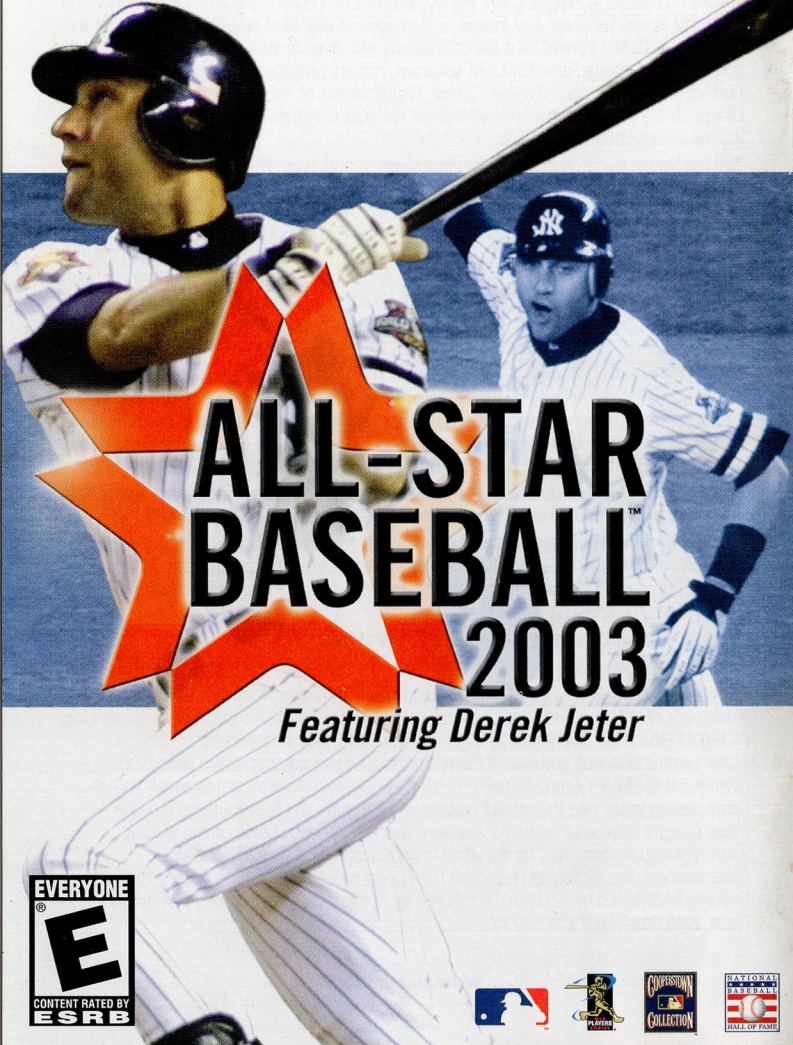


LOOK FOR



ALL-STAR BASEBALL™ 2003

Featuring Derek Jeter



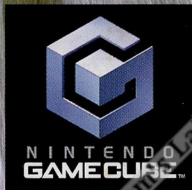
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BURNOUT™



INSTRUCTION BOOKLET



Virtual Reality

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

EVERYONE

Mild Violence

Visit www.esrb.org or call 1-800-771-3772 for Rating information.

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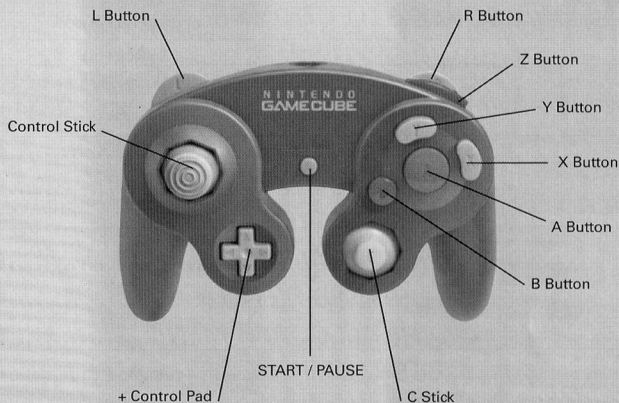


SETTING UP & LOADING

1. Make sure the **POWER Button** is **OFF** on your Nintendo GameCube™.
2. Insert your **BURNOUT™** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert Nintendo GameCube™ Controller into Controller Socket.

