GAME CONTROLS

Brake/AutoReverse
(if stopped)

Accelerate

Look back

Shift up

Steer

Horn
Pause

Steer

Look around/
Car stereo
controls (click)

Use handbrake
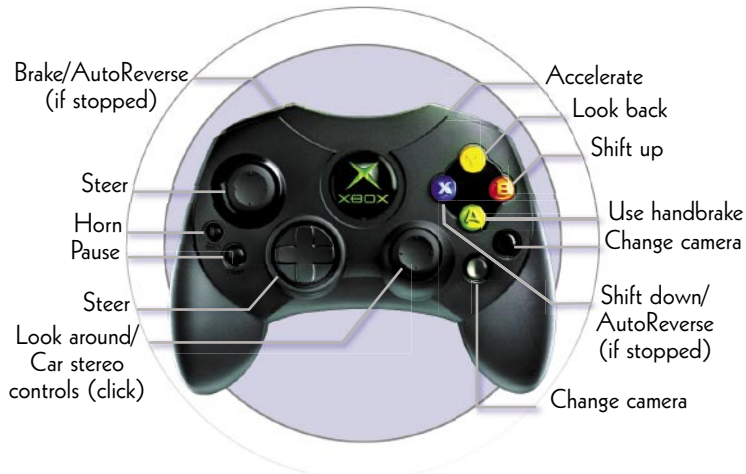Change camera

Shift down/
AutoReverse
(if stopped)

Change camera

RACE
Race with style, speed, and daring to earn Kudos

KUDOS
Earn enough Kudos to increase your Kudos Rank

KUDOS RANK
Increase your Kudos Rank to receive Kudos Tokens

KUDOS TOKENS
Use Kudos Tokens to unlock new cars

CARS
Use your newly acquired cars to beat
higher difficulty levels

EVERYONE

E

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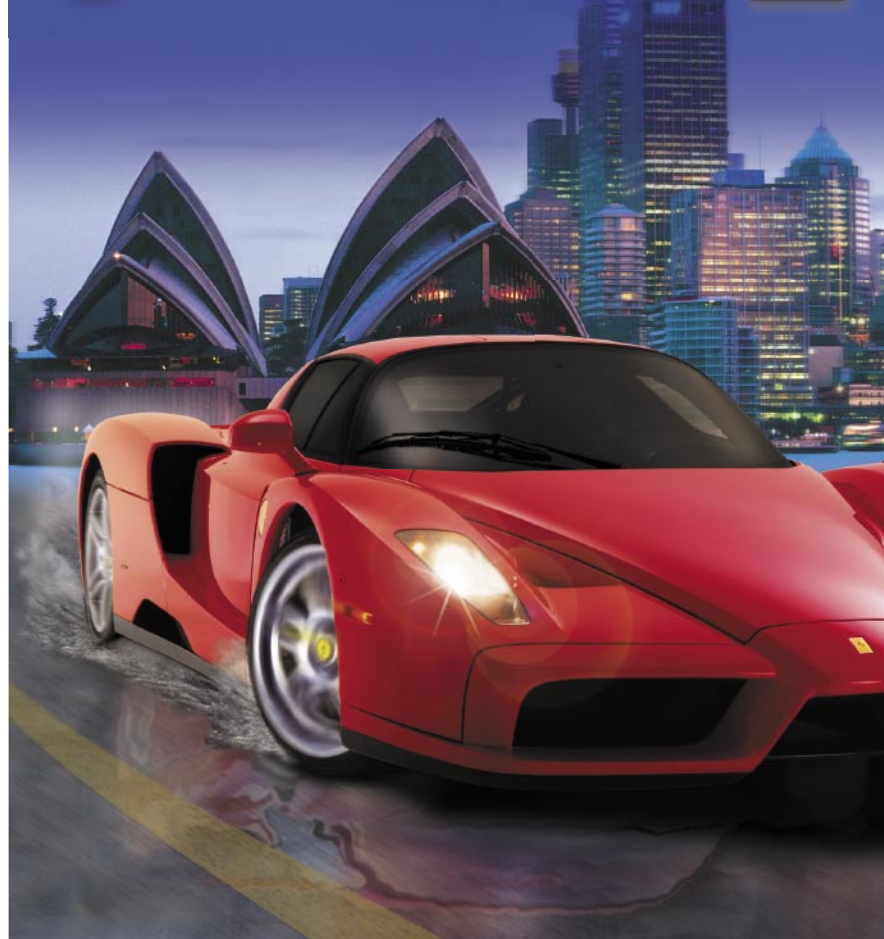CREATIONS

Microsoft
game studios

XBOX®

LIVE™   ONLINE ENABLED

PGR PROJECT GOTHAM
RACING 2

SAFETY INFORMATION

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.

