



湾岸 MIDNIGHT CLUB 3 DUB edition



ULES-00108

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This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

INTERIOR



MIDNIGHT CLUB 3: DUB EDITION CONTENTS

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WI-FI (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE



Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

GAME SHARING



Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.

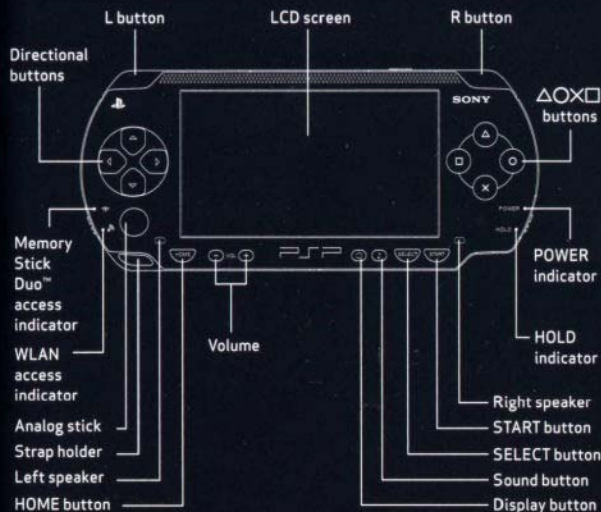
INFRASTRUCTURE MODE



Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.


starting up

PSP™ SYSTEM CONFIGURATION



DEFAULT CONTROLS

- × button - Accelerate
- button - Special Ability/Activate Power-up
- △ button - Brake/Reverse
- button - Nitro/Slipstream Turbo
- Analog stick Left/Right - Steering
- Analog stick Up - Raise Camera - only if hill cam is enabled
- R button - Hand Brake
- L button + Analog stick - Weight transfer/Two-Wheel Driving
- L button + Analog stick (while airborne) - In-Air Control
- Left Directional button - Change Music
- Right Directional button - Hydraulics mode
- Up Directional button - Flash Headlights/ Accept Race
- Down Directional button - Look back
- SELECT button (career cruise mode) - NAV system
- SELECT button (while racing) - Map Overlay
- START button - Pause Menu
- HYDRAULICS MODE
- L button - Hold to activate left side hydraulics/ Tap to bounce
- R button - Hold to activate right side hydraulics/ Tap to bounce
- Left/Right Directional button - Rotate camera around vehicle



editor's note

Across the world, car and bike enthusiasts spend \$20 billion a year customizing their vehicles. After making the perfect ride, many take them to the streets - to race for fortune and respect. Despite its growing popularity, street racing remains a highly illegal and very dangerous activity.

This game is about high-speed racing through open city streets - but it's also so much more. You're about to get involved in the world of aftermarket vehicle modification where what place you finish in is just as important as how your ride looks when you cross the line. What you roll in is more than what gets you through checkpoints - it's your pride and joy that reflects your personality to the opposition. Just as there's always another race to run, there's always another piece of visual flair you can add to your car to get it exactly right.

In short, this game is everything that modern street racers hold dear. It's fast and stylish, without an inch of compromise to be found.

Enjoy *Midnight Club 3: DUB Edition*.





Equipped as a standard feature in all vehicles, the Heads-Up Display (HUD) gives drivers all the information they need about their vehicle and what's going on in the city around them. Here are the 15 essential features you'll need to know about the HUD.



FEATURES

- 1** **ARROW:** Directs you to the next checkpoint during a race, or to a race selected in Cruise with the NAV System.
- 2** **RACE TIMER:** Displays the total time for the current race.
- 3** **POSITION:** Shows where your car is in the pack.
- 4** **LAP TIMER:** Displays the time for the current lap.
- 5** **LAP COUNT:** Shows what lap you're on.
- 6** **SLIPSTREAM TURBO METER:** This meter builds when you're in another car's slipstream, turning red when a Slipstream Turbo is available.
- 7** **NITROUS:** Displays how many nitrous blasts you have left in your tanks.



