

 XBOX 360.

LIVE

OWNER'S MANUAL



WARNING

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.

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 screen; use a smaller 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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/// GET READY FOR THE WORLD OF ILLEGAL STREET RACING, WEST COAST STYLE

FROM SUN UP TO MOON DOWN, THE STREETS OF LOS ANGELES WILL BE YOUR PROVING GROUND IN NON-STOP, FAST-AS-HELL STREET RACING ACTION.

From the hairpin turns of Mulholland Drive to the boulevards of Santa Monica, a living breathing city waits for you to test your skill and your nerve as you compete to build your reputation and earn cold hard cash.

You'll have a range of choices of the hottest tuners, muscle cars, exotics, luxury cars and superbikes on the streets today. However, picking a ride is just the beginning, as you'll have limitless ways to tune and customize with the very best aftermarket performance parts and custom kits.

GET READY FOR STREET RACING AT ITS FINEST, WITH NO TRACK AND NO RULES...

WELCOME TO THE MIDNIGHT CLUB.

GAME CONTROLS



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 360 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/countries.

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.

LEFT TRIGGER	Brake / Reverse
RIGHT TRIGGER	Accelerator
LEFT BUMPER	Special Abilities / Power Ups
RIGHT BUMPER	Change Camera View
LEFT STICK	Steering
RIGHT STICK	Shift Camera
LEFT STICK BUTTON	Toggles Multiplayer Competitor Info
RIGHT STICK BUTTON	Horn
Y BUTTON	Headlights
B BUTTON + LEFT STICK	Two Wheel Driving / Weight Transfer
B BUTTON + LEFT STICK WHILE AIRBORNE	In-Air Control
A BUTTON	Handbrake
X BUTTON	Nitrous / Slip Stream Turbo
D PAD UP	HUD Map / Close Sidekick
D PAD DOWN	Hydraulics (Unlockable via the Rockstar Games Social Club)
D PAD RIGHT	Skip To Next Music Track
D PAD LEFT	Skip To Previous Music Track (Hold to Pause Music)
BACK BUTTON	GPS Map
START BUTTON	Pause / Option Menu

/// THE BEST WAY TO SEE LOS ANGELES IS AT 245 MPH



COMPETING IN RACES EARNS YOU REP POINTS AND MONEY – THE BETTER YOU DO, THE MORE POINTS YOU GET.

Rep points are essential to progressing through Career Mode. You'll meet different characters along the way, some of whom will challenge you to get a specific number of Rep points before you can face them.

The speed at which you collect points depends on your skills in your vehicle: the higher you place and the more difficult the opponent, the more points you'll accumulate. Racers in the city are represented by colored icons on your GPS map and these colors represent their difficulty: green racers are the easiest, yellow racers are medium, orange racers are hard, and red racers are the hardest. Amassing Rep points will unlock new features and options.

RACING TIP 01



SLIP STREAM TURBO

While trailing closely behind an opposing racer, you'll notice their wake projecting out at you. This signifies that you're in a slipstream and your Slip Stream Turbo Meter will build. When this meter fills, pressing the **X** button will give you a boost of speed.



HEADS UP DISPLAY



/// DON'T STOP FOR DIRECTIONS



- 1 RACE TIMER** Displays the total time for the current race.
 - 2 LAP COUNTER** For Circuit Races, shows which lap you're currently on.
 - 3 POSITION** Shows where you are in the pack.
 - 4 GAUGE CLUSTER** Displays all pertinent dashboard gauges and street info. See right for more detail.
- ARROW** Directs you to the next checkpoint during a race, or to a destination you've selected in Cruise with the GPS Map.
- MINI MAP** Depending on what mode you're in, different icons will be displayed on the mini map.

OTHER FEATURES

- SIDEKICK®** Different game characters will call you with various challenges, as well as tips to help you through the game.
- CR** When you feather the gas near the posted speed limit, you'll see a "CR" for Cruise appear. This helps you maintain a set speed to avoid tickets when police are near.

Your car's Heads Up Display (HUD) is designed to provide only the most crucial info about your vehicle and the city around you. Here's what you'll need to know about the HUD.



