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

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XBOX

LIVE ONLINE ENABLED

# FLATOUT



TEEN  
T  
CONTENT RATED BY  
ESRB

BUGBEAR  
ENTERTAINMENT

EMPIRE

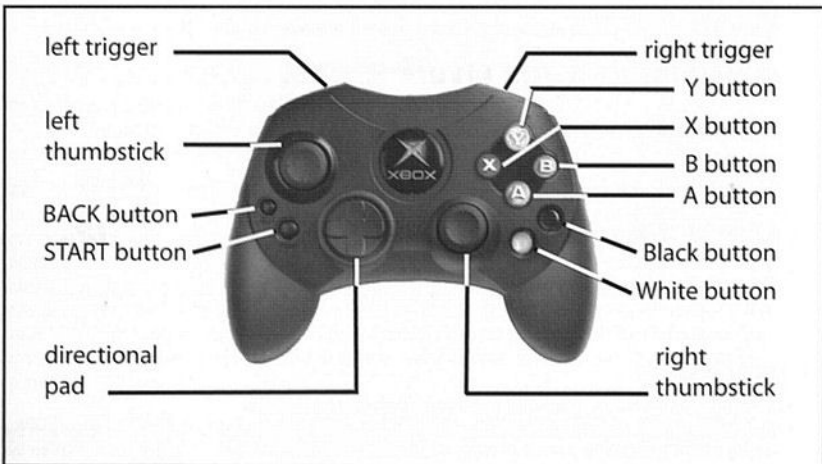
# CONNECTING TO XBOX LIVE® TAKE FLATOUT BEYOND THE BOX

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 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](http://www.xbox.com/connect).

## STARTING UP



## 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**.

## INTRODUCTION

**FLATOUT** is a close-pack, high-octane, merciless racing game, where ruthless drivers wreck their souped-up cars and demolish racing tracks while battling it out for victory and prize money!

## CONTROLS

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

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

## DEFAULT CONTROLS

Command	Menus	In-Game
left thumbstick	Navigate Menu options	Turn Left / Right
directional buttons	Navigate Menu options	Turn Left / Right
<b>A</b> button	Select Menu Option	Handbrake
<b>Y</b> button		Gear Up (Manual Gears)
<b>X</b> button		Gear Down (Manual Gears)
<b>B</b> button	Go Back a screen	FlatOut Nitro Boost / Release Rag-Doll (in Rag-Doll Sports Mode)
R Trigger		Accelerate / (Slow Motion Rag-Doll)
L Trigger		Brake (Hold for Reverse)
BLACK Button		Look Behind
White Button		Reset Car
START button		Pause the Game
BACK button		Change View

# GAME SCREEN



## MAIN MENU

Press the **A** button or START button from the title screen to access the Main Menu.

## PLAYER PROFILES

The first screen you will be presented with is the Player Profile screen. From here you will be able to create a new profile or continue with a saved profile. Your profile contains all the information about your Career progress, game settings and lap times.

### CREATE NEW PROFILE

Press the **A** button to create a new profile. Enter your name using the on-screen keyboard then select DONE. Select either the Male or Female character, and then select either the NORMAL or PROFESSIONAL handling model.

To continue with an existing profile, press right on the directional pad until your profile appears then press the **A** button to continue.

To Delete a profile, make sure the profile you want to delete is selected then press the **Y** button.

**NOTE:** You can create up to 7 profiles, so that each player can experience and play-through the Single Player game without affecting someone else's game.



## SINGLE PLAYER CAREER MODE

You start the Career Mode with \$4,000 in your pocket and an empty garage. The idea is to win races to progress through the game while earning money as you go. The money can then be used to upgrade your car in the Tuning Shop or save your cash to buy a new car from the Car Dealer.

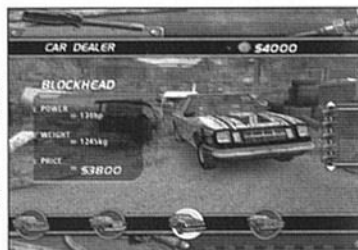
There are three tournaments to compete in, Bronze, Silver and Gold. Only the Bronze Class will be available to play at the start. You must complete the Bronze Class to unlock the Silver Class and complete the Silver Class to unlock the Gold Class.

### Car Dealer

Your first stop should be the Car Dealer. Only the first five cars are available to buy in the Amateur Class. After your selection you can either opt to go straight for the first race, or have a look around the Tuning Shop (assuming you have some money left to spend)?

