

***TEST DRIVE UNLIMITED***  
***XBOX 360 MANUAL***  
***FRONT COVER***

## 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](http://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.

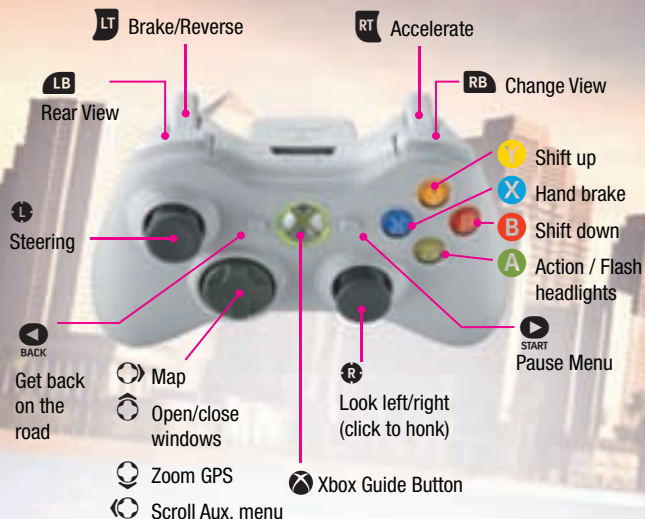
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

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# CONTROLS

## Basic Commands – Vehicle



## Basic Commands – Menu

	Navigate menu
	Scroll left
	Scroll right
	Confirm
	Exit / Cancel / Close / Back

## Auxillary Menus

### Radio

	Turn on radio / Turn up volume
	Turn off radio / Turn down volume
	Press to change channel or playlist. Press twice quickly to change tracks.

**Note:** You can create as many as 4 playlists on your console. To make them compatible with Test Drive Unlimited car radio, their filename must contain the keyword "Testdrive."

### Chronopack

	Initialize Chronopack for new performance measurement.
--	--

### Assisted Driving

	Change level of assisted driving.
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### Free-Ride Players

- Choose a nearby player.
- On a player's name: Invite a player to stay grouped for a Free-ride session (to avoid losing track of each other).
- On the ISOLATE function: When players are grouped, this function isolates them from the online community. This group no longer encounters other players.

**Note:** This is the default configuration. You may choose other configurations by selecting "Controllers" in the Options section of the Pause Menu.

### Xbox Guide Button

The preferences defined in the Xbox Guide may replace individual game parameters. If the modifications made in the game Options menu have no effect, make sure that there is no conflict with Xbox Guide preferences.



## INTRODUCTION

## SAVING AND LOADING

Test Drive Unlimited has an automatic save feature, which saves your progress each time you succeed in a race/challenge/achievement, buy/modify a vehicle, or enter your house(s). If you are unlocking roads and locations by driving around the island, however, your progress will be lost if you quit before performing one of the other actions mentioned above. Multiple saves are not supported.

## GETTING STARTED

From the Main Menu, you can start a new game or continue a game in progress.

When you start a new game, you must first select one of the characters waiting in the airport terminal. You'll be able to change nearly anything about your character (except gender) while playing the game.

Once you land at the Honolulu Airport, your first step is to rent a car and then take a guided tour (Tutorial) of the island.

### Where to Stay...

Purchasing a house is an important step, because it provides you with access to a number of options. While in your home, you can select filters to access the following:

**Info** – You can view all the *Test Drive Unlimited* Rankings for all the modes, look over your trophies and check out your popularity rating. This is also where you can consult your achievements and check your progress in the game.





In the Photo Album, you'll find all the pictures you've taken and saved. Use the on-screen commands to delete pictures or you can upload one picture at a time to the official *Test Drive Unlimited* web site

([www.testdriveunlimited.com](http://www.testdriveunlimited.com)).

**Garage** – Here, you can inspect your vehicles and access highly detailed information about each of them. **Note:** The size of your garage will determine the number of cars you can own. When your garage is full, you'll need to buy another house if you want to park more cars. You can own several homes. You'll then be able to transfer cars from one garage to the next by using the List option.

**Purchase** – Not only can you buy a vehicle, but you can also resell the ones you own, examine the status of your transactions and do business with any player anywhere in the world!


**Character** – Change clothes, or modify the physical appearance of your character. You'll need to earn vouchers to buy more accessories in



the island's stores. To earn vouchers, you must complete missions and challenges in the game.

