

# MIDNIGHT CLUB

## 湾岸 LOS ANGELES



COVERS MICROSOFT XBOX 360™  
AND PLAYSTATION® 3 COMPUTER  
ENTERTAINMENT SYSTEM

BASED ON A GAME  
RATED BY THE  
**ESRB** **TEEN**  
**T**

WRITTEN BY TIM BOGENN



## CONTROLS

### ▶ PLAYSTATION 3



CONTROLS	ACTION
Left Stick	Steering
Right Stick Up	Accelerator
Right Stick Down	Brake/Reverse
L1 + Left Stick	Two-Wheel Driving/ Weight Transfer
L1 + Left Stick (while airborne)	In-Air Control
R1	Handbrake
L3	Special Abilities/ Power Ups
R3	Nitrous/Slip Stream Turbo
⊗	Headlights
△	Change Camera View
○	Toggle Multiplayer Competitor Info
⬢ (or L2 + R2)	Camera Back
L2	Camera Left
R2	Camera Right
D-pad Up	HUD Map/Close Sidekick
D-pad Down	Hydraulics (Unlocked via the Rockstar Games Social Club)
Tap D-pad Left	Skip to Previous Music Track (Hold to Pause)
Tap D-pad Right	Skip to Next Music Track
SELECT	GPS Map
START	Pause/Option Menu

### ▶ XBOX 360



CONTROLS	ACTION
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	Headlights
B + Left Stick	Two-Wheel Driving/ Weight Transfer
B + Left Stick while Airborne	In-Air Control
A	Handbrake
X	Nitrous/Slip Stream Turbo
+Control Pad Up	HUD Map/Close Sidekick
+Control Pad Down	Hydraulics (Unlocked via the Rockstar Games Social Club)
+Control Pad Right	Skip to Next Music Track
+Control Pad Left	Skip to Previous Music Track (Hold to Pause)
BACK	GPS Map
START	Pause/Option Menu



# OVERVIEW

## ▶ TIME CYCLE

Midnight Club street racers are no longer restricted to driving at night. The bad are getting badder, and are now even racing in broad daylight! *Midnight Club: Los Angeles* is on a full 24-hour day-to-night cycle. This time change not only affects the lighting and your familiarity of the courses, but also the density of traffic. Highways, freeways, and streets may be less crowded at night, but don't expect this everywhere—some are busier after dark. In Arcade and Multiplayer modes, you can select the time of day and the weather for each Unlocked race. This greatly affects even the most familiar courses.



## ▶ DYNAMIC DIFFICULTY PROGRESSION

The AI is constantly adjusting to your skill and progress. As you push deeper into the game and upgrade vehicles or unlock faster ones, opponents react to this change and race vehicles that still challenge you. You can also manually select the difficulty of races through a color-coded icon system. These icons appear on the GPS and represent the difficulty of the challenge. Easy races increase your Reputation and earn you money; hard races net a lot more. If a race gets too tough, you can downgrade your vehicle and/or vehicle performance, then try the challenge again. The competition will adjust accordingly and drive comparable vehicles, which tends to "slow down" the race. This may make it easier to win if you have the correct vehicle and an understanding of the course.



## RACE DIFFICULTY

The color of the racer's icon indicates the difficulty of the racer and race layout. The order of difficulty from easiest to hardest is Green, Yellow, Orange, and Red. Difficulty is reflected in faster opponents and more challenging race layouts, rewarding more cash and increased Reputation.



## REPUTATION PROGRESSION

The following table shows how much Rep is earned with regard to difficulty of the challenge you've chosen (Green, Yellow, Orange, Red) and the class of competitors' vehicles—if you take first place in each of the races. Usually, your chosen vehicle class determines what the opposition drives.



The following table shows a rough estimation of how much Reputation is earned with regard to difficulty of the challenge you've chosen (Green, Yellow, Orange, Red) and the class of competitors' vehicles—if you take first place in each of the races. Other factors play into the Rep awarded at the end of a race, but this table reveals the contrast in Rep points earned with different class vehicles and the difficulty of the race. This table goes to show that you should continue to push yourself with difficult challenges for the bigger pay-off.