Note: BURNOUT™ is for one or two players. Each player should insert a Controller into the proper Controller Socket at this time.

4. If you wish to save a game, insert a **Nintendo GameCube™ Memory Card** into **Memory Card Slot A**.
5. Press the **POWER Button ON** (important: make sure not to touch the **Control Stick** while doing so).



PLAYING BURNOUT WITH 480P PROGRESSIVE SCAN OUTPUT

Note: Burnout is compatible with digital television sets, providing enhanced visuals. To connect to one of these devices, follow this alternate loading procedure:

1. Make sure the **POWER Button** is **OFF** on your Nintendo GameCube.
2. Connect your Nintendo GameCube™ system to your digital television using a Nintendo Component Cable (sold separately).
3. Insert your **BURNOUT™** Nintendo GameCube™ disc as described in the instruction manual.

4. Insert Nintendo GameCube™ Controller into Controller Socket.

Note: BURNOUT™ is for one or two players. Each player should insert a Controller into the proper Controller Socket at this time.

5. If you wish to save a game, insert a **Nintendo GameCube™ Memory Card** into **Memory Card Slot A**.
6. **HOLD** the **B Button** on the Controller while pressing the **POWER Button ON** (important: make sure not to touch the Control Stick while doing so).
7. An onscreen prompt will appear, "Do you wish to enter progressive scan mode?" Select **YES**.
8. Once you see the **MAIN MENU**, select **DISPLAY** from the **OPTIONS** menu. Select the 16:9 setting (not 4:3).
9. The game is now configured to run in progressive 480p mode.

INTRODUCTION

If you ever longed for a life of high-speed motoring mayhem, your prayers have been answered. Welcome to a world of exciting driving, dangerous curves and twisted wreckage.

Welcome to BURNOUT™ - the fastest racing game on the block.

Your aim is to race to the finish line through a series of check-points as quickly as possible.

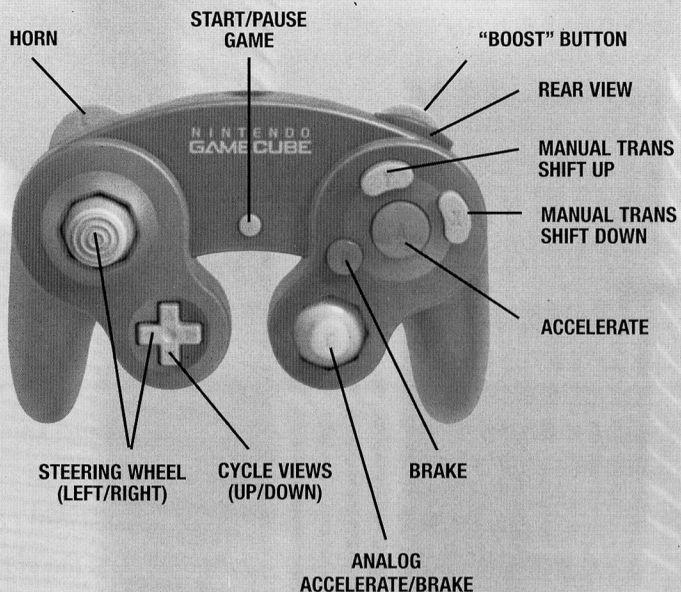
Try a full Championship, unlocking modes and vehicles as you careen about trying to live long enough to be the Grand Prix prize winner, or see how long you last in Survival Mode. Or maybe you'd like to do some damage in Face Off Mode.

If you've got a friend with more courage than sense, you've found the ideal partner for a two-player Head to Head contest.

You're about to show the world the real meaning of road rage.

DEFAULT DRIVING CONTROLS

These are default controls. You change to another control scheme by selecting Controls from the Options Menu.



GETTING STARTED

After a short introduction, the Title Screen will be displayed.

MAIN MENU

At the Title Screen, press **START** to advance to the Main Menu.

You will see these choices:

Championship

Push your driving skills to the limit in Championship Mode. Please see the Championship menu on page 09 for further information.

Single Race

Get into the action instantly in this mode. Pick a car and hit the road. Please see the Single Race menu on page 010 for further information.

Head to Head

In this mode, two players race against each other on a split screen. Please see the Head to Head menu on page 010 for further information.

Time Attack

Race against the clock to set the hottest lap time. Please refer to the Time Attack menu on page 010 for further information.