GAUGE CLUSTER

- 5 SLIP STREAM TURBO METER** This meter builds when you are drafting another car. The meter turns green when a Slip Stream Turbo is available.
- 6 NITROUS** Displays how many nitrous tanks you have left.
- 7 DAMAGE METER** This meter builds as your vehicle takes damage and will flash when you're close to totaling your car. When completely filled, your car will be damaged out.
- 8 TACHOMETER** Displays your engine's RPM.
- 9 SPEEDOMETER** Shows your current speed.
- 10 GEAR INDICATOR** Displays what gear your vehicle is in.
- 11 SPEED LIMIT** Displays the speed limit for the street you're currently on.
- 12 POLICE SCANNER** Warns if police are close by.
- 13 STREET / RADIO** Displays the current street you are on. Also shows music track info when a new song plays.
- 14 SPECIAL ABILITIES / POWER UPS** These gauges show you what special abilities or power ups you have equipped. As you race, these gauges will charge before they're ready to be deployed.



/// THE STREETS OF LOS ANGELES BECKON



RACING TIP 02



HANDBRAKE BURNOUT

Holding the handbrake and hitting the gas will spin the tires. Steering gets the car to rotate and can quickly get you pointed in the right direction. Releasing the handbrake gives you an acceleration boost that helps you get up to speed and back in the race.

COPS

Your in-car police scanner will alert you if police are close by. If you break the law around them, they will engage in pursuit. Pulling over will result in a ticket. If you try and outrun them, you'll have to be pretty elusive because if they pull you over, you will be taken to the police station and hit with a hefty fine.

GPS MAP

While cruising around the expanse of Los Angeles, it can be easy to lose your bearings. Fortunately, your vehicle comes equipped with a state-of-the-art GPS system. With this, you can find your next checkpoint or the position of your next road challenge.

Sometimes, it's knowing the shortcuts and the back alleys that will help you win the race. To make your next move without slowing down, hit **D-PAD Up** to bring up the HUD Map and you'll see a full screen map on top of the action. For a detailed view of the entire city, hit the **Back button** to see a 3-D GPS view of Los Angeles. Here, you can zoom in and out and find the location of races and career content.

DAMAGE

As your vehicle gets banged and bruised, you'll accrue physical damage. Between races, you'll have the option of performing a Quick Fix, which will hammer out the dents and polish out some of the damage to keep you racing. If you go on without fixing your vehicle, you'll eventually damage

out your vehicle, causing it to be totaled and replaced. If this happens while racing, you'll be eliminated. From Cruise, you can fully repair your vehicle at a service station or at the garage.

MISSION LOG

The Mission Log is where you will find all of your active and completed missions, as well as a list of all Tutorials. Check the Tutorials section often as it will update with new information as you progress through the game. Some missions will require you to obtain a specific number of Rep points or to win a certain number of races; the Mission Log will track your progress. As characters call you with additional missions, they will be immediately added to the list.



/// TO BECOME A STREET LEGEND, YOU'LL HAVE TO START AT THE BOTTOM



WHEN CAREER MODE BEGINS, YOU'LL HAVE A LIMITED SELECTION OF VEHICLES YOU CAN AFFORD AND A SMALL AMOUNT OF CASH. WHICH CAR YOU CHOOSE AND HOW MUCH YOU SPEND ON MODS IS UP TO YOU, BUT BE SURE TO PICK A CAR THAT MATCHES YOUR RACING STYLE.

When you want to start a race, simply choose a driver to challenge, flash your headlights, and a race will immediately begin.

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

RACING TIP 03



IN-AIR CONTROL

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



ORDERED RACES

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

CIRCUIT RACES

Similar to an Ordered Race except multiple laps are made. The starting point of the race becomes the first checkpoint in successive laps. In the Last-Man-Out variation, the player in the last position on each lap is removed from the race.

RED LIGHT RACES

A race from the nearest red light to a landmark on the other side of town. There is only one checkpoint and the first racer to the landmark wins.