### REP PROGRESSION

OPPONENT VEHICLE CLASS	REP FROM GREEN RACE	REP FROM YELLOW RACE	REP FROM ORANGE RACE	REP FROM RED RACE
D1	80	100	110	130
D2	90	110	120	140
D3	100	120	130	150
D4	110	130	140	160
D5	120	140	150	170
C1	130	150	160	180
C2	140	160	170	190
C3	150	170	180	200
C4	160	180	190	210
C5	170	190	200	220
B1	180	200	210	230
B2	190	210	220	240
B3	200	220	230	250
B4	210	230	240	260
B5	220	240	250	270
A1	230	250	260	280
A2	240	260	270	290
A3	250	270	280	300
A4	260	280	290	310
A5	270	290	300	320

## REPUTATION

Your progression through the game is dependent on earned Reputation points. Winning races increases your Reputation (Rep) in the city. Harder races and missions earn you more Rep. Coming in first earns you the most Rep while every position below that earns you less. Thus, you are rewarded for racing and advance quicker if you push yourself to come in first place, but you don't have to win to progress through the game. The more challenging the race, the more you're rewarded both in terms of money and Rep.



To reach the next "Title" level, in comparison, you must finish first in 19 green races, or 15 yellow races, or 14 orange races, or 12 red races. Again, this goes to show the harder you push, the sooner you reap the rewards.

As you move around LA and your Rep grows, you discover story hookmen who add to your career progression. These guys appear on the Nav menu and are selectable on the Map menu. Beating hookmen introduces you to new challengers, hangouts, garages, and so on. You also discover many challengers that do not further the story, but racing them earns you Rep and money, which advances certain aspects of the game. Examples of these challengers are Red Light Racers and Freeway Race Challengers.

Rep earned is also tracked per vehicle type and tracked in your Vehicle Type Rank. So, progression through the missions is reliant on you switching vehicle types regularly.

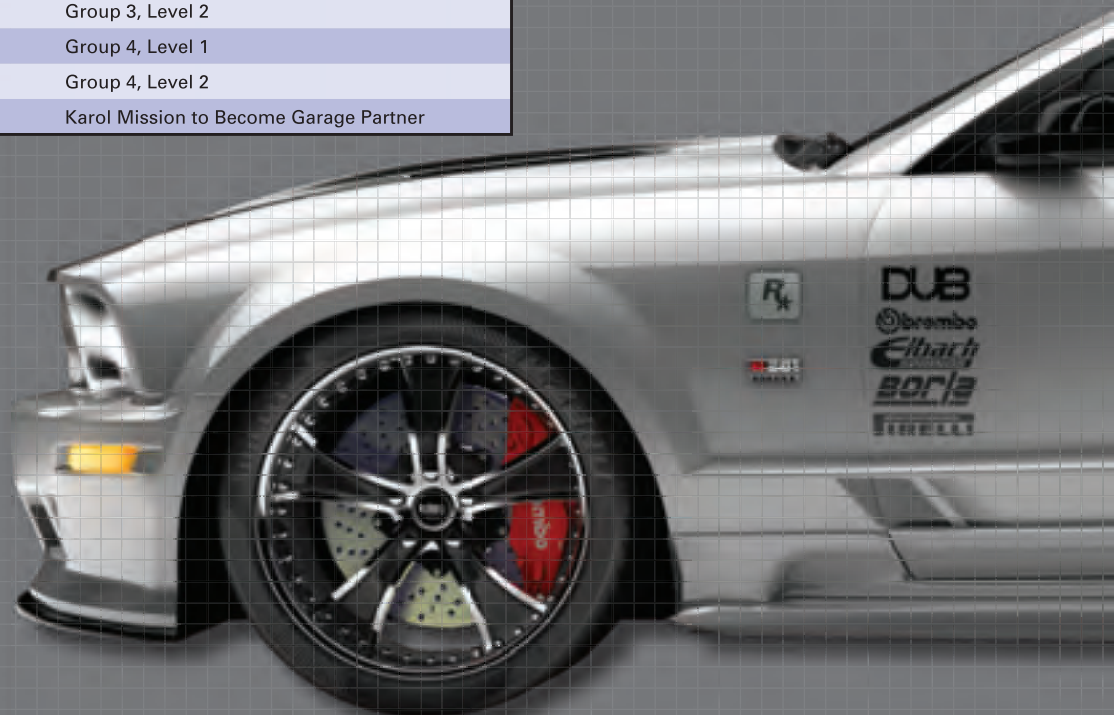
You can win money in Multiplayer mode, but cannot earn Rep. That means your time online could help you afford that vehicle you've had your eye on in Career mode, but you will not advance your career. We'll cover the details of this later.