**NOTE:** All purchases in **FLATOUT** are permanent and will be automatically saved.

**TIP:** Press up or down on the directional pad or the left thumbstick to change the color of the selected car.



## Tuning Shop

The Tuning Shop allows you to upgrade 6 main areas of your car. Each main area contains various items to upgrade, these are:

<b>ENGINE</b>	Achieve increased torque, horsepower, efficiency and durability by purchasing race-prepared parts to improve engine efficiency and power.	<b>Tuning Kit</b> <b>Turbo</b> <b>Port and Polish</b> <b>Engine Balancing</b> <b>Filter Kit</b> <b>Carburetor and Manifold</b>
<b>DRIVE TRAIN</b>	Minimize power loss and prepare the drive train for higher power output and harsher race conditions. Increased shifting speed and power transfer by reducing inertia and friction.	<b>Clutch</b> <b>Flywheel</b> <b>Transmission</b>
<b>EXHAUST</b>	Improved gas flow speed with minimal restrictions in the exhaust system allows your engine to output more power.	<b>Exhaust</b> <b>Exhaust Manifold</b>
<b>SUSPENSION</b>	Improve the handling and traction by upgrading your suspension. Remember power is nothing without control.	<b>Shocks</b>
<b>TIRES</b>	Power means little if you can't slow down. The better the brakes, the more aggressively you can drive by breaking later. Of course breaking power is useless if you don't have the tires to handle it.	<b>Tires</b> <b>Brakes</b>
<b>BODY</b>	Upgrade the framework and bodywork of your car for reduced risks, added safety and all new driving comfort.	<b>Body Upgrade</b>

Each area gives you various options of how you can upgrade your car. For example, selecting ENGINE will give you various engine upgrades such as Tuning Kits, Turbos and Carburetors.



### Statistics

There are two parts to the Statistics page, your current Car Specifications and the overall Career Statistics.

The Car Specifications page shows you detailed information about your car along with any upgrades purchased from the Tuning Shop.

The Career Statistics page shows you your Career progress including your current class, total distance covered, Percentage of the Game Completed and Total Money earned.

**Race**  
When you are ready to get into the action select Race from the menu. Next, select the class you want to race in. The Bronze class consists of 9 tracks with the first 3 tracks available to compete on; the rest of the tracks must be unlocked. In order to progress through the game and unlock the tracks, you must finish each race in the top 3. Money is awarded for all positions except last place (8th).

### FlatOut Meter

The **FLATOUT** Meter increases when you smash into interactive scenery or the other cars. When the **FLATOUT** Meter is partially full (a red light will flash just above the meter), you can go into **FLATOUT** mode, which gives you a Nitro boost for as long as the button is pressed or until the **FLATOUT** Meter is empty.



### Race Over / Replay

At the end of the race you will be presented with the Race Over screen, this screen shows your position and the position of the other vehicles including all the lap times. Pressing the **A** button will take you to a replay of the race. The following options are available.

Exit Restart Slow Motion Pause Fast Forward



### Race Results Screen

After the race you will be taken to the Race Results screen. This screen will show you your position in the race, how much money (if any) you have won and if you have unlocked any tracks.

### Destruction Smash Screen

The Destruction Smash screen shows you how much bonus money you have earned by smashing into the trackside scenery.

## QUICK RACE

The Quick Race mode allows you to play a one off race against the computer controlled cars. Select your car, then select whether you want to race with Manual, or Automatic gears. Only the first three standard tracks are available to play plus any tracks that have been unlocked through the Career Mode.

## TIME TRIAL

The Time Trial mode allows you to play a one off race against the clock. Your total time and your best time lap times are recorded.

## BONUS

There are 3 Bonus Tracks, 3 Demolition Arenas and 6 Rag-Doll Sports events to compete in.

### Bonus Tracks

The Bonus Tracks consist of fairly simple and small tracks, designed to create maximum mayhem in a short space of time.

### Demolition Arenas

The Demolition Arenas are circular bowls where the player has to survive against the other 7 AI cars. Your reward depends on the amount of time it takes for you to destroy the other cars and be the last car standing!

### Rag-Doll Sports

This mode is divided into six sports. All of the sports incorporate the use of the Rag-Doll driver. For example, the objective in the Long Jump is to propel your driver as far as possible down the Long Jump pit. All of the sports comprise of three turns, which are added together and the total at the end being your final score.

**Long Jump** - Propel your driver as far as you can down the Long Jump Pit.

**High Jump** - Propel your driver as high as you can.

**Darts** - Propel your driver at the giant Dart Board to achieve the highest score. Usual Darts scoring applies.

**10-pin Bowling** - Propel your driver towards the pins. Knock down as many as you can in three goes.

**Clown's Face** - There is a giant 2D wooden Clown with targets cut into it. You have to propel your driver to land in the targets to score points.

**Bullseye** - Propel your driver towards the target. The center of the target gives you the highest score whereas the outer edges give you the lowest score. Try to get your driver as close to the center as possible.