TIME TRIALS

Time Trial races put you in a specific vehicle and race. It's you against the clock; there are no other opponents. Time Trials will reappear throughout Career Mode with quicker times and different vehicles for you to conquer as you progress.

FREEWAY RACES

Match a freeway racer's speed, flash your lights, and you're straight into a race. Checkpoints will appear along the freeway as the two of you barrel through freeway traffic to the finish.

/// YOU HAVE TO RISK IT ALL TO WIN IT ALL



AS YOU PROGRESS THROUGH CAREER MODE, YOU'LL BE INTRODUCED TO SPECIAL RACE TYPES AND MISSIONS. YOU'LL FIND OUT ABOUT THESE FROM YOUR SIDEKICK, LOCAL HANGOUTS OR THE GARAGE. SUCCESSFULLY COMPLETE THESE TO GET MORE REP POINTS AND CASH.



RACING TIP 04



2 WHEEL DRIVING

Narrow spaces can be maneuvered through using 2 Wheel Driving. Holding the **B** button and pushing left or right on the **Left Stick** will shift your car's weight to one side, enabling you to drive on two wheels. Being on two wheels also prevents competitors from using your slipstream.

TOURNAMENTS

Challenging tournament racers opens a series of races where every racer's position after each race counts towards points. The racer with the most points at the end of the tournament wins.

SERIES RACES

Each Local Hangout offers a series of races. The player that wins a set number of races first wins the series. Series Races are against multiple opponents.

WAGER RACES

Racers can wager money towards a race. The more money wagered, the more difficult the race. Wager Races are one-on-one.

PINK SLIP RACES

One-on-one races when the wager is your vehicle. Winner takes all.

DELIVERY MISSIONS

Deliver a car to a pre-determined location in a specific amount of time. Damage to the vehicle decreases the reward and if you damage the car too much, you'll fail the mission.

PAYBACK MISSIONS

From the garage, use the mechanic's car to find and damage out customers who have skipped out on their bill. If their car isn't damaged out in the allotted time, the customers' friends will try to damage out your car. Evade the customers' friends to move on to the next payback target.



TELEPHONE RACES

Receive a call on your Sidekick from a racer. If you accept, you will jump to the start of a race of your choosing.



/// RULES ARE MADE TO BE BROKEN



HAVING THE HIGH-PERFORMANCE MACHINE OF YOUR DREAMS IS MEANINGLESS UNLESS YOU KNOW HOW TO HANDLE IT. AS YOU PROGRESS THROUGH CAREER MODE, MASTERY OF THESE SPECIAL ABILITIES WILL BE KEY TO YOUR SUCCESS.

RACING TIP 05



NITROUS BOOST

Equip your vehicle with nitrous tanks from the garage to have this feature available. Multiple tanks can be installed, with each tank allowing you to perform a Nitrous Boost during a race by pressing the **X** button. Using nitrous gives your vehicle an incredible acceleration boost. During a race, you can refuel an empty nitrous tank by driving through a gas station.



AGRO

Allows you to plow through the competition, swatting aside any car that gets in your way. It is unlocked in Career Mode and charged by driving cleanly. When fully charged, Agro can be activated or used at a later time by pressing the **LB** button.



ZONE

Simulates the adrenaline rush of racing at insane speeds by slowing down the world around you to a crawl, allowing you to squeeze around tight turns and through narrow spaces with ease. Zone is unlocked in Career Mode and charged by driving cleanly. Collisions prevent the meter from charging. Activate Zone by pressing the **LB** button.



EMP

An Electro Magnetic Pulse (EMP) that temporarily disables the competition, giving you the opportunity to zoom by. Unlocked during Career Mode, the EMP meter can be charged by driving cleanly. Once charged, hit the **LB** button when competitors are near.



ROAR

Roar sends out an engine rev so loud, traffic will do anything it can to get out of the way. It is unlocked in Career Mode and charged by driving cleanly. When fully charged, Roar can be activated by pressing the **LB** button or saved for later use.