**Note:** If you leave your house without going by the garage, you'll travel in a vehicle selected by default.

## OAHU POINTS OF INTEREST

To open the map, press . Depending on whether you choose **Challenge**, **Key Locations**, **Player(s)** or **Bookmarks** you'll be able to use the various Filters to increase or decrease the amount of information that appears on the map.

The **Bookmarks** option will allow you to go directly to a specific point on the map. However, this function cannot take you to an unexplored (black) section of the map. You can set Bookmarks in the Pause Menu (see Options on page 13) during Freeride.



**Note:** You can only go directly to a Challenge or a Key Point shown on the map when it's in an explored (blue) section of the map.





## Filters

The filter lets you display or hide the available locations that interest you, as well as those that have subsequently been unlocked. The filter is set by default to show all the available locations.

## Map Legend



### Race

(See Activities & Entertainment on page 11.)



### Speed

(See Activities & Entertainment on page 11.)



### Time

(See Activities & Entertainment on page 11.)



### Extra

This indicates Courier, Hitchhiker, Top Model and Vehicle Transport mission types (see Activities & Entertainment on page 11).



### Clothing and Accessories Store

This is where you'll find what you need to put together your character's wardrobe.



### House

This is your house. If you own more than one house, multiple icons will appear on the map.



### Club

Create your own club and invite players to join, or become a member of an existing club.



### Drive In

The Drive In is a place where you can offer your Custom Challenges and participate in the challenges of other players.



### Car Showroom

Drive over to a car showroom to shop for new cars. Types of cars sold are indicated by car company icons.



### Bike Showroom

Here you'll find a selection of motorcycles. Types of bikes sold are indicated by company icons.



### Vintage Car Showrooms

Drop in regularly to find special vintage vehicles. Availability and price depend on supply and demand. You can, however, "Reserve" an out-of-stock vehicle and purchase it when it is available.



### Car Rental Agency

Sometimes you may want to rent a car before you dish out the cash to buy it. Do that here.



### **Vehicle Paint Shop**

Give your auto a fresh coat.



### **Real-Estate Agency**

In the market for a new home?



### **Tuning Store**

Bring your ride here to add performance enhancements.



### **House for Sale**

Stop here to look at your potential new home.



### **Top Model**

TBD



### **Hitchhiker**

TBD



### **Vehicle Transport**

TBD



### **Courier**

TBD

## **ACTIVITIES & ENTERTAINMENT**

### **Challenges**

Some challenges require you to use a specific vehicle or to have achieved a certain level. In the Single Player, Multiplayer and Club modes, there are various types of challenges available:

**Race (Single Player/Multiplayer/Club)** – The first to cross the finish line is the winner. **Warning:** Before jumping in, check that you and your vehicle correspond to the required category and level.

**Speed (Single Player/Multiplayer/Club)** – Drive as fast as you can through police radar... your speed will determine your score!

**Time (Single Player)** – Race against the clock by the book.

### **Custom Challenge (Single Player/Multiplayer)**

You can create your own Custom Challenges in the **Editor** (see Pause Menu, page 12).





### ***Instant Challenge (Single Player/Multiplayer)***

Another player has just challenged you. Will you be able to cross the finish line before your challenger? (One player must position the finish line before starting.) Use whatever route you want, but steer clear of traffic and keep a sharp eye out for cops!

When you come across other drivers, you can challenge them by flashing your headlights (**A** button).


### ***Missions (Single Player)***

You can access missions both online and offline. A gauge will appear on the left of your screen to show you the status of the mission in progress.

Watch out for the police! If they catch you, you'll have to pay a fine, or worse if they find that you're transporting something illegal...

## **TAKE A BREAK...**

**TBD Need Screenshot of Pause Menu**

Press  to open the **Pause Menu**.

### ***Photos***

Take a picture of your location and save it. You will then be able to view it at home in your Photo Album.

### ***Editor***

Use the Editor to create your own Challenges. You're free to set up your race with its own circuit and specific rules!

### ***Options***

**Bookmarks** – You can mark any location on the map, after which you can select it and go directly to it. You cannot place a Favorite on an unexplored (black) section of road.

