is given WRPs (World Ranking Points), and points will be earned or lost according to race results. The number of points that you earn determines your world ranking.

MULTI BATTLE

Split-screen (see pg. 7) two-player race mode. You will need two Xbox 360 Controllers to play.

Starting Multi Battle

Choose Multi Battle from the Main Menu, and the Set Rules Screen will be displayed. Set each of the options as described below.



Set Rules Menu

- Select Course** Select the course to run.
- Laps** Choose from one to three.
- Nitrous** Choose Normal (standard nitrous rules), No Nitrous, or Unlimited Nitrous (nitrous levels don't go down with use).
- Handicap** Set a value from one to three to give players in the lower positions an acceleration boost. The higher the number, the bigger the effect.
- OK** Use the above rules and proceed to select the Machine Class.

Race Preparation

After setting the rules, select the Machine Class, Machine, and Transmission Type in the same manner as a Single Race. The Confirmation Screen is shown after both players have made their machine selection. After confirming your choices, select OK and press the **A** button to start the race. You can also change the background music from this screen (see pg. 13).

Race Completion and Results Screen

The race automatically ends when the player in first place makes it to the finish line, and shows the replay of the race followed by the Results Screen. After confirming positions and times, choose from Retry, Save Replay, or Main Menu from the Results Menu (see pg. 13).

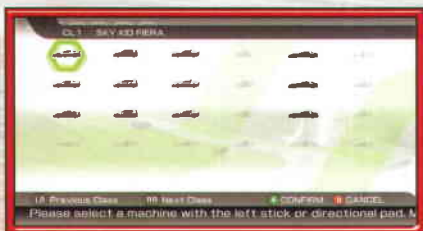
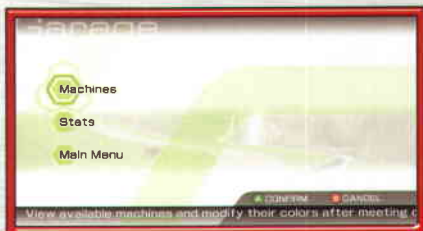


GARAGE

View the machines you've acquired in World Xplorer Mode (see pg. 10-13), and view player stats.

Garage Menu

Choosing Garage from the Main Menu displays the Garage Menu, from which you can choose Machines or Stats.



Machines

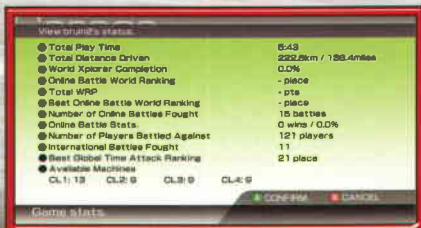
Displays an array of the machines you have acquired. Select the machine that you wish to view, and press the **A** button to display the Machine Screen.

Machine Screen Menu

- Machine Viewer* View the machine from a variety of angles
- Color Change* This item is unlocked as a prize (see pg. 13), and allows you to change the coloring of the car's body and wheels.
- Machine Intro* View the screen shown when you unlock a new machine.

View Stats

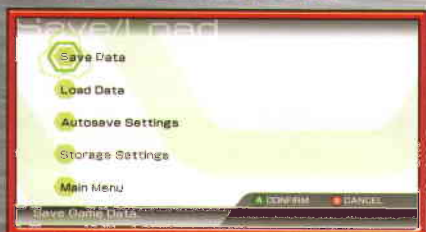
View the total amount of time spent playing the game, distance driven, stats for each mode, etc. You can scroll this screen by pressing up/down on the directional pad.



SAVE/LOAD

Save and load game data. This is also where you turn Autosave ON or OFF.

Save Game Data



Save game data (see pg. 5). If you have Autosave turned OFF, be sure to save your game at this screen before leaving the game.

Load Game Data

Loads the game data.

Autosave Settings



You can turn Autosave ON or OFF. If you have Autosave turned ON, game data will be automatically saved after each race.

Storage Settings

Set the storage that will be used for data saves and loads.

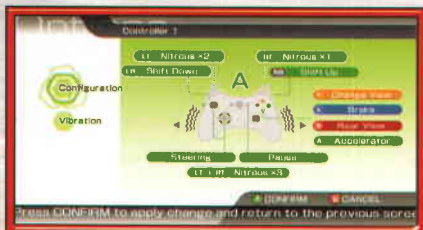
Main Menu

Closes the Save/Load Screen and takes you back to the Main Menu.

OPTIONS

Change game options such as controller configuration and audio settings. Choose the controller configuration that makes the game easiest to play.