FEATURES (CONTINUED)

- 8** **SPECIAL MOVE METER:** This meter builds as moves specific to your car are performed. When filled, special moves are stored.
- 9** **SPECIAL MOVES:** Shows how many special moves are available.
- 10** **REARVIEW MIRROR:** The headlights displayed show the position and distance of opponents behind you. The bigger and brighter the headlights, the closer they are. Police will be displayed as coloured lights.
- 11** **TACHOMETER:** Displays your engine's RPM.
- 12** **GEAR INDICATOR:** Displays what gear your vehicle is in.
- 13** **SPEEDOMETER:** Shows your current speed.
- 14** **DAMAGE METER:** This builds as your vehicle takes damage. When completely filled, a few valuable seconds will be lost as your car is replaced.
- 15** **MINI-MAP:** Depending on what mode you're in, different things will be displayed on the mini-map.

RACE MODE

- Green Triangle:** Your Vehicle
- Blue Triangle:** Opponents' Vehicles
- Bright Orange Circle:** Next Checkpoint
- Dull Orange Circle:** Secondary Checkpoint
- Green Circle:** Lap Checkpoint
- Red Circle:** Final Checkpoint

CRUISE MODE

- Green Triangle:** Your Vehicle
- Blue Triangle:** Street Racers
- Red Circle:** City Races
- Gold Star:** Club Races
- Trophy:** Tournaments
- Wrench:** Entrance to the Garage
- Truck:** Cross City Transport



SAVING & LOADING

Midnight Club 3: DUB Edition is fully equipped with an automatic save feature which requires that you have a Memory Stick Duo™ inserted into your PSP™ handheld with at least 448KB of free space. While playing, your progress will be saved after significant events such as finishing a race or adjusting cars in your garage.

★ IN-GAME TUNING



Getting your ride set up exactly how you need it for the next race can be done in seconds during Cruise Mode thanks to In-Game Tuning. Press START button and select Tune Your Vehicle from the Options menu. The amount of drift, traction and understeering can be tweaked, giving you full control over how your car handles.




road test

Having the high-performance machine of your dreams is meaningless unless you know how to handle it on the streets. We hit the roads for a test drive to uncover all the special moves you need to know about to keep ahead of the competition.

★ AGRO



This special move is unlocked in Career Mode, and is only available to SUVs, trucks and luxury sedans. The AGRO meter is charged by hitting traffic and sidewalk clutter. When fully charged, AGRO can be activated (or used at a later time) by pressing the  button. AGRO allows you to plough through the competition, swatting aside any car that gets in your way.

★ DRIFT

Hard turns can be taken with a minimal loss in speed by tapping the emergency brake (R button) while oversteering in the direction you want to go. This will cause your car to drift around corners.




★ IN-AIR CONTROL

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



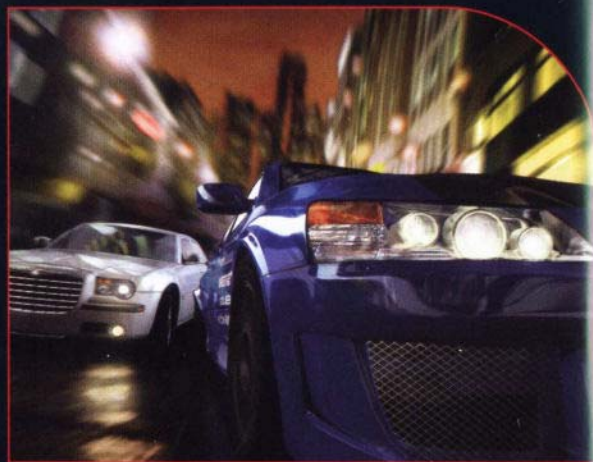
★ NITROUS BOOST

Your vehicle must be equipped with nitrous tanks in the garage to make this available. Up to four tanks can be installed, with each tank allowing you to perform a nitrous boost during a race by pressing the  button. Using this special move gives your vehicle an incredible acceleration boost, bringing you up to top speed in a flash.

ROAD TEST (CONTINUED)

★ ROAR

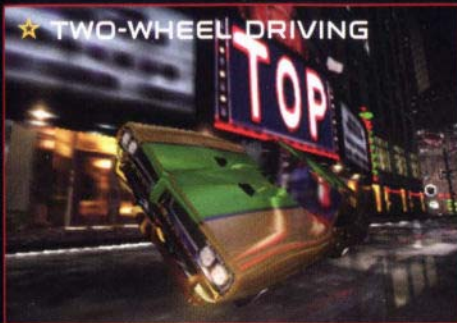
This move is unlocked in Career Mode, and is available to muscle cars and choppers. The roar meter is charged through successful drifting. When the special move meter is fully charged, Roar can be used right away or saved for later use. When activated by pressing the **○** button, Roar sends out an engine rev so loud, traffic will do anything it can to get out of the way.