Other Important Health and Safety Information   The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

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 gameplay 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 played safely 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 safely on your set.

Finishing first isn't hard. Anyone can floor it and cross the finish line. What *Project Gotham Racing® 2* is all about is finishing first—with fearless style. Work the handbrake to pull off a 360°, slide through the curves, take the perfect line…and still come in ahead of the pack. The braver you are, the greater your reward. That's what earns you glory in *PGR™ 2*.

YOUR GOAL

The goal of *PGR 2* is to be the best driver in the world. And to prove you're the best, you need the highest Kudos Rank—the ultimate measure of your driving ability. You increase your Kudos Rank by earning Kudos (see pg. 4).

You have two separate ranks: Single Player Kudos Rank and Xbox *Live* Kudos Rank. In Single Player mode, race in either **Kudos World Series** or **Arcade Racing** to increase your Kudos Rank. To increase your Xbox *Live* Kudos Rank, race against others on the Xbox *Live™* service.

Play…	which is…	to increase…
Kudos World Series	single-player	Kudos Rank
Arcade Mode	single-player	Kudos Rank
Xbox *Live* Races	multiplayer	Xbox *Live* Kudos Rank

There are also modes in which your Kudos Rank isn't increased. Race an Xbox *Live* **Ghost Challenge** to improve your Xbox *Live* Scoreboard position (but not your Xbox *Live* Kudos Rank). In **Time Attack** and **Instant Action**, your goal is simply speed (there are no Ks for style, and thus you won't increase your Rank).

Play…	which is…	to increase…
Xbox *Live* Ghost Challenge	single-player	no Rank increase
Time Attack	single-player	no Rank increase
Instant Action	single-player	no Rank increase

Kudos Tokens and Locked Cars

Increasing either Kudos Rank also earns you Kudos Tokens. You can use those Tokens to unlock new cars, no matter where you earned them.

RACE
Race with style, speed, and daring to earn Kudos

KUDOS
Earn enough Kudos to increase your Kudos Rank

KUDOS RANK
Increase your Kudos Rank to receive Kudos Tokens

KUDOS TOKENS
Use Kudos Tokens to unlock new cars

CARS
Use your newly acquired cars to beat higher difficulty levels

Kudos measure the style, speed, and daring you use when racing. Sure, you want to beat your friend around the track. But if you really want to get under his skin—and earn plenty of Kudos in the process—you'll pass him, get two wheels off the ground, slide around a corner, and then finish with no damage.

Earn Kudos to increase your Kudos Rank. Increase your Kudos Rank to earn Kudos Tokens. Exchange Kudos tokens to unlock new cars. Simple, right?

How do you earn Kudos?

When you perform a stylish maneuver during a race, a certain number of Kudos is added to your Kudos Stash. After about two seconds, the Stash moves into your Kudos Bank. However, if you can do another maneuver before your Stash moves to your Bank, you earn a Combo Bonus. The more moves you can string together before your Stash moves to your Bank, the more Kudos you earn for your Combo Bonus.

Note that if you collide with an object before your Stash moves to your Bank, you will lose any Combo Bonus you may have. If you don't have a Combo Bonus, you'll lose your Stash. Remember, the more you gamble with linking moves, the more reward you could reap…but just one mistake will cost you. How brave are you?

What do you do with Kudos?

When you earn a certain number of Kudos, your Kudos Rank increases. Your Kudos Rank is your badge of honor—it's how you prove your worth to all the other racers out there.

Each time your Rank increases, you earn Kudos Tokens. You can exchange your Tokens to unlock new cars (or save the Tokens for later). You receive Tokens for increasing both types of Kudos Ranks, and you can use those Tokens to unlock cars no matter where you earned them.

Single-Player Kudos

The Kudos you earn when racing in **Kudos World Series** or **Arcade Racing** are divided into two categories: Style Kudos and Completion Bonus Kudos. As the name suggests, you earn Completion Bonus Kudos when you finish a race (the higher the difficulty, the bigger the bonus). Style Kudos are earned during an event and are not based on how *fast* you drive, but on *how* you drive fast. (See pg. 6 for details on earning Style Kudos.)

Xbox *Live* Kudos

As in single-player racing, you earn both Style Kudos and Completion Bonus Kudos when racing via Xbox *Live*. You earn Style Kudos in exactly the same way as in single-player racing (see pg. 6). However, Completion Bonus Kudos work a little differently in Xbox *Live* racing—they depend on where you place, which car you drive, and whether the other players have higher Xbox *Live* Kudos Ranks.

How do you maximize your Xbox *Live* Kudos?

Obviously, racing with style and coming in first are going to earn you Kudos. But if you really want to rack up Ks, you should race against more opponents, race against cars that are better than yours, race against players with higher Xbox *Live* Kudos Ranks, and finish with a faster time than your opponents.