## RACE TITLE

CAREER RANK	TOTAL REP REQUIRED	UNLOCKS
Backseat Driver	0	Group 1 Vehicles (Start of Game)
Navigator	800	Group 1, Level 1
Student Driver	2,000	Group 2 Vehicles
Rookie	3,610	Group 1, Level 2
Driver	5,600	Group 2, Level 1
Racer	8,060	Group 3 Vehicles
Veteran	10,760	Group 2, Level 2
Elite Racer	13,700	Group 3, Level 1
Champion	16,500	Group 4 Vehicles
Legend	19,540	Group 3, Level 2
Savant	22,760	Group 4, Level 1
Hero	26,160	Group 4, Level 2
Idol	33,500	Karol Mission to Become Garage Partner

Earning Rep unlocks missions and ranks up your "Title." Performance parts and vehicles unlock when you increase your Title. The list on this page illustrates how much Rep is needed to reach the next Title, as well as the Title name with each level reached and what is earned at the various levels.



# GARAGE

## ► CAPACITY

The maximum capacity of the garage is 30 vehicles. If you've earned enough money to own 30 vehicles, congratulations! But if you have your eye on a new vehicle and your garage is already full, you'll have to sell a less-desirable ride to replace it with something better.



## ► TEST DRIVE

Before buying a new vehicle, you have the option to test-drive it first. After a courtesy spin on the new wheels, press the START button and select to return to the garage. You can then choose whether or not to buy it.

## ► PERFORMANCE SHOP

If this is your first time playing a *Midnight Club* game, then you should know that performance upgrades have everything to do with the speed, handling, and general performance of your vehicle. Upgrades enhance your driving experience and uniquely change the way each vehicle performs on the road. These upgrades are found in the "Performance Shop" in the garage menu. Upgrades performed in the "Exterior/Interior" menu have no effect on the performance of your vehicle, except when it comes to adjusting the ride height. Lowering your vehicle could take a little wobble out of your ride. However, buying more expensive tires or changing your interior, will not modify performance.



The vehicle reviews in this section of the guide are based on all vehicles before and after a full performance tune-up. There are technically three levels of performance (Stock, Level 1, and Level 2), but for sake of clarity, we do not count "Stock" as a performance level upgrade; thus, from here on out we refer to performance upgrades as having two (earned) levels.



## UPGRADES CHANGE CLASS

There's a significant matter that you must be aware of, which is reflected in the performance shop upgrade menu, but can be easily overlooked: Purchasing upgrades can raise the class of the vehicle by one or more levels. For example, purchasing the second stage (the best parts) of performance upgrades for a B-Class/Group 3 Audi RS4 makes that Audi an A-Class vehicle. Keep this in mind when facing opponents and taking on challenging tournaments. It is sometimes mandatory to have a certain class vehicle to partake in a particular challenge. If you are especially fond of a certain vehicle and insist on using it in a race, then you can remove performance parts to lower the class to qualify for that particular challenge.



## VINYL EDITOR

Give your ride a unique look using the Vinyl Editor found in the garage's Customization menu. There are many vinyl packages unlocked from the beginning of the game, but if you want to get creative and personalize your vehicle, choose "Create/Edit Vinyls" from the Vinyl Editor. If you would like to put your vehicle up for sale online on Rate My Ride, this is where we suggest you start to make it unique and a must-have vehicle.



### VINYL EDITOR MAIN MENU

There are five options on the Vinyl Editor's main menu: Vinyl Packages, Create/Edit Vinyls, Remove All Vinyls, Store Vinyl Packages, and Exit Vinyl Editor.