★ SLIPSTREAM TURBO

While trailing closely behind an opposing racer, you'll notice wavy lines projecting out at you. This signifies that you're in a slipstream, and your Slipstream Turbo meter will build. When this meter turns red, pressing the **□** button will give a boost of speed, similar to using nitrous, that gives near instant acceleration to top speed.

★ TWO-WHEEL DRIVING



Narrow spaces can be manoeuvred through by using Two-Wheel Driving. Pressing the **L** button and either left or right on the analog 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 to earn a Slipstream Turbo.

★ WEIGHT TRANSFER

Holding the **L** button while turning on a motorcycle will cause the rider to shift his weight and lean into the turn. Holding the **L** button while pulling back on the analog stick will allow the rider to do wheelies. Pushing forward on the analog stick while holding the **L** button will make the rider duck. Hitting the brakes in combination with this last control is the secret to performing stoppies.

★ ZONE



Unlocked in Career Mode and available to import and exotic cars, as well as sportbikes, the Zone meter is charged by driving cleanly and avoiding collisions. Collisions will prevent the meter from charging. Activated by pressing the **○** button, Zone simulates the adrenaline rush of racing at insane speeds by slowing down the world around you to a crawl, allowing players to squeeze around tight turns and through narrow spaces with ease.

career mode



If you want to forever make your mark on the scene, then Career Mode is the place you need to go. This is where you'll take on all challengers, earning money to build a garage full of decked out rides.

When Career Mode begins, you'll have just enough cash to buy one of six cars and the streets of San Diego awaiting you. Out on the road, your driving talents will be tested by other racers looking for a challenge. Winning earns money and unlocks more races, vehicles, options and cities. Persistence and skill will earn you the right to have the vehicle of your dreams. Walking away will leave you forgotten.

RACE OPTIONS

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

STREET RACERS



The avenues are filled with other racers looking for competition. These are represented on the map by blue arrows. Challenging these vehicles will get you invited to the races they're taking part in.

CITY RACES

Always consisting of a single race, these challenges are specific to the city you're driving in. Represented by red circles on the map, City Races are plentiful and a good way to make some quick cash.

CLUB RACES

Gold stars on the city map represent Club Races, which are open only to certain vehicle classes. If you're driving the appropriate vehicle type, the location of these races will be apparent. It's worthwhile revisiting cities with new vehicles to see what's become available.

TOURNAMENTS

Multi-race Tournaments are the most challenging race type, but also the most rewarding. Represented by trophies, these races require you to have the most cumulative points from multiple races to collect the big money when the dust settles.

STARTING VEHICLES



When starting Career Mode you'll only be able to buy one of six cars, so making the right choice for your preferred driving style is essential.

'64 CHEVY IMPALA



A stylish way to begin your Career, the '64 Impala has respectable acceleration and handling, but not to the degree of modern cars. Effective drifting technique is essential to winning when using the Impala.

★ PRICE: \$21,450 CAR TYPE: MUSCLE CAR TOP SPEED: 147 MPH

'78 CHEVY MONTE CARLO



In addition to being a car designer's dream thanks to a wealth of body modification parts, the Monte Carlo can become a real contender on the circuit with the proper upgrades under the hood. It's heavy backend makes it prone to fishtailing on quick turns, but skilled countersteering can turn this into an advantage.

★ PRICE: \$20,750 CAR TYPE: MUSCLE CAR TOP SPEED: 145 MPH



DODGE NEON SRT 4



Out of all the beginner cars, the SRT 4 is the strongest off the blocks. Its manoeuvrability at high speed make it a good choice for those who want to have a robust start to their Career.

★ PRICE: \$21,450 CAR TYPE: TUNER CAR TOP SPEED: 157 MPH

MITSUBISHI ECLIPSE



A good performer in all categories, the Eclipse's weight distribution allows it to smoothly slide around almost any turn. Those who purchase an Eclipse will get a lot of use from the car, especially if they continue to upgrade its performance parts.