Earning Style Kudos

360°	Quickly spin around in a complete circle
Air	Get all four wheels off the ground
Clean Section	Drive cleanly through a designated section
Cone Gate	Drive cleanly between two orange cones
Draft	Get extra speed by tailing another driver as closely as possible
Overtake	Pass an opponent
Overtake (Draft)	Draft behind a car, and then slingshot past it
Race Line	Maintain optimal speed when cornering by starting wide and cutting the inside edge of your turn
Slide	Drift by skidding the back end of your car, causing it to oversteer or "fishtail"
Two Wheels	Get two wheels off the ground
Combo Bonus	Link moves together before your Kudos Stash moves to your Kudos Bank (see pg. 4)

Earning Completion Bonus Kudos

Completion Bonus	Successfully complete a Kudos Challenge (the higher the difficulty, the greater the bonus)
Clean Race	Complete the race without a single scratch
Fast Lap	Record the fastest lap of the race
Position	Place at or higher than third place
Time Bonus	Complete a timed race before the time expires (the more time remaining, the greater the bonus)

A Ghost, which is a replay of a previous race or Kudos Event, appears as a semi-transparent image of a car that races at the same time you do. Your car can pass through the Ghost image without crashing.

Why would you use a Ghost? Race an Xbox *Live* **Ghost Challenge** to improve your Xbox *Live* Scoreboard position. Or race against your friends' Ghosts to learn how they drove and which car they used to set a fast lap and get the most Kudos. Then upload a better Ghost to show them who's the better driver.

You can download a Ghost by selecting **Event Scoreboards/Ghosts** or **Ghost Challenge** if you're signed in to the Xbox *Live* service. There are Ghosts to download from every race in **Kudos World Series**, **Arcade Racing**, **Time Attack**, and **Ghost Challenge** modes. You may watch a Ghost from any race type except **Time Attack**; however, you may only race against a Ghost in a **Cone Challenge**, **Hot Lap**, **Speed Camera**, **Time Attack** race, or **Ghost Challenge**.

SCOREBOARDS

The Scoreboards keep track of Kudos earned on Xbox *Live*. If you are connected to Xbox *Live*, you can check the Scoreboards before each race to see the top players' results (and where you rank, if you've previously completed that event). You may also download a Ghost by selecting **Event Scoreboards/Ghosts**.

After a race, the Scoreboards are updated automatically so you can see how you compare to the top drivers. If you finish in the top 10, your Ghost will be automatically uploaded to the Xbox *Live* Scoreboards; everyone can upload a Ghost when racing an Xbox *Live* All-Time Ghost Challenge (see pg. 21).

Brake/AutoReverse
(if stopped)

Steer

Horn

Pause

Steer

Accelerate

Look back

Shift down/AutoReverse
(if stopped)

Shift up

Use handbrake

Change camera

Change camera

Look around/
Car stereo controls (click)

Car Stereo Controls (during race)

Click **R** to activate the car stereo. (See pg. 26 for more info.) While the stereo is on screen:

R ← or →	Change radio station/CD track
R ↑ or ↓	Adjust volume
R (click and hold)	Toggle radio/CD

To change soundtracks during a race

1. Press ▶ **START** to bring up the **Pause** menu.

2. On the **Pause** menu, select **Options**.

3. On the **Options** screen, select **Radio/CD Options**.

4. On the **Radio/CD Options** screen, change the CD or Radio source to the soundtrack you want to hear.

Note that you can create a *PGR 2* **Custom Soundtrack** in the **Sound/Music** menu, or you can create your own soundtracks from the Xbox Dashboard.

Symbol Legend

R	Right Trigger
L	Left Trigger
R	Right Thumbstick
L	Left Thumbstick
▶	START
◀	BACK
✚	Directional Pad

Current position

Goal

Current lap time

Car Stereo
(see pg. 26)
(click ⓡ to access)

Circuit map

Lap counter

POSITION
1/8
TARGET
1st
LAP TIME
0'42.590

Cadena Ole
Simple Plan - Whe

LAP 1 of 3

PGR 2

199

205 (+102)

Combo x6
Sweet Overtake!
Sweet Overtake!
Nice Slide!
Sweet Overtake!
Sweet Overtake!
Nice Slide!