### VINYL PACKAGES

This is where you go to apply Rockstar's pre-created Vinyls to your vehicle. They are all unlocked from the beginning of the game. You must pay \$1000 before you enter into this option for each new vehicle you bring into the garage. This allows you to try, apply, remove, and drive off with any vinyl package in this menu. You should be aware that many of these vinyl packages cover the entire vehicle, which would hide your paint job.



### CREATE/EDIT VINYL

This is where you go to create your own unique Vinyl designs. We'll expand on this subject later on.

### REMOVE ALL VINYL

Here you can remove custom or pre-created vinyls without entering other menus.

### STORE VINYL PACKAGES

This is your last stop after creating a vinyl using the "Create/Edit Vinyls" option, which we'll expand on in this chapter. The saved vinyl packages will appear in the list of pre-created vinyl packages in the first menu option, "Vinyl Packages." This is where you can select your creations and apply them to any vehicle you pull into the garage.

### EXIT VINYL EDITOR

Select this or select "Back" to return to the previous menu, "Customization."



# CREATING YOUR OWN VINYL

## ▶ CHOOSE GROUP

Select “Create/Edit Vinyls” from the Vinyl Editor menu. Your first option is to choose the part of the vehicle you would like to work on by scrolling through the body parts that appear in the top-right corner of the screen. You can select the top (including hood and trunk), front bumper, rear bumper, or either door side. We like to work with the largest surface area of the vehicle, which depends on the vehicle you have in the garage. Your vinyl creation can then be copied and moved to any part of the car afterward. The entire vinyl can also be scaled to fit other parts of the vehicle. However, if you’re trying to make a unique vinyl that fits a particular area of the vehicle, then we suggest designing it with that area selected as the background.



## ▶ CHOOSE LAYER



If you’re familiar with programs such as Photoshop, Illustrator, Paintshop, etc., then you understand the concept of “layers,” which allow you to stack graphics on top of each other to create the final design element. Throughout this process, each of these layers continues to be individually selectable for you to edit. This means you can always go back and alter smaller aspects of your art.

You can have up to 64 layers on the top and each side of the vehicle and 16 layers for the front and rear bumper for a total of 224 layers on your vehicle! These layers can be linked to each other so they act as one layer

when global changes must be made. For example, if you want to scale the image up or down, you don’t need to scale each layer separately; you can link the layers and all editing to that group will affect all the layers in the group equally. In this editor, linking the layers is called “mark” and unlinking them is called “unmark.”

From the “Choose Layer” menu, you can mark or unmark a layer (instead of going into the layer options), which saves you a step. You can also accept the layer to avoid losing your work. The button commands for these options vary depending on your system, so find the corresponding controls on the menu option bar.

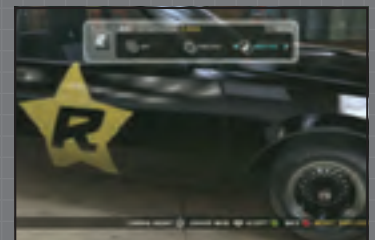


## ▶ EDIT LAYER MENU



There’s plenty of available clip art to begin your vinyl creation with. These are displayed at the top of the screen in a side scrolling menu wheel. Use the buttons indicated on the upper portion of the menu to move to the next or previous clip art selection. You’ll also find shapes and five different font styles. Once you’ve selected a clip art category, you can then scroll through the many pieces of art within that group. Combining clip art using multiple layers is the foundation for creating a design. The categories of graphic options are: Animal, Auto, Fades, Flames, Flourish, Evil, Icon, Manufacturer, Shapes, Stripes, Tattoo, Tears, Techno, Tribal, Urban, Weapons, Aftermarket, and Fonts 1 through 5.

For the creative artists out there, the “shapes” category is going to give you the most flexibility and will allow you to design any logo or graphic you can dream up by using multiple layers and the many editing tools available to alter, color, and mask these shapes.







## 1998 NISSAN 240SX

At the beginning of the game, you must choose one of three vehicles, and this one is one of your choices. We recommend this one over the Golf. The steering feels tighter without as much fishtailing. The untuned top speed is similar (125 mph), but it weaves easier through traffic. The untuned acceleration is not quite as good as the untuned Golf, but the handling is much better.