★ PRICE: \$21,200 CAR TYPE: TUNER CAR TOP SPEED: 147 MPH



VOLKSWAGEN GOLF
R32

★ PRICE: \$21,750 CAR TYPE: TUNER CAR TOP SPEED: 154 MPH

Size can be an advantage, and in the case of the Golf its miniscule frame allows it to do things that other cars cannot. Able to make tight corners at high speeds and squeeze through small spaces, no starting car can outmanoeuvre the Golf.

VOLKSWAGEN
JETTA

★ PRICE: \$21,350 CAR TYPE: TUNER CAR TOP SPEED: 147 MPH

Sporting good acceleration and speed off the blocks, with proper attention to performance upgrades, the Jetta can go a long way in Career Mode. The Jetta's excellent handling also allows it to corner well without the slippage prevalent in other starting models.



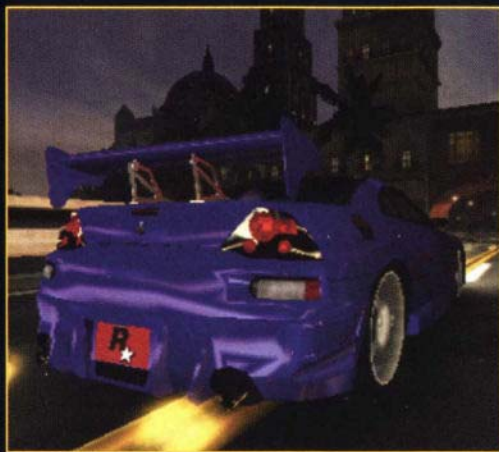
DUCATI

GEMBALLA



SALEEN

Once you've selected your car, you'll be thrown into a race as soon as you exit the garage. After winning this, you're free to explore San Diego, taking on whatever races you like. Challenging other street racers and entering tournaments will unlock vehicles and parts faster, but taking part in city and club races will help earn the money you'll need to upgrade your car into winning condition. So a balance of all race types is often the key to success.



Lamborghini

GMC



aprilia

LEXUS

arcade mode

Arcade Mode is the ideal place to jump in for a quick race or to perfect your game on a specific track or with a new vehicle. Any city and race unlocked in Career Mode is available here, as is any car in your garage. Once a location, vehicle and race have been selected, other variables such as weather, traffic settings and number of opponents can be adjusted to create exactly the experience you're looking for.



RACE TYPES

There are many unique race types to explore in Arcade Mode.

AUTOCROSS



Rather than having checkpoints in an open city, Autocross has barriers set up in the streets creating a track for vehicles to race a selected number of laps through. The racer posting the fastest lap time is the winner.

TRACK

Similar to an Autocross race, except against other racers rather than the clock.

CAPTURE THE FLAG

At the outset of this race type, the map will show a flag and drop-off locations. Vehicles race to get the flag, then attempt to take the flag to the drop-off to score a point. The flag may be stolen from the holding car by ramming into it. Options for points needed to win, time limit, team organization, and game variations are given before this race type begins.

PAINT

At the start of this race, a number of checkpoints will be scattered all over the city. When a vehicle crosses a checkpoint, it will become painted in a colour assigned to that vehicle – even if another vehicle has already painted it. The first to colour a specific percentage of checkpoints in their colour, or to have the most checkpoints their colour at the end of the time, wins.

CRUISE

There are no checkpoints or goals here, leaving the entire city open to be explored as you choose.

FREZY

The object of Frenzy is to score points by dodging as many vehicles as possible while hitting a never-ending series of checkpoints to keep the timer from running out. The race starts with an automatic burst of nitrous, with another burst firing every 15 seconds, and your vehicle accelerating throughout the race until it reaches top speed. To make things even tougher, the vehicle's brakes and special abilities are disabled (though the handbrake still functions). The race ends if the timer runs out.



ORDERED

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

CIRCUIT

Similar to an Ordered Race except multiple laps through the same checkpoints are made. The starting point of the race becomes the first checkpoint in successive laps.

TAG

At the outset of this race, a checkpoint is revealed. The last vehicle to reach the checkpoint is 'IT', and the mini-map will show coloured scoring zones around the car that is 'IT'. Cars who are not 'IT' score points based on the amount of time spent in the coloured zones. The coloured zones closer to the 'IT' car are worth more points than the outer zones.