096 MPH

000007

Kudos Bank (see pg. 4)
Kudos Stash
Combo Bonus

Boost Gauge
Speed
Odometer
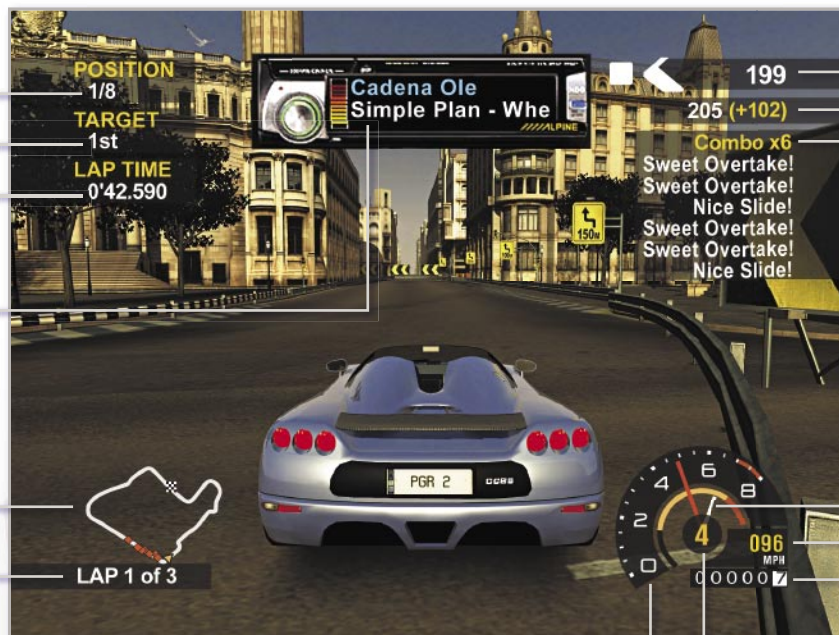
Current gear

Tachometer

KUDOS WORLD SERIES

Kudos World Series is the main single-player mode in *PGR 2*. It is made up of 14 Car Series—one for each car class. (See pg. 22 for info on car classes.) Each Car Series is made up of individual Kudos Events. Complete the unlocked events to open more events in the same car class. Complete all the events in a single Car Series to unlock the next Car Series.

Kudos Event Styles

Street Race	Race wheel to wheel against opponents while earning Kudos
Cone Challenge	Earn Kudos by driving with style
Hot Lap	Race alone against a single lap time while earning Kudos
Overtake	Try to pass enough cars while earning Kudos
Timed Run	Race against a total race time while earning Kudos
Speed Camera	Drive past the speed camera at top speed without crashing while earning Kudos
One on One	Race wheel to wheel against a single opponent while earning Kudos

Difficulty Levels

There are five different levels in **Kudos World Series**: Novice, Easy, Medium, Hard, and Expert. For each event you successfully complete, you earn a medal matching the difficulty level of the race (e.g. Expert Level = Platinum medal). If a particular event is too tough at a certain difficulty, drop down a level to finish it off. After finishing an event, you may race it again at a different difficulty level (perhaps with a better car) to earn more Kudos. *Note*: Only your all-time best Kudos performance for each event counts towards your Kudos total.

The higher the difficulty level, the more Race Completion Bonus Kudos you'll earn. And since you need to earn Kudos to get Kudos Tokens, racing on the higher difficulty levels obviously puts you on the fast track to unlocking new cars.

In each Car Series, you are allowed to race only with the specified class of car. You'll need to unlock the best cars in a class in order to win at the highest difficulty levels, but remember—unlocked cars won't follow you when you progress to the next car series. Exchange your Tokens wisely.

Enzo Ferrari   13

Every element in **Arcade Racing** is fixed, from the track on which you race to the car you use to race it. There are a total of 20 challenges per mode: each mode has five levels, and each level has four events.

As in **Kudos World Series**, you can download a Ghost from **Event Scoreboards/Ghosts** before a race if you're connected to Xbox *Live*. After the race, your results will be updated on the Scoreboards, and if you finish in the top 10, your Ghost will be uploaded.

Arcade Modes

Street Racing   Race wheel to wheel against multiple opponents

Timed Run   Complete a certain number of laps in a given amount of time

Cone Challenge   Rack up Ks in fixed-circuit Cone Challenges

When racing in **Time Attack**, forget about showing off your slick moves; you can't earn Kudos here. Your goal is simple—pure speed. **Time Attack** also allows you to sample vehicles from every car series, even if you haven't unlocked that series yet in **Kudos World Series**.

Time Attack Modes

Circuit Challenge   Set the fastest time on any available circuit

Car Challenge   Set the fastest time with any available car in any car class

If you're connected to Xbox *Live,* you can download a Ghost from **Event Scoreboards/Ghosts** before a race, including the Ghost of the world-record holder.

INSTANT ACTION

This is where you want to go when you need to get behind the wheel immediately. Simply choose **Instant Action** from the **Title Screen**, and you're on the asphalt. The race scenario—car, course, and challenge—is chosen randomly from a set of quick challenges. The Kudos you earn in **Instant Action** mode are not put toward increasing your Kudos Rank…racing here is just about having fun.