Once fully tuned, this vehicle is a much smarter purchase than the Golf. The top speed fully tuned is similar (160 mph), but handling at this speed feels good. However, recovering from a bad drift is not as easy as it is in the Golf. Getting all the customized appearance parts for this vehicle will easily run you around \$15,000. Using Widebody will take this down to about \$9,000.

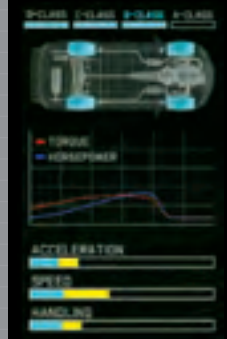
### SPECS

Vehicle: D-Class/Group 1  
 Type: Tuner  
 Price: \$4,500  
 Additional Cost for Full Performance Tuning: \$17,680

### INITIAL STATS



### FULLY TUNED STATS



## 1988 VOLKSWAGEN SCIROCCO

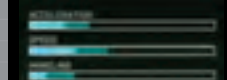
This is one of your three choices at the beginning of the game. We recommend it over the other two vehicles. The Scirocco has all the strong points of the Golf and the 240SX with none of their weaknesses. We got the top speed over 130 mph with the untuned Scirocco. The handling and steering are comparable to the Golf, but with less wobble. The acceleration is the best of the Group 1 vehicles. Once fully tuned, there are no doubts that this is a clear winner

in handling and speed in the Group 1 category. You can swerve and weave at blistering speeds and still easily keep it under control. High-speed rear-ending collisions are not devastating; the vehicle maintains control. The steering is very responsive and the tires grip exceptionally well. Expect to get this vehicle up to 176 mph once fully tuned. Cosmetically tricking it out to the desired look can cost you around \$16,500.

### SPECS

Vehicle: D-Class/Group 1  
 Type: Tuner  
 Price: \$3,500  
 Additional Cost for Full Performance Tuning: \$17,680

### INITIAL STATS



### FULLY TUNED STATS



## CAREER MODE/ORDERED RACES

This exciting race takes you around the entire Downtown area. You start on Santa Monica Blvd., facing east toward 4<sup>th</sup> Street. At the first checkpoint, you must choose whether to drive up the on-ramps or go under them. Let traffic be the deciding factor. If you go under, you must soon veer left or right up the next set of ramps or you'll run directly into a dead-end wall.

Checkpoint 3 is a sharp left turn heading down into opposing traffic on the freeway off-ramp. Drive as close as you can to the left rail to avoid oncoming traffic; you'll be taking the next left ramp off the freeway.

Decelerate and tap the emergency brake to slide through checkpoint 5 at the top of the ramp to speed west on 2<sup>nd</sup> St. Fly through the 2<sup>nd</sup> Street tunnel (checkpoints 6 & 7) and slide through the next sharp left onto Figueroa, cutting across the sidewalk. The road between checkpoints 8 and 11 on Figueroa begs you to put your machine to the test; it's a great straightaway for speed. If you have Nitrous, use it here.

Your first shortcut (or good corner-cutting) opportunity is on South Figueroa Street between checkpoints 13, 14, and 15. As you pass Pico Blvd., look for checkpoint flare 14 to the left and aim straight for it. Smash through the corner fences and head under the freeway.



# /// 4TH STREET MEET

Slide left through checkpoint 14 and follow the containers to your right until you see checkpoint 15 in the following street. Smash through the fence as you enter Grand Avenue. Speed up onto the freeway and take the second exit to the right to return to 4<sup>th</sup> Street. In the 3<sup>rd</sup> St tunnel, you have the choice of driving on the lower tunnel (middle road) or the upper deck (left or right side roads). We prefer the middle, more convenient route. Checkpoint 19 to the finish is pretty much straightaway. Use up the rest of your Nitrous in this final stretch.

In Hard mode, checkpoints 7, 11, 13, 16, 17, and 20 through 23 are removed from the course. This makes the race more difficult, but also opens several shortcut opportunities.

These checkpoint numbers are colored red on our map and the corresponding shortcut route opportunities are illustrated in red.