Controller

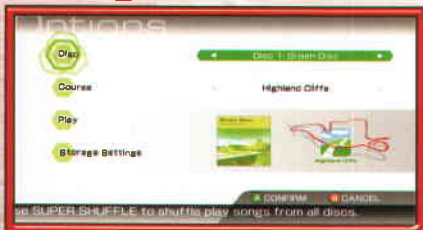


Change the Xbox 360 Controller configuration. After choosing Controller, choose the configuration type. You can also turn controller vibration On or Off.

Audio

Adjust volumes of the background music, sound effects, and DJ voice. You can also change the DJ voice type here. You can also set sound output to Surround or Stereo.

AV Player



Watch a race replay while listening to background music. Use Disc to choose the music track, and Course to choose the replay data to play. You can also select replay data saved after a player finishes a race.

Mini-Game

You can choose the Mini-Game menu item after having won a certain prize (see pg. 13). This will let you change mini-game settings and play the mini-game.

Speed Display

Set the speed unit display to km/h or mph.

Main Menu

Closes the Options Screen and takes you back to the Main Menu.

COURSES

There are many more courses in addition to those shown below. Have fun drifting around a wide variety of courses.

Laketop Parkway

This course has a high-speed layout that shoots through a tunnel and runs over a lake.

(Course length: 3.002 miles)



Harborline 765

A modern cityscape with palm-lined beaches. A dramatic, well-balanced intermediate course.

(Course length: 2.589 miles)



COURSES

Southbay Docks

A highly technical course that causes the sound of drifting cars to screech through the port. Get ready to fly through space over the drawbridge!

(Course length: 3.536 miles)



Rave City Riverfront

A dynamic and thrilling city course where you'll run through the night surrounded by twinkling city lights.

(Course length: 4.363 miles)



Surfside Resort

A short course where you'll drive under the harsh sunlight through a resort city and over an above-ocean bridge.

(Course length: 2.191 miles)



MACHINES

This section introduces you to the 13 machines available to you at the start of the game. Be sure to study the differences in each so that you can choose the machine best suited to you.

Kamata Sky Kid Fiera

FIERAs are popular for their ease of handling. These cars are very straightforward, running, turning, and stopping just as their drivers command.



Machine Class 1

Length	170.8 in
Width	71.1 in
Height	50 in
Vehicle Weight	2,800 lb
Engine	Water-cooled V6 SOHC
Max. Horsepower	217 hp
Max. Torque	188 lb/ft
Max. Speed	138 mph
Drift Type	Standard

Age Phelios Abeille

The ABEILLE is a hot French hatchback. A very simple vehicle, with a compact body design and mid-mounted engine.



Machine Class 1

Length	151.6 in
Width	72.8 in
Height	51.1 in
Vehicle Weight	2,690 lb
Engine	Water-cooled In-line 4 DOHC Turbo
Max. Horsepower	212 hp
Max. Torque	166 lb/ft
Max. Speed	141 mph
Drift Type	Standard

MACHINES

Age Toy Pop Prophetie

The PROPHETIE is by far one of the most popular European sports coupes. Minor tweaks have greatly improved its aerodynamics, giving a big boost to both its top speed and stability.



Machine Class I

Length	175.7 in
Width	79.9 in
Height	148.9 in
Vehicle Weight	2,778 lb
Engine	Water-cooled In-line 4 DOHC Turbo
Max. Horsepower	212 hp
Max. Torque	166 lb/ft
Max. Speed	137 mph
Drift Type	Mild

Danver Sheonite Bayonet

The BAYONET is a next-generation American coupe. Housing a Danver-built V8 engine, this machine draws upon a generous helping of American muscle-car power.



Machine Class I

Length	183.0 in
Width	78.7 in
Height	45.5 in
Vehicle Weight	3,527 lb
Engine	Water-cooled V8 OHV
Max. Horsepower	268 hp
Max. Torque	275 lb/ft
Max. Speed	139 mph
Drift Type	Dynamic

MACHINES

Assoluto Sheonite Bisonte

The BISONTE is a beautiful Italian-styled car. The popularity of this car helped a recently released replica model, priced at over \$600,000, to sell out almost immediately.



Machine Class 2

Length	174.5 in
Width	80.5 in
Height	43.1 in
Vehicle Weight	2,646 lb
Engine	V8 DOHC
Max. Horsepower	316 hp
Max. Torque	253 lb/ft
Max. Speed	154 mph
Drift Type	Standard

Gnade Nebulasray Esperanza

The ESPERANZA is a high-end sports car. Its many fans worldwide can't get enough of the sound of its powerful roar and rough feel as it accelerates away.