/// OWN THE STREETS

RACE EDITOR



AS YOU GET TO KNOW THE STREETS OF LOS ANGELES, YOU'LL START TO NOTICE BACK ALLEYS, OFF-RAMPS, AND TRAFFIC HEAVY ROADS THAT WOULD MAKE PERFECT COMPETITIVE LOCATIONS. THE RACE EDITOR ALLOWS YOU TO PUT YOUR IDEAS TO THE TEST.

You'll be able to "drive and drop" through the city or take a bird's eye view and place checkpoints at will. After your custom race is created, you can take it for a test race. Custom races can be shared and raced online with other players.



RACING TIP 06



WEIGHT TRANSFER ON BIKES

Holding the **B button** while turning on a motorcycle will cause the rider to shift his weight and lean into the turn.

Holding the **B button** while pulling back on the **Left Stick** will allow the rider to do wheelies. Pushing forward on the **Left Stick** while holding the **B button** will make the rider duck, which will reduce drag and increase your speed. Hitting the brakes in combination with this last control is the secret to performing stoppies.



GOAL ATTACK

Selectable through the Pause Menu, Goal Attack is a special mode that sets specific challenges for each of the races you've unlocked in Career Mode.

Your challenges are:

- // Win the race
- // Win the race with less than the target damage
- // Finish the race in under the specified time
- // Achieve all goals in the same race

Completing these challenges will unlock special Xbox 360 achievements.

/// SO YOU THINK YOU'RE THE BEST?

ONLINE



JUMP INTO ONLINE MODE TO TEST YOUR SKILLS AGAINST PLAYERS FROM AROUND THE WORLD. ONLINE SESSIONS ARE EASILY ACCESSIBLE THROUGH THE PAUSE MENU.

ONLINE CRUISE

Starting an Online Cruise will join you with up to 15 other players in a cruise session. Request a race, and you can either join a queued race, or just continue to cruise. Alternatively, build your own race with the online race editor and post the race to the queue.

RANKED AND PLAYER MATCHES

From the online menu choose to join or host a Player or Ranked Match, single events launched from a networking lobby. In Player Matches, the host can customize the game mode/race settings

and restrictions in the lobby. In Ranked Matches, the game modes have a predetermined default set up. Join a game, choose your car, and signal that you're ready for the host to launch the game. After completing a race or battle mode, you will be returned to the lobby where the host can change the settings, the race or game mode, and then launch the game again.

SPECTATOR MODE

Join a session that is already in the middle of a race and spectate while you wait to join the start of the next race.



RACE TYPES

FREE FOR ALL CAPTURE THE FLAG

Race to collect a flag and return it to a drop off point while other players try to steal the flag. Once the flag has been dropped off, a new flag spawns and players repeat the process. The player who has met the score limit or has the most captures when time runs out wins.

BASEWAR CAPTURE THE FLAG

Team-based Capture the Flag where each team has a flag that spawns in their base. The goal is to acquire the other team's flag and bring it back to your team's base. The first team to meet the score limit or have the most captures when time runs out wins.

SPLITBASE CAPTURE THE FLAG

Team-based Capture the Flag, in which each team has a base and a neutral flag spawns between the teams. The goal is to acquire the neutral flag and bring it to your team's base. The first team to meet the score limit or have the most captures when time runs out wins.

STOCKPILE

Free-for-all Capture the Flag with a twist. A cluster of flags spawn, with the number of flags one less than the number of players. Return a flag to your base, then steal or acquire another flag that has not been picked up from the cluster. Once all the flags in the cluster have been captured, a new cluster spawns. The player who has met the score limit or has the most captures when time runs out wins. Watch out, one flag in the cluster will be a bomb, and you will not know until you pick it up. Transfer the bomb to another player before time runs out or your score will be docked.



SPLITBASE STOCKPILE

Team-based Stockpile where each team has a base and a neutral cluster of flags spawns between them. The goal is to acquire the neutral flags and bring them to your team's base. Once all the flags in the cluster have been captured, a new cluster spawns. The team that meets the score requirement first or has the most captures when time runs out wins.