UNORDERED

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

POWER UPS

The option to turn on Power Ups is available for every race in Arcade Mode. Power Ups are activated by pressing the button. Below are the different Power Ups that can be found.

ICON	NAME	TARGET	EFFECT
	Disruptor	Opponents	Gives the target a distorted view.
	Go	Opponents	Causes the target to accelerate while simultaneously disabling brakes.
	Ice	Opponents	An opponent hit by this Power Up will drive as if on ice.
	Nitro	Self	One nitrous boost is added to the player's reservoir.
	Pulse	Opponents	When the player activates this Power Up, opponents in the immediate vicinity will be pushed away as if an explosion had occurred.
	Quad	Opponents	Those hit by this take four times the normal damage from all impacts.
	Reverse Steering	Opponents	Causes steering to be instantly reversed. Steering left turns the car right and vice versa.
	Shield	Self	The player's vehicle becomes immune to any sort of enemy Power Ups. Also, the flag cannot be stolen while this Power Up is active.
	Stealth	Self	The player becomes invisible and intangible for a few seconds.
	Stop	Opponents	An opponent hit by this Power Up will suddenly engage both the brake and the handbrake.

The ultimate challenge awaits in multiplayer mode – playing against up to 5 opponents, showing off your driving prowess and the perfect ride you’ve earned. To play *Midnight Club 3: DUB Edition* via Wi-Fi network, you’ll need at least one opponent with a PSP™ running *Midnight Club 3: DUB Edition*. For best results, players should be stationed within 30ft, with a clear path between units.

Decide if you want to host your own game or join an existing race. If you join an existing game, select your vehicle by scrolling left or right in the game lobby. All vehicles and vehicle profiles you have saved in your garage are available in multiplayer. If you’re the host, configure the options as you would for a local game and start when you have the desired number of players. If the host of a game quits, the next person who joined the game session will seamlessly become the new host so the race can continue.



WI-FI (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE



Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



new rides



Along with the thrill of winning comes a bank account that gets fatter as chequered flags keep coming your way. But anyone who is saving for early retirement shouldn't have stepped up to the starting line in the first place. A racer's second home is the garage, where new vehicles can be bought and already-owned vehicles can be upgraded and tuned to perfection.

THE GARAGE

The garage is where all your cars can be bought, sold, upgraded and modified using the money you've earned putting rubber to pavement. There are thousands of specific options for you to explore in the garage, but the main options are briefly described below.

MANAGE RIDES

Use this option to switch between the cars you're storing in your garage, to rename a car, or to sell off something that's losing its lustre.

BUY RIDES

By playing through Career Mode, more and more cars will become available for purchase.

CUSTOMIZE RIDE

All the performance and body modification options are available here.

PERFORMANCE SHOP

Anything that adjusts your vehicle's performance - from tyres to engine - can be purchased here. The Auto Upgrade option will give you a cost to increase everything available to the maximum level.

DETAIL SHOP

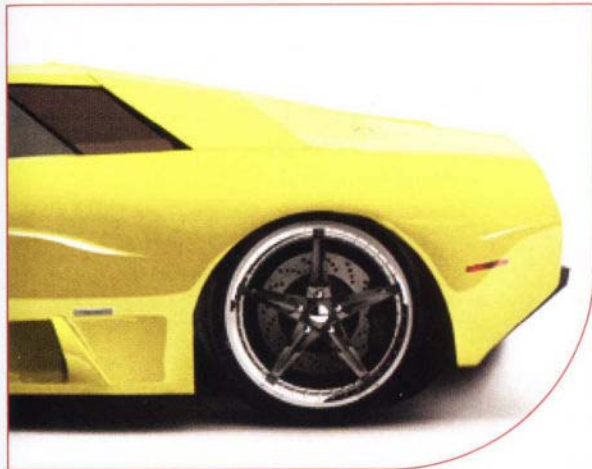
Items that can be put onto a vehicle without body modification, such as vinyls and decals, can be purchased here.

BODY SHOP

Physical adjustments to your vehicle's body, be it new rims or a different hood, are made here.

COLOUR SHOP

This is the place to get just the right hue for everything from your ride's body to its windscreen or even the colour of its nitrous blast.



credits

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