Take *Project Gotham Racing 2* Beyond the Box

Xbox *Live* is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable *Project Gotham Racing 2* Content

If you are an Xbox *Live* subscriber, you can download the very latest content to your Xbox console.

Connecting

Before you can play *Project Gotham Racing 2* online, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see **www.xbox.com/connect** and select your country.

Signing In

To sign in, you first must select or create a profile, and then select an Xbox *Live* Gamertag. Starting with the second time you sign in, the most recently used Xbox *Live* Gamertag will automatically be signed in whenever you start a game. If you have more than one Xbox *Live* Gamertag or Auto Sign-In has been turned off in the Xbox Dashboard, you won't be automatically signed in. If Auto Sign-In has been turned off, you must select **Xbox *Live* Sign In** from the **Main Menu** to sign in to Xbox *Live*.

Once a player has signed in with a valid Xbox *Live* account, one guest may also sign in from the **Xbox *Live*** menu by pressing **START**. Note that Guests cannot use any voice capabilities, and if either player presses **Ⓑ** while in the **Xbox *Live*** menu, the guest will be signed out of Xbox *Live*.

Project Gotham Racing 2 Xbox *Live* menu

Quick Match Search	Find a race immediately without specifying game criteria
OptiMatch™ Search	Specify the type of race or player for the game you would like to join
Create New Game	Create and host a race with specific criteria
Scoreboards	See where you rank in various lists, and view stats on your Friends and other players
Xbox *Live* Options	Access your Friends List, see recent players, send player feedback, and adjust your voice masking and **Appear Online** status

Voice Capabilities

Using an Xbox Communicator, you can chat with your opponent while you play online. See the instructions that came with your Xbox Communicator for more information.
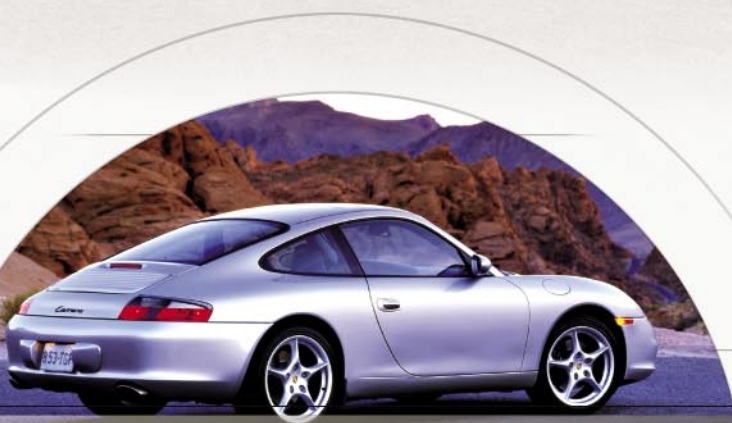
Friends List

You can add up to 100 other gamers to your **Friends List**. You can send and receive invitations from those friends, see if they are signed in, see which game they're playing, and more.

To send a Friend Request

1. Select **Xbox *Live* Options** from the **Xbox *Live*** menu.
2. Select **Players List.**
3. Highlight the player's name, and then press Ⓐ to send the request.

To remove a name from your Friends List

1. Select **Xbox *Live* Options** from the **Xbox *Live*** menu.
2. Select **Friends**.
3. Highlight the player's name, and then press Ⓐ to remove the name from your **Friends List**.

To send a Game Invitation

1. Select **Create Game**.
2. After setting your game criteria, press Ⓐ.
3. From the Lobby, select **Invite Friends**.
4. Press Ⓐ to select the Friend you want to invite.

—or—

1. Press Ⓨ to bring up the **Xbox *Live* Options**.
2. Select **Friends**.
3. Press Ⓐ to select the friend you want to invite.

To ignore other players

1. Select **Xbox *Live* Options** from the **Xbox *Live*** menu.
2. Select **Options**.
3. Set your **Appear Online** status to **No**.

—or—

1. Press Ⓨ to bring up the **Xbox *Live* Options** menu.
2. Select **Options**.
3. Set your **Appear Online** status to **No**.

The Xbox *Live* Icons

Icon	Description
🔊	Voice on
🔇	Voice muted
📺	Voice through TV
⬇	Game invitation sent
⬇	Game invitation received
⋮	Friend is online
↗	Friend Request sent
↘	Friend Request received

Xbox *Live* multiplayer racing is the mode that lets you show off your style to your friends…and the rest of the world. When you race online, you increase your Xbox *Live* Kudos Rank. That's the Rank you use to judge where you stand compared to drivers all over the globe.

In **Xbox** *Live* multiplayer racing mode, you can either host a game or join one being hosted by someone else. The game host defines the race settings, such as the circuit used, number of laps, and weather conditions. The host also specifies which cars can be used in the race.