KEEPAWAY

A single flag spawns, and players must race to acquire it. Only the Player who has the flag acquires Flag Time while they have possession of it. Flee pursuers so they cannot steal the flag to gain Flag Time themselves. The player who has the most Flag Time when the game ends, wins the match.

UNORDERED RACES

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



RATE MY RIDE

While in the Garage, post your vehicle profile and let players from all over the world rank your vehicle to see who really is king of the rides.

PHOTO ALBUM

Enter Photo Mode from the Pause Menu to take a picture of your car and add it to your photo album. You can publish your photos to the Rockstar Games Social Club, where you can review, display, and download them whenever you want.

SELLING VEHICLE PROFILES

You can customize your vehicle's body style, paint, vinyls, etc. and make it available for purchase through Rate My Ride. You can only purchase profiles for vehicles that you have already unlocked. Money is transferred between in-game accounts.

CUSTOM PLAYLISTS

Accessible through the Pause Menu, the Custom Playlist feature allows you to create a personalized music mix for the perfect racing experience. Simply browse through each genre and tag your favorite songs. Your Custom Playlist will be automatically uploaded to the Rockstar Games Social Club for you to enjoy later.

IN ARCADE MODE, YOU'LL HAVE THE OPTION TO QUICKLY JUMP INTO YOUR FAVORITE RACES. DIRECTLY ACCESSIBLE THROUGH THE PAUSE MENU, ARCADE MODE LETS YOU SET UP AND PRACTICE RACES HOWEVER AND WHENEVER YOU WANT.

You'll have the option of choosing the race type, number of opponents, difficulty, power up use, traffic, weather, and time of day. Any Ordered, Unordered, Circuit or Landmark race you've unlocked during Career Mode will be available.



CREDITS

// ROCKSTAR SAN DIEGO

ART

Lead Artist
Scott Stoabs

Art Direction

Ted Bradshaw
David Hong
Andrew Wilson

City Art

Edgar Acevedo
Tom Carroll
Hee-Chul Chang
Chris Deboda
Charlene Dunn
Phillip Escobedo
Mary Ann Fernandes
Ben Herrera
Mike Hughes
Patrick Jamaa
Hank Jiang
William Kidwell
Yeon-Seon Kim
Jude Liberty
Ryan Pearo
Jody Pileski
David Riewald
Wallace Robinson
Frank Silas
Ruben Tavares
Michael Tran

Technical Art

Kelby Fuchs
Kyle Hansen

Vehicle Lead Artist

Kouros Moghaddam

Vehicle

Technical Art

Brad Nelson

Vehicle Art

Tom De La Garza
David Finlay
Dennis Logashov
Mike Nagatani
Scott Schoennagel
Scott Smalley
Sean Smith
John Wang
Grant Werner

User Interface

Jerome Lacote
Todd Moulton

Lead Animator

Paul Lee

Animation

DongJun Kim
Josh Lange
Christy Swing

Character Art Lead

Joshua Bass

Character Art Direction

Jason Castagna

Character Art

Marcellus Barnes
JeanJean Kim
Taewoo Roh

PROGRAMMING Lead Programmer

Michael Currington

Technical Director

Steve Reed

Programming

Mark Beazley
Chris Bourassa
Daniel Diaz
Devan Hammack
Randy Hsiao
Raymond Kerr
Ryan Mack

Steve Messenger

Ken Murfitt
Ben Padget
Mark Robinson
Jeff Roorda
Kevin Rose

Ryan Satrappe

Corey Shay
Ali Siddiqui
Kenji Takeuchi
Brendon Thornton

DESIGN

Lead Designer

Jeff Pidsadny

Vehicle Tuning

Kris Roberts

Game Design

Michael Bagley
Devan Hammack
Jeff Junio
Troy Schram
David Stinchcomb

AUDIO

Lead Sound
Designer
Nassim Ait-Kaci

Sound Design

Christian Kjeldsen
Corey Ross
Steven Von Kampen
Jeff Whitcher

PRODUCTION Senior Producer

Jay Panek

Producers

Glen Hernandez
Eric Smith

Production Assistant

Tom Hiett

Technical Production

Yomal Perera

QA Supervisor

Michael Crespo

QA Leads

David Branscom
Aaron Robuck
Stephen Russo

Quality Assurance

Luke Brody
Nicole Griffiee-Zuniga
Tyson Hiener
Gabe Landers
Pornpiroon Jow
Malayawetch

