XBOX

LIVE ONLINE ENABLED

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FLATOUT 2

TEEN
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CONTENT RATED BY
ESRB
Game Experience May
Change During Online Play

EMPIRE
INTERACTIVE

BUGBEAR

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

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

Other Important Health and Safety Information

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

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of games play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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FLATOUT™ 2

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CONNECTING TO XBOX LIVE®

Take *FLATOUT 2* Beyond the Box

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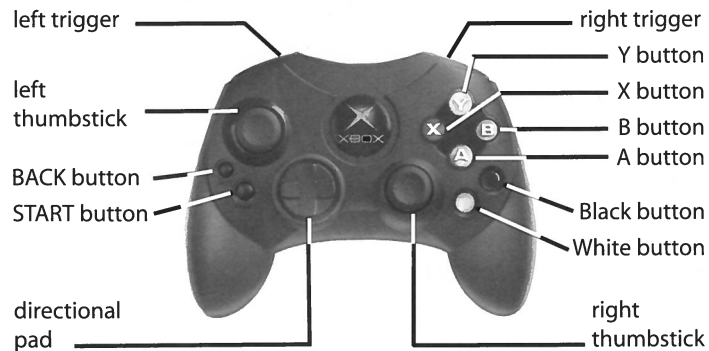
Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see *www.xbox.com/connect*.

GETTING STARTED

USING THE XBOX® CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.

2. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *FLATOUT 2*.

left trigger — right trigger
— Y button
left thumbstick — X button
— B button
BACK button — A button
START button — Black button
— White button
directional pad — right thumbstick

CONTROLS

All menus within *FLATOUT 2* are navigated in the same way.

Use the **directional pad** or the **left thumbstick** to highlight a menu item and press the **[A] button** to select an option. Press the **[B] button** to go back to the previous menu screen.

Use the **directional pad** or the **left thumbstick** to cycle through choices or move sliders.

DEFAULT CONTROLS

COMMAND	MENUS	IN-GAME
left thumbstick	Navigate Menu Options	Steer Left / Right / *Aftertouch
directional pad	Navigate Menu Options	Steer Left / Right
right trigger	-	Accelerate
left trigger	-	Brake (Hold for Reverse)
[A]	Select Menu Option	FlatOut Nitro Boost / *Driver Launch
[B]	Go Back a Screen	Handbrake
[Y]	-	Reset Car
[X]	-	Look Behind
black button	-	Change Camera
white button	-	Toggle Player's List
START button	-	Pause / Pause Menu

*Rag Doll mini-games only

GAMEPLAY AND HUD

AI DAMAGE BAR

The AI Damage Bar represents the AI's health. The closest car to you is shown in the bottom left of the **HUD**. If there are no cars within a certain radius, the bar will not be displayed.

PLAYERS POSITION LIST

You can opt to show the complete grid of players at all times in the **HUD**. By default, this is turned OFF. The list updates in real-time and also shows when cars have been knocked out of the race (total damage). The list can be toggled ON or OFF by pressing the **white button**.

NITRO

There are three primary ways to gain nitro. Crashing into opponent cars, taking jumps and crashing into objects all generate nitro. However, nitro is only given the first time you hit an object (if another car hits the object first, you will not gain nitro from hitting it after). Nitro is also given if your driver crashes through the windscreen! The Nitro Meter shows how much nitro you currently have available. Press and hold the **[A] button** to use the nitro.

RESET

If you flip your car, crash, come off the track or your driver crashes through the windscreen, press the **[Y] button** to reset your car back on the track. Resetting will put you back on track with a rolling start; you will also be invulnerable to opponent cars and objects for a few seconds.

MAIN MENU

Press the **[A] button** or **START button** from the title screen to access the Player Profile screen.

PLAYER PROFILE

The first screen you will be presented with is the Player Profile screen. From here, you will be able to create a new profile, continue with a saved profile or delete an existing profile. Your profile contains all the information about your Career progress, game settings and game statistics. Up to 8 profiles can be created, so that multiple players can experience and play through the Single Player game without affecting someone else's game.

After the Player Profile screen, you will be taken to the Main Menu. From here, you will be able to choose between Single Player, Multi player, Options and Extras.

SINGLE PLAYER

CAREER MODE

Compete in multiple cups spread over 3 classes to become the ultimate FlatOut champion. You start your career with 5,000 Credits (CR) and an empty garage. Earn points and money by winning cups to buy new cars and upgrade your existing collection!