The host also has the choice of what method of racing to use. You may select either Kudos Racing (where the player with the most Kudos wins) or Exhibition (where the winner is the player with the fastest time). In Kudos Racing, your Kudos are added to your Xbox *Live* Kudos total.

The circuit and car chosen by the host must be one that is unlocked in the profile he or she currently has loaded. If the host selects a car that is not available to all the participating racers, the affected racers can use a ghosted version of that car. Note that no Kudos may be earned while driving a ghosted vehicle.

Xbox *Live* racing uses the same Kudos/Rank/Tokens reward system as do the offline modes. (Remember that your Xbox *Live* Kudos Rank and Single Player Kudos Rank are kept separate, but you can combine the Kudos Tokens you earn.) Any Kudos or Tokens earned during an Xbox *Live* race are awarded to the driver's Gamertag. In addition, if you win an Xbox *Live* race, the circuit you raced on will be unlocked in the currently loaded profile. This means you don't have to progress through the entire single-player experience to unlock all of the tracks.

Race an Xbox *Live* **Ghost Challenge** to improve your Xbox *Live* Scoreboard position and show off your skills to the world. A **Ghost Challenge** is a special single-player race with specific restrictions that is available only if you are signed in to the Xbox *Live* service. There are two types of Ghost Challenges: All-Time Challenges and Rotating Challenges.

If you want to add your name to the pantheon of the greatest *PGR 2* drivers ever, buckle up for an All-Time Challenge. See how you compare to your friends and the best drivers in the world in Challenges that are always available. The All-Time Challenge Scoreboard allows **anyone** to save and upload a Ghost.

The Rotating Challenges, which change weekly and monthly, provide a fresh opportunity for drivers looking for unique combinations of racing circuit, car selection, weather condition, and challenge type. Rotating Challenge Scoreboard Ghosts will be limited to the top 10.

Boxster S

Cooper S

THE MACHINES
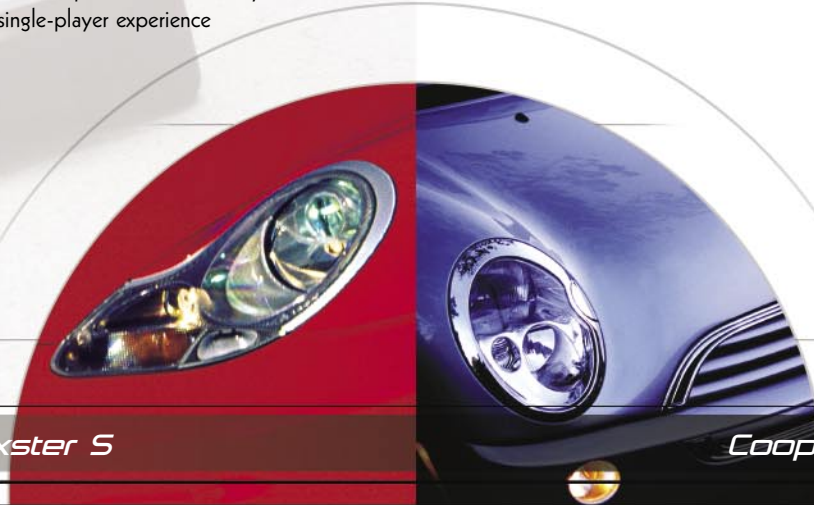
Project Gotham Racing 2 features 14 separate car classes, with more than 100 cars. That's a lot of rubber waiting to meet the road. But before you can take command of these beauties, you have to prove your mettle. Earn Kudos in the races to increase your Kudos Rank. Each time you increase your Rank, you earn Kudos Tokens. And what do you do with your Tokens? You guessed it. You get yourself a sweet new ride.

Where to Find the Cars

Garages See which cars you have unlocked in a specific Car Class, and use Kudos Tokens to unlock new ones

Showroom See all the cars, find out how many Kudos Tokens it takes to unlock new cars, and test the performance of any car by taking it for a spin around a special circuit

Car Classes

There are 14 separate car classes. Read on for a glimpse at what you can expect to find in each one…

Compact Sports
Small on size. Big on fun.
Examples: MINI Cooper S, Honda Civic Type-R

Sports Convertible
Drop-top thrills with room for two.
Examples: Toyota MR2 Spyder, Mazda MX-5 Miata LS

Coupe
Top speeds without top-shelf prices.
Examples: Honda Integra Type-R, Audi TT Coupe

Cooper S

Sport Utility
The big boys of the road, with cargo space and power to spare.
Examples: Volvo XC90, Mercedes ML55 AMG

Pacific Muscle
The best sport cars Japan has to offer.
Examples: Toyota Supra Twin-Turbo, Mazda RX-7

Roadster
Open-top two-seaters with an eye on performance.
Examples: Lotus Elise, Vauxhall™ VX220™

Classics
Timeless style and performance.
Examples: Mercedes 300SL Gullwing, Jaguar E-Type

Sports Coupe
The coupe's bigger, faster brothers.
Examples: Lexus SC 430, Cadillac XLR

American Muscle
Two words: cubic inches.
Examples: Chevrolet Camaro SS, Chevrolet Corvette® Sting Ray™ 427

Cayenne Turbo

Enzo Ferrari

Super Car

Upscale sports cars you don't see every day.