**Language** – Choose the language in which the game is played.

**Video** – Set video options.

**Audio** – Set audio options.

**Controllers** – Choose among several controller configurations, gear box and steering wheel responsiveness settings.

**Assisted Driving** – Choose an assisted driving option, or disable all driving assistance.

**Stake** – Activate the wagers on the upcoming Challenges, including setting the sum that you want to wager.

**Seat Position** – Set the height and depth of your car seat.

**Online** – Set your game preferences when you're online.



## HEAD'S UP DISPLAY



**Driving Gauge** – Avoid collisions, accidents, and leaving the road. When the gauge is empty, the race is lost.

**Speed Gauge** – The Speed Gauge sets the speed you need to achieve for victory. You must raise your speed to match or exceed this minimum and then press the **A** button to complete the challenge.

**Police Bar** – This bar appears when a traffic violation is observed. The three police badges represent how many patrol cars are giving chase. The four arrows symbol on the right of the Police bar indicate the position of the police in relation to your car. The closer the car under the badges gets, the more relentlessly the police will pursue you. If it gets farther away, it means the law is giving up. **Note:** The car and arrow symbols on the Police Bar do not show up in on-line mode unless you have turned off the Allow Online Interactions setting the Pause Menu / Options. In on-line mode, you will receive a ticket when all three badges are highlighted.

**Speedometer and Tachometer** – Your current speed and engine RPM.

**GPS** – You can use this to see key sites, follow a specific route, and obtain a wide variety of information. It also shows the distance between your current location and a given destination.

**Time** – Current time.

**Position** – Your position in the race.

**Checkpoint** – You must pass through all checkpoints in a race in order to qualify as finishing.

**Mileage** – The current total miles on your vehicle.

**Opponent Identity** – Indicates the identity of another player (online) or Bot (offline).

## NEED A VEHICLE?

The various showrooms in Hawaii have a vast number of vehicles for sale. When you select a car or bike, you can review its performance record and even take it for a short test spin to help you make a decision about whether you want to buy it.

### When You're Buying...

You can choose options for your car. Depending on the model, these might include the type of rims, the interior and exterior colors, and type of upholstery. Then all that's left to do is pay for it...

### Upgrades and Resale

Once you've purchased a vehicle, you'll be able to visit manufacturer specific Tuning stores to boost the vehicle's performance. Each store specializes in specific types of brands or parts. Some upgrades will improve a car's looks as well as its mechanical performance.



You can sell your vehicle from your home using the Purchase option.

**Note:** Any improvement made to a vehicle is final and, in some cases, may place the vehicle in a different racing category.

## 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 messages. Get connected and join the revolution. Finally, Xbox Live offers tools for players to complain and rate misbehaviours.

### 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](http://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](http://www.xbox.com/familysettings).

## MULTIPLAYER

Depending on your status, "Online" Multiplayer mode or "Offline" Single Player mode, certain features or game modes of Test Drive Unlimited will change. The Club, Drive In and Multiplayer modes are only

operational when you are Online. The most popular Custom Challenges are accessible to all players in Multiplayer mode.

In Single Player mode you can encounter adversaries, just like when you're online, the only difference being that these adversaries will be Bots that are controlled by the computer rather than real human opponents.

### Xbox Live recommendations

When you connect to an activated Xbox Live Gold account, Test Drive Unlimited seamlessly uses your connection. In most cases, players with a high-speed connection share it between their PC or any other equipment in the home network. There are three ways to share your connection:

1. If your Internet service provider has provided you with a gateway (which combines a modem and a wireless router), you can share your Internet connection using a gateway connection.
2. If your Internet service provider has provided you with an independent modem, you can purchase a router to use a modem connection in view of sharing the Internet connection between the Xbox 360 console, your PC and the other equipment of the home.
3. If you have a USB modem or internal SIC, choose a connection using the Windows Shared Internet Connection.

The method you choose (except for the gateway), can be wired or wireless. A wireless network is a great solution if your console is not near your computer and/or router, modem, or other networked equipment.

### Settings:

The reference site for Xbox Live is [www.xbox.com/setup](http://www.xbox.com/setup). If this is your first time online, we recommend that you start by trying the "Connectivity Wizard."

Finally, once you have set your parameters, your network may be ana-





lyzed using the Xbox dashboard in the System settings. When the analysis is completed, the screen will show the result. You must first have confirmed everything and be connected to Xbox Live.