## 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, invite them to play and talk to them in real-time as you play.

Before you can play **FLATOUT** online, 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](http://www.xbox.com/connect) and select your country.

### 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.

### PLAY LIVE

#### Quick Match

Selecting Quick Match will 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 on XBOX Live. Use the options to define what type of game you are looking for.



#### Handling

ANY/NORMAL/PROFESSIONAL

#### Track Type

ANY/FOREST/PIT/TOWN/WINTER/RACE/BONUS

#### Track

Select a specific track

#### Laps

1-10

#### Cars

ANY/BRONZE/SILVER/GOLD, or a specific car e.g. BLADE.

#### Car Upgrades

NONE/MEDIUM/ALL

#### Damage

Select whether the damage system affects your handling. YES/NO

#### RagDoll Release

YES/NO

#### Rated Game

YES/NO

#### Language

ANY/Use this to find games of a specific language

### Create Game

You can create your own game by defining these various options:

#### Handling

Select either the Normal or Professional driving model.

#### Track Type

Select the track environment you wish to race on from, Forest, Pit, Town, Winter, Race and Bonus.

#### Track

Select the actual track to race on.

#### Laps

Select the number of laps from 1 to 10.

#### Cars

Select a class of car, Bronze, Silver or Gold, a specific car e.g. BLADE, or ANY.

#### Car Upgrades

Select between NONE, MEDIUM or ALL Upgrades. **Note:** The level of upgrades are added to your car automatically, you cannot select individual components.

#### Damage

Select whether the damage system affects your handling. YES/NO

#### RagDoll Release

Select to have the RagDoll feature either ON or OFF.

#### # Players

Select the maximum number of players, 2-8.

#### #Reserved for Friends

Select the number of reserved places you want for invited friends. **NOTE:** Rated Game must be set to NO.

#### Rated Game

Select whether the game should be a rated game or not.

#### Language

Set the language of the game. Only those searching for this language will find the game.

### Friends

Access your Friends list, check their status, accept or decline invites.

### Recent Players

Shows the last 10 players you have played with on XBOX Live since you last signed in.

### Online Options

**Appear Offline** YES/NO  
**Voice Through Speakers** YES/NO  
**Save Changes**

### Scoreboards

View the worldwide scoreboards for **FLATOUT**. See where you and your friends are ranked.

### Sign Out

Sign out of XBOX Live.

### Lobby

You will reach the Lobby after you have either created a game or just joined a game.

From the Lobby, as either the Host or Client, you will have to select your car. Press the **A** button to go to the Car Dealer screen. The choice of cars will be dictated through the settings the host has chosen.

Once everyone has connected and chosen a car, it's up to the Host to Start the Game by pressing the **A** button.

## SYSTEM LINK

System Link allows you to play a Multiplayer game with up to 8 connected Xbox video game systems.

### Join Game

Select Join Game to scan the local network for any System Link game that has been created. If a game is found, you will then be taken to the Lobby.

### Host Game

If you choose to be the host, you will be able to create a game by defining various options. These are:

<b>Handling</b>	Select either the Normal or Professional driving model.
<b>Track Type</b>	Select the track environment you wish to race on from, Forest, Pit, Town, Winter, Race and bonus.
<b>Track</b>	Select the actual track to race on.
<b>Laps</b>	Select the number of laps from 1 to 10.
<b>Cars</b>	Select a class of car, Bronze, Silver or Gold, a specific car e.g. BLADE, or ANY.
<b>Car Upgrades</b>	Select between NONE, MEDIUM or ALL Upgrades. <b>Note:</b> the Level of upgrades are added to your car automatically, you cannot select individual components.
<b>Damage</b>	Select whether the damage system affects your handling. YES/NO
<b>RagDoll Release</b>	Select to have the RagDoll feature either ON or OFF.

### Lobby

You will reach the Lobby after you have either created a game or just joined a game.

From the Lobby, as either the Host or Client, you will have to select your car. Press the **A** button to go to the Car Dealer screen. The choice of cars will be dictated through the settings the host has chosen.

Once everyone has connected and chosen a car, it's up to the Host to Start the Game by pressing the **A** button.

## SPLIT SCREEN

Select Split Screen to play either a 2-player or 4-Player game. The Split Screen race is a one off race against other human opponents.

Players select their preferred car from the Car Dealer. Any player can then select the Class and Track to race on. At the start of the game only the first three tracks on Bronze are available to play, however playing through the Single Player Career Mode will unlock the later classes, tracks and bonus tracks.

## HOTSEAT

Select Hotseat to play a 2, 3 or 4-Player turn based game in the Bonus Rag-Doll Sports Mode. You only need one controller for this mode since each player takes it in turns.