Greg Rice

Nick Rodney

Geoff Show

Jason Trew

Chris Vaughn
Allan Veletanlic
Joey Willard

RAGE TECHNOLOGY GROUP

Chief Software Architect

David Etherton

Technical Director

Eugene Foss

Director of Technology

Derek Tarvin

Programming

Kevin Baca
Erika Birse
Nathan Carlin
Adam Dickinson
Wolfgang Engel
Thomas Johnstone
Todd LeMoine

Justin Link

Alastair MacGregor

James Miller

Christopher Perry

William Pfeil

Russ Schaaf

Matthew Smith

Rob Trickey

Design

Kirk Boornazian

Associate Producer

Michael Alan Erickson

STUDIO GROUP

Director of Development

Alan Wasserman

Chief Technology Officer

Steve Reed

Creative Director

Daren Bader

Art Department Director

Joshua Bass

Technical Art Director

Steven Waller

Support

Paul Anderson

Dan Brockman

David Counts

Sarah Shafer

Michael Mattes

Michelle Miller

Peg Ulanosky

Chris Wells

Additional Asset Creation

Alive Interactive Media
Shanghai Art-Coding
Software Co., Ltd
Eyetrionics
Digimation
Meshwerks

Special Thanks

Ayman Abifaker

Joaquin Barroeta

Eric Beater

Jeff Bikas

Alex Borla

David Borla

Joshua Breindel

Christina Briseno

Enrique Castillo

Seul Kee Chang

Shawn Church

Francis Cortez

Alex Ehrath

John Fasal

Christopher Fuentes

Nolan Gallagher

Alfredo Garcia

Jason Garland

Steve Haddad

Thomas Hiett

Aaron Hockstra

Mark Houlahan

Leonard Jefferson

Todd Jones

Christophe Junker

Gary Katsaris

Robert Katz

Joey Kobara

Joseph Kreiner

Tom Lee

JungHyun Lim

Scott C. Looney

Ian Luck

Rollo Luck

Jacko Luong

Nancy Martinez

El Maz

Enrique Munoz

Sean Murphy

Matthew Myose

Tyler Neal

Eric Nieman

Timothy S. O'Brien

Ken Palos

Walker Panek

Weston Panek

Kevin Robinson

The Russian Cowboy

Melisse Serocki

Dan Shepard

Malcolm Shortt

Slick

Jeffrey Ting

Duc Trong

Bruce Tucker

John "Baron"

Vaughn-Chaldy

John Walter

Katy Whitcher

Brady Whitehead

Glen Zachman

Kristi Zimmerman

Tony from 310 Motion

Picture Car Division

Autosport and Performance

Baron Custom

Borla Exhaust

Church Automotive

Custom Automotive

Services

Family Classics

GM Heritage Center

JBA Racing

Lake Forest Automotive

Symbolic Motor Car

Company

Undefeated

// ROCKSTAR NYC

Executive Producer

Sam Houser

VP of Creative

Dan Houser

Art Director

Alex Horton

Visualization Director

Steven Olds

VP of Product Development

Jeronimo Barrera

Producer

Mark Garone

VP of Quality Assurance

Jeff Rosa

Senior Lead Analyst

Lance Williams

Project Lead

Brian Alcazar

Jameel Vega

Test Team

Adam Tetzloff
Brian Planer
Bryan Rodriguez
Chris Choi
Christopher Mansfield
Christopher Plummer
Curtis Reyes
Devin Smither
Gene Overton
Helen Andriacchi
James Dima
James Eckersley
Jay Capozello
Jeremiah Casey
Marc Rodriguez
Matt Capozello
Matthew Forman
Michael Piccolo
Mike Hong
Mike Nathan