You'll notice a section called "NAT" (which stands for Network Address Translation). This test indicates the type of NAT that your router or gateway uses: Open, Moderate or Strict.

### ***The advantage of NAT on Xbox Live***

In general, users who play from home obtain an IP address from their service provider, then connect several devices to their home network. An NAT-type router provides a common solution that allows several systems to share the same IP address. Network address translation enables multiple systems to use the same IP address and connect to the Internet.

Different routers may use different methods to translate network addresses. These methods are classified according to the type of NAT: Open, Moderate or Strict.

### ***What does each NAT type mean?***

**Open:** Optimal parameters for Direct Xbox connectivity.

**Moderate:** Minimal parameters for Direct Xbox connectivity. You may encounter problems.

**Strict:** You may not be able to join certain game sessions or hear what the other players are saying.

In the event of a communication problem, Test Drive Unlimited will display the following message: "Cannot communicate with peers." This message means that you have joined a game session, but that some players may not be able to communicate with you (typical problem during a game session due to Strict NAT).

### ***Optimizing Your Online Experience***

**Instant Challenge:** When challenging someone specific (or being challenged by someone specific). If other players are locked to you, they come in the instant challenge as well (up to 8 players), meaning you control

who's coming in.

**Multiplayer Challenge:** If you create a session, you can kick out anyone you want from the game lobby before starting the race and control who comes in as well.

**Freeride:** If you want to lock the situation, (lock 7 friends and roam freely together.) You cannot kick anyone from Freeride – but you can mute them. You will see the names of all players that appear in your vicinity unless you use the Isolate function, which limits the names displayed to those of the 7 players in your Freeride zone.

### ***Symbols Appearing Before Player's Name:***



This crown appears next to the names of the players that have accomplished all the challenges.



This crown appears next to the names of the players that have reached Champion level.



The ghost icon appears next to a player's name each time his car cannot suffer any collisions. For instance, if he has just activated the "Back" button.



This symbol indicates that a player is going through connection problems. His vehicle could not be displayed properly and may lack some smoothness.



This symbol indicates that a player has paused the game or just opened his map.







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**Special Thanks**

Lisa and Bikerbob  
Jen Carroll  
Walter and Senta

**Original Music**

Written and produced by Gan Juan and Rich Aitken  
Recorded, produced, mixed and mastered at Nimrod Studios  
Courtesy of Nimrod Productions Ltd  
Music supervision by Marc Canham  
[www.nimrodproductions.com](http://www.nimrodproductions.com)

“9 Volter” Performed by Colour of Fire  
Written by Richards/Jones  
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“And I’m Hip” Performed by Sgt Rock  
Written by Jim Burke  
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“Angels Go Bald: Too” Performed by Howie B  
Words and Music by Howard Bernstein  
Published by Sony/ATV Music Publishing  
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“Another Excuse” by Soulwax (7’44”) BE-P01-05-00044  
Written and composed by Nancy Whang - David Dewaele / Stephen Dewaele  
Published by Strictly Confidential / We’ll Sue You (83.34%) / C.C.

Produced by Soulwax, mixed by DFA.  
Vocals by Nancy Whang courtesy of herself.

Mastered by Nilesch Patel at The Exchange ; Additional Editing by Piet De Wagter at Equus.

Taken from the “Nite versions” Album.  
Original version on the album ‘Any Minute Now’

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[www.pias.com](http://www.pias.com) – [www.soulwax.com](http://www.soulwax.com)

“A Gritty Nitty” by The Pazant Brothers (Edward Bland) Rockin’ Music  
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Taken from the BGP CD “The Pazant Brothers – The Brothers Funk” (CDBGPD 171). ISRC#: GBBHN0501823

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Words and Music by Carr/Chase/Mahmood/Peck Published by Sony/ATV Music Publishing  
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“Big Bird” by Eddie Floyd  
Composed by Booker T. Jones Jnr. and Eddie Floyd  
Performed by Eddie Floyd  
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From the album “Rare Stamps” (Stax 88013)  
Courtesy of Concord Music Group, Inc.