Examples: TVR Tuscan Speed 6, Ferrari 360 Modena

Grand Touring

Eat up continents as you travel in style.

Examples: Ferrari 575M Maranello, Mercedes SL55 AMG

Track Specials

Street-legal sports cars for the hard-core racer.

Examples: Honda NSX Type-R, Lotus Exige

Extreme

Wonder cars of the past and future redefining high-end performance.

Examples: Ferrari F50, Ford GT40 MKI

Ultimate

Some are street legal, some are not—but all are at the top of the food chain.

Examples: Porsche Carrera GT, Saleen S7

From the tight, twisting tracks of Edinburgh to the lay-it-all-on-the-line streets of Sydney, *PGR 2* takes you on a wild ride across the globe and back again. And for the best of the best, there's world-famous Nürburgring—13 miles and 73 turns of racing nirvana, all on a single racetrack.

Track Locations

Moscow, Russia	Sydney, Australia
Yokohama, Japan	Florence, Italy
Stockholm, Sweden	Barcelona, Spain
Chicago, Illinois, USA	Washington, D.C., USA
Edinburgh, Scotland	Nürburg, Germany
Hong Kong, China	

When flying down the streets of Barcelona in your Enzo Ferrari, you're going to want to listen to some good tunes. Fortunately, you have three radio stations per city, a total of 33 real DJs (each with his or her own playlist), and more than 240 songs—plus the ability to create your own soundtracks.

In-Game Stereo

When racing, click Ⓡ to view the car stereo. From here, you can move Ⓡ left or right to change the radio station, move it up or down to adjust the volume, or click and hold it again to enter CD mode.

When you're in CD mode, you can move Ⓡ left or right to change tracks (but you won't hear any local DJs).

After you've made your radio and CD adjustments, click Ⓡ again to hide your stereo.

Soundtracks

When racing, you always have your choice of three default radio stations that you can change on the fly. However, if you want more control over the music you hear, you can go to the in-game **Radio/CD Options** menu and select a soundtrack you've created.

You have two choices of soundtracks: ones you've created from the Xbox Dashboard or your own *PGR 2* **Custom Soundtrack**. Xbox Dashboard soundtracks are composed of music you've previously copied to your Xbox hard disk. The *PGR 2* **Custom Soundtrack** is created from any combination of songs that are included in *PGR 2*, and/or any songs that are included on soundtracks you've created on the Xbox Dashboard. (See pgs. 27-28 for more information on creating soundtracks.)

To create an Xbox Dashboard soundtrack

1. Remove the *Project Gotham Racing 2* game disc from your Xbox console.

2. Go to the Xbox Dashboard **Music** menu.

3. Copy tracks from an audio CD to a soundtrack.

4. When you've finished creating your Xbox Dashboard soundtracks, place the *PGR 2* disc back into the Xbox console.

5. During a race, press ▶**START** to pause the game.

6. On the **Pause** menu, select **Options**.

7. On the **Options** menu, select **Radio/CD Options**.

8. On the **Radio/CD Options** screen, change your **Radio** or **CD Soundtrack**.

If you listen to your soundtrack in Radio Mode, the DJs will still chime in on occasion! For more information about creating soundtracks on the Xbox Dashboard, refer to your Xbox console instruction manual, or visit **www.xbox.com/en-US/support/games/customsound.htm**.

To create a *PGR 2* Custom Soundtrack

1. On the **Main Menu**, select **Options**.

2. On the **Options** menu, select **Sound/Music**.

3. On the **Sound/Music** menu, select *PGR 2* **Custom Soundtrack**.

4. On the *PGR 2* **Custom Soundtrack** menu, select **Add/Remove Songs**.

5. Use **L** and **R** to change the soundtrack you're viewing, and move **L** up and down to highlight a song.

6. To select a song to be added to your *PGR 2* Custom Soundtrack, highlight **Add/Remove Song** and then press **A**.

   -or-

   To select all the songs on the soundtrack you're currently viewing, highlight **Add All Songs** and then press **A**.

7. When you're finished, press **B** to create your soundtrack.

8. To organize the order in which your songs will play when in CD Mode, select **Organize** *PGR 2* **Custom Soundtrack** from the *PGR 2* **Custom Soundtrack** menu.