Oswald Greene
Peter Woloszyn
Phil Castanheira
Rich Huie
Sean Flaherty
Tamara Carrion

Technical Manager

Ethan Abeles

Technical Analyst

Jared Raia

Business Development Director

Sean Macaluso

Soundtrack Supervision

Ivan Pavlovich
Andi Hanley

Production Team

Rod Edge
Lazlow
Adrien DeTray
Anthony Litton
Ayana Osada
Caleb Oglesby
Charles Burrell
Clark Harris
Franceska Clemens
Gregory Johnson
Heather Silverman
Jaesun Celebre
John Zurhellen
Jon Young
Kerry Shaw
Marisa Palumbo
Peter Adler
Phil Poli
Sanford Santacroce
Shawn Allen
Vincent Parker

Motion Graphics

Maryam Parwana

Publishing Team

Adam Tedman
Alden Ng
Alessandra Morra
Alex Moule-Berteaux
Alison Brash

Publishing Team (CONT.)

Andrea Stapleton
 Andrew Gross
 Andrew Kleszczewski
 Angus Wong
 Ben Sutcliffe
 Bill Woods
 Bruce Dugan
 Cassandra Nguyen
 Cesar Hernandez
 Chris Madgwick
 Chris Peterson
 Christopher Fiumano
 C.J. Gibson
 Craig Gilmore
 Daniel Einzig
 Darlan Monterisi
 Dave Collier
 David Cohen
 David Manley
 David Santana
 Elan Trybuch
 Fiona Mitchell
 Fred Navarrete
 Gauri Khindaria
 Greg Lau
 Greg Weller
 Hamish Brown
 Heloise Williams
 Hugh Michaels
 Jack Rosa
 James Crocker
 Jean Paul Moncada
 Jeff Mayer
 Jennifer Kolbe
 Jerry Chen
 Job Stauffer
 Joey Stern
 Jordan Chew
 Josh Mirman
 Josh Moskovitz
 Jurgen Mol
 Justin Hills
 Kath Horton
 Keichia Bean
 Laura Battistuzzi
 Linda Vezzoli
 Lucien King
 Lyonel Tollemache
 Mark Adamson
 Marz Yamaguchi
 Matt Smith
 Michael Carnevale
 Michael Elkind
 Mike Torok

Nathan Stewart
 Neil Stephen
 Nicholas Patterson
 Nick Giovannetti
 Nick Van Amburg
 Nijiko Walker
 Patrick Conroy
 Paul Martin
 Paul Nicholls
 Paul Yeates
 Pete Shima
 Peter Field
 P.J. Sim
 R. Scott Wells
 Ray Smiling
 Richard Barnes
 Richard Cole
 Rita Liberator
 Rob Gross
 Rodney Walker
 Rowan Hajaj
 Sean Hollenbach
 Sean Mackenzie
 Siobhan Boes
 Stanton Sarjeant
 Gauri Khindaria
 Steve Hahnel
 Steve Knezevich
 Tanya Holland
 Zachary Gershman

Publishing Support

Special Branch
 Zak Hill

// ROCKSTAR LINCOLN

Quality Assurance Manager

Mark Lloyd

Deputy QA Manager

Tim Bates

Senior QA Supervisors

Charlie Kinloch
 Kevin Honson

QA Supervisors

Matthew Hewitt
 Phil Alexander
 Lee Johnson
 Andy Mason

Senior Lead Testers

Phil Deane
 Rob Dunkin
 Eddie Gibson
 Steve Bell
 Steve McGagh
 Mike Emeny
 Jon Ealam

Lead Testers

Carl Young
 David Lawrence
 Andre Mountain
 Michael Bennett
 Ray Broughton
 Dan Goddard
 Will Riggott

QA Testers

David Sheppard
 Andrew Heathershaw
 Tim Leigh
 Lindsey Bennett
 Joby Luckett
 Ross Field
 Craig Reeve
 David Evans
 Michael Griffiths
 Mike Blackburn
 Chris Hyde
 Ian McCarthy
 Pete Duke
 Simon Watson
 Jason Trindall
 Gemma Harris
 David Fahy
 Nicholas Sell
 Rich Hole
 Toby Hughes
 Nathan Buchanan
 Ben Newman
 Matt Lunnon
 Jim Cree
 James McDonnell