“Black Powder” by Motor  
Written by Bryan Barton, Oliver Grasset  
Performed and Produced by Motor  
Published by Chrysalis Music Ltd  
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“Carbon Kid” by Alpinestars  
Composed by Richard Woolgar and Glyn Thomas  
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Written by Wilton Lewis Felder Sr.  
Published by Chrysalis Music Ltd  
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Taken from the BGP CD “Super Funk 3” (CDBGPD 148)

“Compute” by Soulwax (5’32”) BE-P01-05-00079  
Written and composed by David Dewaele & Stephen Dewaele  
Produced, mixed and edited by Soulwax at Soulwax studio.  
Published by Strictly Confidential/We’ll Sue You  
Taken from the “Nite versions” Album  
Original version on the album ‘Any Minute Now’  
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“Comin’ Down” by The View  
Performed by The View



Words & Music by Webster / Falconer  
Published by Universal Music Publishing Ltd

C/O Two Thumbs Ltd 2006  
"Feels Closer" Performed by Layo & Bushwacka! feat. Mino Cinelu  
Feels Closer was written by Layo Paskin/Matthew Benjamin.

Published by Chrysalis Music Ltd (PRS)  
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Taken from the album 'Feels Closer' by Layo & Bushwacka!  
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"Finally Free" by Clearlake  
Music by Clearlake  
Published by Chrysalis Music Ltd  
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Taken from the album 'Amber'  
WIGCD152

"Fix The Cracks" Performed by Humanzi  
Written by Rutledge/Gallagher/Loneragan/Mulrooney  
Published by BMG Music Publishing Ltd  
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"Funk #49" (Walsh/Peters/Fox)  
Performed by The James Gang  
Published by Universal Music Publishing Ltd  
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"Funky Chicken" Performed by Preston Love

Written by Wilton Lewis Felder Sr.  
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"Handshakes" performed by Metric  
Last Gang Records under license to Drowned in Sound  
Written by James Shaw and Emily Haines  
Published by Chrysalis Music Ltd

"He's Gonna Step On You Again" aka "Step On"  
Written by John Kongos and Chris Demtrious  
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"Here We Go" – Broken Dolls  
Performed by Broken Dolls  
Written by James Conolly and John Garrison  
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"Hired Goons" - Evil 9  
Written & Produced by Tom Beaufoy & Pat Pardy  
Published by Marine Parade Music Ltd/Bucks Music Ltd.  
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[www.marineparade.net](http://www.marineparade.net)  
Taken from the Marine Parade album  
"You Can be Special Too..."

"I Live For" performed by Johnny Panic  
Written by Solly/Francis/Shock/Bryan

Lyrics by Solly  
Mixed by Chris Sheldon  
Published by Kobalt Music  
Licensed courtesy of Xtaster

"(I'm A) Road Runner" – Jr Walker & The All Stars  
Words and Music by Brian Holland, Lamont Dozier and Eddie Holland © 1965, Stone Agate Music, USA Jobete Music Co Inc/EMI Music Publishing Ltd, London WC2H 0QY  
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"Information"  
Written by Luke May, Liam May and Craig Higgins  
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"No One Knows (UNKLE remix)"  
– Queens Of The Stone Age.  
Words and Music by Josh Homme Nick Oliveri and Mark Lanegan  
© 2003, Heavenly Songs/ EMI Music Publishing Ltd/ Board Stiff Music/ Natural Light Music, London WC2H 0QY  
Published by Universal Music Publishing Ltd  
(EMI have a 5% interest in Mark Lanegan)  
Courtesy of Interscope Records / Polydor UK Ltd  
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"PWSteal.Ldpinch.D" Performed by AFX  
Written and produced by Richard D. James  
Published by Chrysalis Music Ltd

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"Restless" by The Cobras  
Written by Steve Cropper and Jimmy Johnson  
Performed by The Cobras  
Published by Rondor Music London Ltd on behalf of Easy Memphis Music Corp From the Single "Restless" (Stax 148)  
Courtesy of Concord Music Group, Inc.

"Sling Shot" Performed by Lefties Soul Connection  
Composed by A.A. Bartels, O.C. Smit, B. Bosman, C. Vogel  
Published by Twee Publishing/Chrysalis Benelux

"Silver Buddha" by The Domes of Silence  
Written and Performed by The Domes of Silence  
From the album 'Mescaline'  
Licensed courtesy of Nimrod Productions 2006  
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"Time2Move On" - Malarkey  
Performed by Malarkey  
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"You're Wasting My Time (PT1)" - Billy Garner  
(Dave Hamilton, Billy Garner)  
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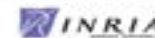
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