CLASSES

The career is split into 3 main classes, Derby Class, Race Class and Street Class and each class is split into 3 levels. Level 1 of the Derby Class is where you begin your career.

The classes are named according to the cars that are available.

Derby cars are custom-built old bangers salvaged from the scrap yard but with reinforced roll cages and strengthened bodywork, making them ideal for Destruction Derby events.

Race cars are built for speed and performance but offer functionality over style. Race cars aren't as robust as the Derby cars, but what they lack in strength, they make up for in performance.

Street cars are the fastest cars in FlatOut 2 and offer killer performance and showroom style!

Once you have earned enough money, you are able to buy a car from any class and compete in it.
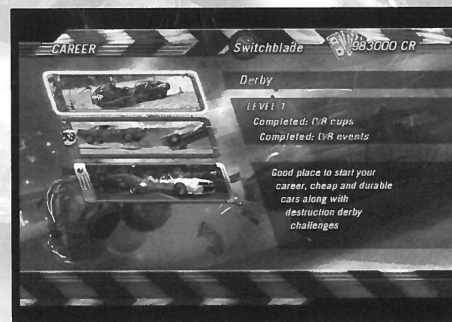
CAR SHOP

You will be taken directly to the Car Shop upon entering a class for the first time.

A small selection of cars are available, with more cars becoming available as you progress through the class. Every car handles slightly differently and exhibits different characteristics. These are shown via the statistics bars, however, to really get an idea of how a car performs and handles, you can try before you buy. Press up or down on the **directional pad** or move the **left thumbstick** up or down to change the color pattern of the selected car.
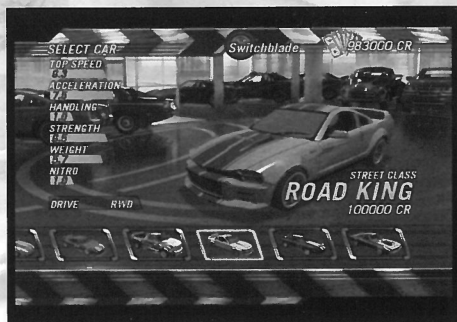
CAREER HOME SCREEN

This is the main hub of the career. You can access the Cup Selection screen, Garage, Car Shop, Upgrade Shop and Career Statistics from here.

CUPS

Every class has a number of cups that must be completed to progress. Cups consist of a series of 2-6 races, depending on the cup. Points are awarded at the end of each race as follows:

1st	10 points	5th	4 points
2nd	8 points	6th	3 points
3rd	6 points	7th	2 points
4th	5 points	8th	1 point

To complete a cup, you must place in the top 3 positions at the end of the cup. Money is awarded for these 3 positions, as shown on the Cup Selection screen when you highlight a Cup. Cups can be attempted in any order, however, each cup has to be completed to progress to the next stage.

Bonus events are unlocked by completing the standard race cups. Bonus events consist of Rag Doll mini-games, Destruction Derby events and special race tracks. These events are voluntary and do not have to be completed to progress through the career mode. They can be used to earn more money for buying and upgrading cars.

RACE RESULTS

At the end of a race, you will be presented with the Race Results. This screen shows your final position and the final position of the other vehicles, including best and total lap times.

You can choose to watch the replay, retry the race or exit to menu. Selecting replay will give you the following options.

Exit	Restart	Pause	Fast Forward	Slow Motion

RACE SUMMARY

The Race Summary screen shows your position in the race, Cup points awarded and any Bonus Credits achieved. Bonus Credits are based on certain crashes and scenarios within the race. They are as follows:

Crash Scenario	Description
★Slam	Small crash
★★Power Hit	Medium crash
★★Super Flip	Flipping another car
★★★Blast Out	Big crash
★★★★Crash Out	Causing a driver ejection
★★★★★Wrecked	Destroying another car

TOP DRIVERS

Further bonuses are awarded for the "Top Drivers" in a race. The bonuses are as follows:

Best Wrecker – player who caused the most car-to-car damage
Blast Master – player who dealt out the heaviest hits
Fastest Lap – player with the fastest lap time
Bulldozer – player who caused the most scenery damage

GARAGE

Every car you buy goes into your garage. You can own multiple cars from multiple classes. You can change your car selection or sell your car from here.

UPGRADE SHOP

The Upgrade Shop allows you to upgrade 6 main areas of your car, BODY, ENGINE, EXHAUST, GEARBOX, SUSPENSION and TIRES & BRAKES. Each category contains various upgrades. Highlighting an upgrade shows what effect the upgrade will have on your car via the stats bars.