Machine Class 2

Length	178.9 in
Width	78.3 in
Height	48.5 in
Vehicle Weight	2,976 lb
Engine	In-Line 6 DOHC
Max. Horsepower	276 hp
Max. Torque	239 lb/ft
Max. Speed	153 mph
Drift Type	Mild

MACHINES

Soldat Arkbird Raggio

The RAGGIO has earned high praise for its overall feeling of completeness. This car is an excellent example of SOLDAT's dedication to craftsmanship, cementing their place as one of the all-time greatest car manufacturers.



Machine Class 2

Length	178.0 in
Width	78.7 in
Height	48.4 in
Vehicle Weight	2,778 lb
Engine	V12 DOHC
Max. Horsepower	414 hp
Max. Torque	376 lb/ft
Max. Speed	158 mph
Drift Type	Dynamic

Kamata Sky Kid Fiera

The FIERA has greatly benefited from a tuned up engine, vastly improving its driving performance. Not only has the running power of the FIERA engine been greatly improved, but the rigidity of the body has also been strengthened.



Machine Class 3

Length	174.9 in
Width	73.8 in
Height	47.0 in
Vehicle Weight	2161 lb
Engine	Water-cooled V6 SOHC
Max. Horsepower	395 hp
Max. Torque	304 lb/ft
Max. Speed	178 mph
Drift Type	Standard

MACHINES

Age Sky Kid Prophetie

The fender of this PROPHETIE has undergone a radical transformation, and the body widened. Aerodynamics have been carefully tuned, greatly improving overall stability.



Machine Class 3

Length	177.7 in
Width	82.2 in
Height	49.0 in
Vehicle Weight	2,028 lb
Engine	Water-Cooled In-Line 4 DOHC Turbo
Max. Horsepower	335 hp
Max. Torque	333 lb/ft
Max. Speed	178 mph
Drift Type	Standard

Danver Sheonite Bayonet

This BAYONET has lost its luxury car feeling, and has been reborn as a sports machine. Not only has the exterior changed, but the engine has also been given a significant power boost.



Machine Class 3

Length	185.69 in
Width	79.9 in
Height	45.4 in
Vehicle Weight	2,646 lb
Engine	Water-Cooled V8 OHV
Max. Horsepower	375 hp
Max. Torque	362 lb/ft
Max. Speed	180 mph
Drift Type	Dynamic

MACHINES

Assoluto Erusea Bisonte

A battle-ready BISONTE, improved by reducing bodyweight and improving its aerodynamics.



Machine Class 4

Length	178.9 in
Width	84.2 in
Height	44.4 in
Vehicle Weight	2,425 lb
Engine	V8 DOHC
Max. Horsepower	464 hp
Max. Torque	333 lb/ft
Max. Speed	194 mph
Drift Type	Standard

Gnade Galaxian Esperanza

This ESPERANZA has been given a significant power increase by increasing its engine displacement to four full liters.



Machine Class 4

Length	181.1 in
Width	79.0 in
Height	43.9 in
Vehicle Weight	2,315 lb
Engine	In-Line 6 DOHC
Max. Horsepower	414 hp
Max. Torque	336 lb/ft
Max. Speed	193 mph
Drift Type	Mild

MACHINES

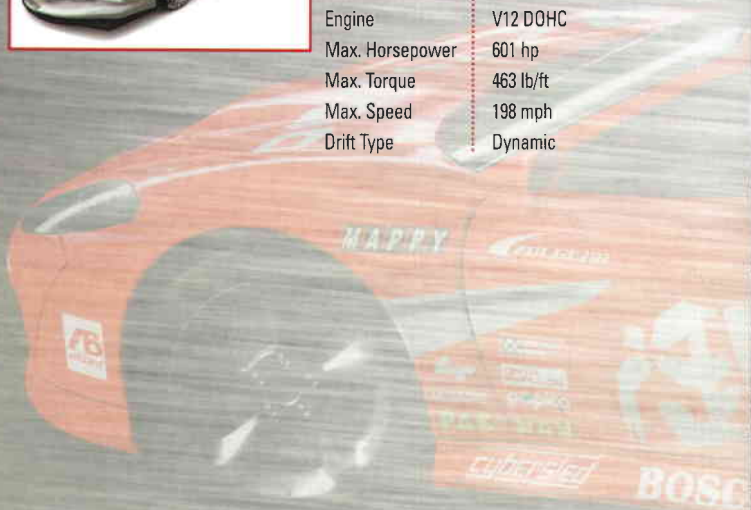
Soldat Cybersled Raggio

This RAGGIO has been brought up to full racing specs, improving all aspects of performance.



Machine Class 4

Length	180 in
Width	81.1 in
Height	46.3 in
Vehicle Weight	2,535 lb
Engine	V12 DOHC
Max. Horsepower	601 hp
Max. Torque	463 lb/ft
Max. Speed	198 mph
Drift Type	Dynamic



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