9. During a race, press ▶**START** to pause the game.

10. On the **Pause** menu, select **Options**.

11. On the **Options** menu, select **Radio/CD Options**.

12. On the **Radio/CD Options** screen, change your **Radio Soundtrack** or **CD Soundtrack**.

Bizarre Creations Ltd. Team

2D Art Lead
Gren Atherton
Audio Lead
Nick Wiswell
City Art Leads
Derek Chapman
Julie McGurren
Ben O'Sullivan
Mark Sharratt
Paul Spencer
Design Lead
Martyn Chudley
Programming Lead
Roger Perkins
Vehicle Handling Lead
Ged Talbot
Audio Content Lead
Mathias Grünwaldt

Rainer Heesch
Ian Livingstone—MTS
Audio Programming
Nick Bygrave
Keith Pickford
Car Art
Peter Moneypenny
Jonathan Reilly
Jeff Powell
Chris Wise
Game World 7 Ltd.
City Art
Alan Mealor
Gavin Bartlett
Boz Briers
Dianne Botham
Matthew J. Coward
Chris Davie
Eddie A. Draper

Paul Hesketh
Eddie Hilditch
Matthew Jeffs-Watts
Mike McTigue
Peter Roe
Joss Scouler
Design and Balance
Chris Pickford
Ged Talbot
Glyn Williams
Production
Peter Wallace
Brian Woodhouse
Allan Speed
Programming
Ed Clay
Paul Kerby
Phil Snape
David Worswick

Test
Barry Cheeseman
Simon Ellis
Peter Hall
Chris Speed
Live Test
Mark Craig
Tools Programming
Ian Wilson
Dave Al-Daini
Additional City Art
Lee Carter
Matt Cavanagh
Stuart Jackson
Steven Heaney
David McDonald
Alan Mullins
Phil Nightingale
Simon Pickard

Gabor Soos
Mike Waterworth
Additional Programming
Stephen Cakebread
Sam Hall
Steve Penson
Bizarre IT
Stephen Gaffney
Andy Elliott
Bizarre Admin Support
Lisa Dutton
Bizarre Management
Martyn Chudley
Sarah Chudley
Michelle Langton
Walter Lynsdale
Brian Woodhouse

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Microsoft Team

Program Managers
Garrett Young
James Jen
Game Design Leads
Chris Novak
Bill Giese
Development Lead
Craig Cook
Art Leads
Kiki Wolfkill
Alex Hillman
Art
Jennie Chan
Franz Romer ●
Art Content Coordination
LouAn Williams
Todd Van Horne ●
Jennett Morgan ●
Content Lead / Licensed Music Supervisor
Fred Northup, Jr.
Content Creation
Kiki McMillan
Michelle Lomba

Beth Demetrescu
Greg Collins ●
Tyler Mays ●
Audio Director
Andre Hoth (● /
   Anomaly Music
   Productions)
Audio
Greg Shaw
Joel Robinson
Ken Kato
Jerry Schroeder
Pete Comley
Mary Olson ●
Tawm Perkowski (● /
   Weird Music)
Chris Vincent ●
Justin Wood ●
Mike Crank Imaging
Gordon Hempton of
   Soundtracker
DHM Music Design
Test Leads
Jeff Shea
Jimbo Pfeiffer

Test
Mike Yriondo
Joel Robinson
Mario Rodriguez
Gregory Murphy
Ty Balascio
Steve Dolan
Mark Medlock ●
Chris Phillips ●
Chris Beach ●
James Sweet ●
Matthew Kangas ●
Scott Catlin ●
Eric Johnson ●
Bryan Sudderth ●
Print Design
Chris Lassen
Jennie Chan
Product Managers
Scott Lee
Raja Subramoni
Associate Product Manager
Adam Kovach

User Testing Leads
Jerome Hagen
Eric Schuh
User Testing Assistants
Sylvia Olveda (Aditi)
John Hopson (Excell Data
   Corporation)
Localization Program Manager
Jenni Gant
Product Support
Craig Stum
Business Manager
Alfred Tan
Licensing Manager
Christian Phillips
Licensing
Kathy Kim
Mani Aliabadi ●
Jim Hawk ●
Andrew Lamb ●
Frances King ● / ●
Denise Heimel ●

Music Licensing
Lily Kohn
Bunmi Durowoju
Naomi Hopkins
Music Sourcing
Peter Davenport
Legal
Jama Cantrell
Hubert Cheng
Peter Becker
Mary Heuett
Pam Kilby
Sue Stickney
Judy Weston
Stacy Quan
Christine Spillers
TiAnna Jones
Senior Contract Specialist
Shari Davidson Maxwell
Contract Specialist
Rita Boyd
Contract Manager
Dennis Ries

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