SINGLE RACE

The Single Race mode allows you to play a one-off race against the computer characters. Select the environment and track you wish to race on and select your car. Extra tracks and cars become available by unlocking them through the career mode.

SINGLE STUNT

The Single Stunt mode allows you to play a one-off Rag Doll mini-game against the computer characters. Select the game you wish to play and select your car. Extra games become available by unlocking them through the career mode.

SINGLE EVENT

The Single Event mode consists of Destruction Derby Arenas, bonus Dirt Tracks and Ovals. Extra events become available by unlocking them through the career mode.

SINGLE DERBY

The Destruction Derby Arenas are contained arenas where the player has to survive against the other opponent cars. Anything goes in this mode, and it's survival of the fittest. Use your car as a weapon to destroy the other competitors. Last car standing is the winner.

RAG DOLL MINI-GAMES

INTRODUCTION

Hurl your driver through the windscreen in one of twelve sadistic mini-games across two different arenas. Earn points to become the ultimate Rag Doll Champion.

LAUNCH, AEROBATICS & NUDGE

Use your car to aim in the general direction you want your driver to launch. When you reach the launch area, press and hold the **[A] button**. This will cause the action to slow down while the angle meter increases. Release the button to set the angle of launch.
After launch, you will have additional control over your driver – Aerobatics & Nudge. Move the **left thumbstick** (left, right, up, down) to "steer" your driver in the desired direction. This additional control should be used to fine-tune your launch. Press the **[A] button** to exert a small upward force on your driver, Nudge. This move can only be used once per launch.

MULTIPLAYER

XBOX LIVE

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a friends list with other players, see when they're online and receive invitations to play games. For games with multiplayer mode, invite your friends to play and talk to them in real-time while you play. For games with downloadable content, download items such as new levels, missions, weapons, vehicles and more to your Xbox console.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, go to www.xbox.com/connect.

SIGNING IN

If you are not already signed into Xbox Live, you will be prompted to Sign In. Your Xbox Live account will be listed – if not you will need to create a new account. To create a new account, select New Account from the menu, then follow the on-screen instructions to complete set-up.

QUICK GAME

Select Quick Game to search the Internet for any available games. No game preferences are taken into account. You will automatically join the first available game.

OPTIMATCH

Optimatch allows you to search for a specific game using the on-screen options. This search will find games that are either in the Lobby or in progress. You can join a game that is already in progress and wait in the Lobby until the other players return.

CREATE MATCH

You can host your own game using the on-screen options. Once you have created a game, you will be taken to the lobby.

LOBBY

You will reach the Lobby after you have either created a game or just joined a game. Select Change Car to change the default car selection. The choice of cars will be dictated by the settings the host has chosen.
The Host can change the Game Type, Game Mode, Track Type, Track and Laps by selecting Build Event from the menu.
The Lobby shows the names of all the players connected, which car they have selected and the car's upgrade level. If the game is a ranked game, each player's score will be shown. Each player has to select Ready from the menu to show the host they are ready to start playing. When a player is ready, a tick will appear next to their name.
Once everyone is ready, it is up to the Host to start the race by selecting Start Race.

PARTY MODE

Select Party Mode to play the Rag Doll mini-games with 2-8 players. You only need one controller for this mode since players compete in turns.
Add the amount of players you want to compete. You will be asked to enter the name of Player 1 via the on-screen keyboard. Player 1 then gets to choose their car. Once selected, players 2-8 do the same until everyone has entered their name and chosen a car.
The rules for each event are the same as the Single Player game, only this time you are competing against other people!

SPLIT SCREEN

Select Split Screen to play a 2-player game. The Split Screen mode is a race against another human opponent on the same screen.

OPTIONS

GAME OPTIONS

Meters   KPH/MPH
Changes the speedometer reading to either KPH or MPH

Show Race Map   ON/OFF
Turns the mini-map either ON or OFF

Show Bonuses   ON/OFF
Turns the bonus feedback text either ON or OFF

Show Tutorials   ON/OFF
Turns the Rag Doll Games Tutorial videos either ON or OFF

SOUND OPTIONS

SFX Volume   0-100%
Adjust the in-game SFX volume

Music Volume   0-100%
Adjust the menu music volume

CONTROLLER OPTIONS

Vibration   ON/OFF
Turns the Vibration function either ON or OFF

Layout Presets
Changes the button configuration to one of two presets

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