The coolest shortcut is the Downtown jump. As you exit I-5 onto 4th St., you'll access a large ramp if you continue straight through the arch where checkpoint 20 used to be. When you land on the next block you can continue the shortcut down the middle of the block by smashing through a glass doorway and exit. Proceed through the next center pathway and veer right under the Business Hotel carport. This places you on 3<sup>rd</sup> Street. The finish line is just a couple of blocks ahead.



## CAREER MODE/ORDERED RACES

Early in your mission progression this course has 24 checkpoints. Later in the game, though, a few checkpoints are removed: 5, 10, 16, and 22 (these are marked red on our map). The removal of these checkpoints opens more shortcut opportunities, which are indicated with red lines on our map.

Look for sidewalk and corner-cutting opportunities. The first one is the left turn at checkpoint 5 at the GameStop. If your course is missing checkpoint 5, use the indicated shortcut marked in red on our map. You can clearly see the next checkpoint shine through the end of the alley as you pass through checkpoint 4. This helps guide you into the shortcut. If your course has a checkpoint 10 at the 7-Eleven service station, then carefully cut through its covered gas pumps for a great corner-cutter and a single, free refill on Nitrous.

If you are on the course without a checkpoint 10, then use the alley shortcut indicated in red on our map to shave off the entire corner (between checkpoints 9 & 11).

If your course is missing checkpoint 16, then take advantage of a great shortcut through the wide, brick walkway between corner stores (Rodeo Drive). The shortcut is marked red on our map between checkpoints 15 & 17.

No matter how many checkpoints you have, the stairwell shortcut on the left side of the road between checkpoints 17 & 18 is always available and shaves a little time off the clock. It may even give you the lead you need.



# /// AROUND HOLLYWOOD



## CAREER MODE/ORDERED RACES

The early game progression version of this course has 28 checkpoints. In the Hard version, checkpoints 4, 5, 11, 19, 20, 25, 26, & 27 are removed, opening a few shortcut opportunities. The corner at checkpoints 8 & 22 can be cut to shave some milliseconds off your time.

In the alternate (later) version of this course, you can cut through a building pass-through between checkpoints 3 & 6 (marked in red on our map). Drive into the building and veer right immediately to execute the shortcut correctly.

The shortcut alley between checkpoints 14 & 15 is not such a secret to the AI competitors, but it's easy to miss if you don't keep a sharp eye out. There are two routes you can take here. If you stay to the right, you can find a lower route that runs under the leftmost path. You may find this just a bit easier than the adjacent shortcut.

There's a large corner-cutting opportunity at checkpoint 19. You'll see a four-story building on the right. Cut to the right at the end of the building and follow the sidewalk, then continue to the road to slice off a large portion of the corner from the race. This checkpoint is missing from the alternate version of the course, allowing you to use an alley shortcut from checkpoint 18 to 20 (marked in red on our map).

On the alternate version of this map, checkpoints 25, 26, & 27 are removed, allowing you to continue south through the market area entered at checkpoint 23. Continue on this path south through the market area and back to the main road to the finish line.



There are 60 Rockstar caution barrels hidden all over Los Angeles. Most are located in or near shortcut locations. Drive into them to collect them. A cheat is given for every 10 you get. To activate these cheats, access the Pause menu and tab over to "Settings," then select "Cheat Codes." The cheats do not appear until you collect groups of 10 collectables. Select the cheat you wish to use and then back out of the menu. The game will save your settings. Remember that enabling cheats prevents career progression and your ability to earn Rep or money. The following are the cheats unlocked by collecting groups of 10 hidden barrels:



## COLLECTABLE LOCATIONS

The collectables you've collected are tracked by the game and displayed in the Statistics menu. To access this menu, press the START button and tab over to Settings. Statistics is the second option in the list. There are a total of 60 collectables in the seven districts of Los Angeles: Hollywood Hills, Santa Monica, Westwood, Century City, Beverly Hills, Hollywood, and Downtown. The map shown here identifies these locations, while the rest of this chapter provides a detailed description and picture of each one.





**OFFICIAL STRATEGY GUIDE**

Written by Tim Bogenn

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