Localization Supervisor

Chris Welsh

Senior Localization Testers

François Fouchet
 Paolo Ceccotti
 Dominic Garcia
 Naomi Long

Localization Testers

Michele Kribel
 Dennis J. Reinmueller
 Tomás-David Sallarés
 Angel Galindo
 Martin Schwitzner
 Benjamin Giacone
 David Hoyte
 Domhnall Campbell
 Gianpiero Ferraro
 Jesús Pérez Rosales
 Luca Castiglioni
 Michael Aigner

IT Supervisor

Nick McVey

CUTSCENES AND DIALOGUE

Dialogue Written By

Dan Houser
 Anthony Litton
 Gregory Johnson
 Hugh Michaels
 John Zurhellen
 Lázlow
 Michael Unsworth
 Sanford Santacrose

Technical Direction

Alex Horton
 Mondo Ghulam

Motion Capture

Directed By
 Rod Edge

Dialogue Directed By

John Zurhellen

Dialogue Edited By

Anthony Litton

CAST

Main Cast Voice and Motion Capture

PLAYER

Matthew Metzger

BOOKE

Martin McCoy

KAROL

Saul Stein

ANNIE

Nikki Snelson

ANDREW

Louis Changchien

HUGO

Gerardo Rodriguez

NIKOLAI

Ivo Velon

LESTER

Village Dumetz

BRIAN

Chris Murray

JIN

Christopher Larkin

TREVOR

Ephraim Benton

JEFF THE MECHANIC

Armando Riesco

LA Street Racers

MARTIN

Andrew Stewart-Jones

PETE

Joey Auzenne

MARCEL

Ezra Knight

HENRY

JD Williams

IAN

Craig "muMs" Grant

ANDRE

Chris Knowings

LATICIA

Nikkole Salter

LEON

Jason Wooten

DAVE

Neko Parham

CHUNG HEE

Rob Yang

RODNEY

Danny Rockett

JOE

Ben Curtis

JULIAN

Will Janowitz

TOSHI

Jun Suenaga

TOMMY

Vaneik Echeverria

FUMIKO

Katie Takahashi

VICTOR

Marcos Palma

OSWALDO

Pain in Da Ass

DORA

Leila Colom

MIGUEL

Mando Alvarado

LA Cops

Ben Herrera

Frank Silas

Jeffrey Whitcher

John Ricchio

Nassim Ait-Kaci

Shawn Church

Dispatchers

Alexis Tilton
 Chris Wells

Pedestrians

Adrien DeTray
 Alex Arroyo
 Alex Levin
 Angus Wong
 Anthony Macbain
 Ayana Osada

Brandi Chaney-Giles
 Bryan Rodriguez
 Caleb Oglesby

Cassandra Nguyen
 Eugenia Thomas
 Francesca Clemens

Greg Lau
 Gregory Johnson
 Heather Silverman

Jameel Vega
 Jay Capozello
 Jean-Pierre Moncada

Jennifer O'Reilly
 Jessica Miangolarra
 Judi Cabrera

Julie Nunez
 Keichia Bean
 Koji Nonoyama

Lance Williams
 Lisa Fairclough
 Marc Rodriguez

Marisa Palumbo
 Maryam Parwana

Mike Hong
 Nanette Mensah
 Nick Costa
 Nick Van Amburg
 Oz Greene
 Phil Poli
 Rita Liberator
 Stanton Sarjeant
 Tamara Carrion
 Taryn Myers
 Sonia Perez

Motion Recorded At

Perspective Studios

Motion Capture Sound

Iron Way Films

Facial Animation

Image Metrics

Rehearsal Studio

Dance Manhattan

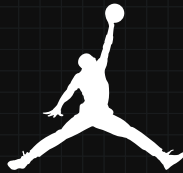
Casting

Telsey & Company
 Donna Deseta Casting

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