After selecting the amount of players to compete, you will be asked to enter the name of Player 1 via the on-screen keyboard. Player 1 will then get to choose their car. Once selected, players 2, 3 and 4 will have the same choices until everyone has entered their name and chosen a car.

The next step is to choose an event. At the start of the game only the first two events are available to play, however playing through the Single Player Career Mode will unlock the later events.

The rules for each event are the same as the Single Player game, only this time you are competing against other people!

For further details on Rag-Doll Sports see page 6.

## OPTIONS

### Game Options

**Imperial Units ON/OFF**

This will change the units used in game to either Imperial or Metric. e.g. The Speedo.

**Overlay Gauges ON/OFF**

This will turn the in game overlay gauges either ON or OFF. e.g. The Speedo and Rev Counter.

**Race Map ON/OFF**

This will turn the in game map either ON or OFF.

### Sound Options

**Race Music Volume**

Adjust the in game music volume

**Menu Music Volume**

Adjust the menu music volume

**SFX Volume**

Adjust the in game SFX volume

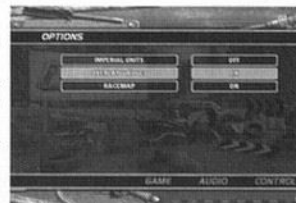
### Controller Options

**Controller Vibration ON/OFF**

This will turn the Controller Vibration function either ON or OFF.

**Configure Controller**

Choose your preferred controller configuration from the three available variations.



## CREDITS

### BUGBEAR ENTERTAINMENT

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sPVS™ Visibility Optimization library  
© Hybrid Graphics, Ltd.  
FMOD sound and music system.  
© Firelight Technologies Pty, Ltd., 1994-2004  
Lua 5.0 ©2003-2004 Tecgraf, PUC-Rio.  
VFPaint ©2003 Zoltan Hollósy

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## MUSIC CREDITS

#### LAB

##### "BEAT THE BOYS"

Music: Splendid, Lyrics: Ana  
From the album "Devil is a girl"  
(P) 2002 BMG Finland Oy  
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www.labplanet.net

#### THE APRIL TEARS

##### "LITTLE BABY IS COMING"

Dead Frog Records  
www.deadfrogrecords.com  
Lyrics/Music: Andreas Jismark &  
Jimmy Monell  
Published by Tom Bone Music

#### SUBROC

##### "CLOSE THE WINDOWS"

Tom McCreery, guitarist  
Written and Performed by Subroc  
www.subroc.co.uk

#### KID SYMPHONY

##### "HANDS ON THE MONEY"

Words and music by Langdon/Denton  
Published by Chrysalis Music Ltd.

#### KILLER BARBIES

##### "DOWN THE STREET"

Written by Silvia Garcia Pintos and  
Antonio Dominguez Lourido  
Published by Edition Drakkar II/  
BMG Music Publishing Ltd.

#### KILLER BARBIES

##### "BABY WITH TWO HEADS"

Written by Silvia Garcia Pintos and  
Antonio Dominguez Lourido  
Published by Edition Drakkar II/  
BMG Music Publishing Ltd.

#### SPLATTERHEADS

##### "FISH BISCUIT"

Music and lyrics by Splatterheads.  
Taken from "Bot - The Album",  
Subway Records, Germany.

#### THE HISS

##### "BACK ON THE RADIO"

Performed by The Hiss  
Written by Bah-Kamara, Barrera, Franco,  
Galpin/Strange Investigations  
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and Polydor UK Ltd.

#### AMPLIFIRE

##### "DROWN TOGETHER"

Performed by Amplifire  
Mastervox Records,  
www.mastervox.fi  
www.amplifire.com

#### AMPLIFIRE

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#### FULL DIESEL

##### "NO MAN'S LAND" and "KING OF DEFEAT"

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TOKYO DRAGONS  
"TEENAGE SCREAMERS"  
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#### AGENT BLUE

##### "SOMETHING ELSE"

Composed by: Matt Jones,  
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Published by Agent Blue

## WITH MANY THANKS TO:

WWW.OVERPLAY.COM, THE DEFINITIVE SITE FOR UNSIGNED  
MUSIC BANDS:

#### NO CONNECTION

##### "Burnin'", "Living American" and "Love To Hate To Love"

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#### ADRENALINE

##### "Adrenaline" and "Dead Inside"

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#### DEPONEYE

##### "Anger Management 101" and "Tick Tock"

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#### CIRCA

##### "Alive!"

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#### CENTRAL SUPPLY CHAIN

##### "FlatOut", "Are You Ready?" and "The Ever Lasting"

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www.overplay.co.uk/centralsupplychain

#### SIXER

##### "The Race"

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www.sixermusic.co.uk

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