Special

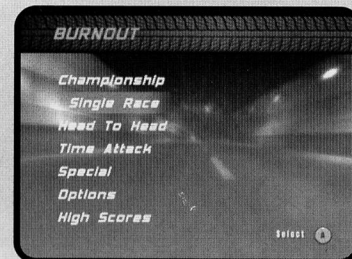
Discover the Special modes of play, including the Crash Replay theater. Please refer to the Special menu on page 011 for more information.

Options

This menu is used to specify various game settings. For more details, please see the Options menu on page 011.

High Scores

This menu is used to view high scores. For more details, please see the High Scores menu on page 012.



THE GAME DISPLAY

VEHICLE SELECTION

Burnout features exciting driving in everyday road vehicles, from compacts to sports cars to saloon cars and trucks!

The type of vehicle you choose is related to the difficulty of the game. Example: the compact is **EASY** difficulty, with nimble handling for weaving in and out of traffic.

The sports cars are **MEDIUM** difficulty, fast and thrilling to drive!



TRANSMISSION SELECTION

Each player can choose between Automatic (AT) and Manual (MT) transmission.

Expert players should choose to drive with Manual transmission!

COURSE SELECTION

There are 14 courses to drive. New courses are unlocked in Championship Mode.

The courses are located in the USA or EUROPE. The driving sensation is different in these two environments!

USA – Race and drive in the USA.

The driving is faster and the roads are more open. Race on the interstate or race through a busy US city course!

EUROPE – Experience the cramped city style of a busy European city with traffic lights and roundabouts! Or drive a twisty mountain course with a Cote D'Azur feeling!



GAME MODES

There are two basic modes, single-player and two-player. Single-player games are contests against up to three other computer opponents, while two-player games are split screen contests between two human players and up to two computer opponents.

BURNOUT™ is all about daring and aggressive driving. You'll be scored in races by how mad your manner is behind the wheel, earning points for these unusual "skills":

- **Drift distance** – how far you powerslide your vehicle
- **Oncoming distance** – how long you can survive driving on the wrong side of the road
- **Number of Near Misses** – how often you barely escape hitting another vehicle

These parameters contribute to the rate of increase on your Burn Meter, and are also used to determine your overall "Best Driver" Score at the end of the race.

Once the Boost Meter is full, press the "**Boost**" **Button** to get a turbo boost.

CHAMPIONSHIP MENU

In Championship mode, the player races through a series of Grand Prix and Marathon races, unlocking additional courses and modes as they progress. New courses that are unlocked in Championship Mode then become available in all other game modes.

CHAMPIONSHIP PROGRESSION

You race against three computer opponents. There is a target finishing position that must be met on each course in order to progress.

You begin each Grand Prix with 3 Credits. If you fail to meet your target finishing position on a course, you can use a Credit to try the course again. Once your Credits are gone, the game is over and you must start again.

There are also two Marathon Championships to unlock. These are long endurance type races where one course merges seamlessly into another, pushing your demon driving skills to the limit.

Again you must achieve the target finishing position to progress.

SINGLE RACE MENU

In Single Race, players can challenge any unlocked course. Initially only three courses are available. More courses become available after they have been unlocked in Championship Mode. Players always race against three computer opponents in this mode. This is a great way to hone your driving skills before taking on Championship Mode.

HEAD TO HEAD MENU

(This menu is only available if any two suitable Controllers are plugged into the **Controller Sockets**.)

In Head to Head Mode, two players compete on a split screen. Player One uses the Controller in Controller Socket 1. Player Two uses the Controller in Controller Socket 2. Each player chooses the car they want to drive on the Vehicle Selection Screen.

Once each player has selected the cars they want to race, you will be taken to the Course Selection screen. On this screen, Player One can choose which course is to be raced. Then the Game Settings screen appears. On this screen, Player One can choose the number and the difficulty rating of the computer opponents. Each player can also choose whether or not to race with "Survival" rules activated or not, once Survival Mode has been unlocked.

(For more information about Survival Mode, please refer to the Special Menu options on page 011.)

TIME ATTACK MENU

In Time Attack Mode, one player can challenge any unlocked course in a single race against the clock. The player will always race alone in this mode. There will be no computer opponents in this mode.

If you complete the course and select **RETRY** from the race-end menu, you can Attack your Time!

SPECIAL MENU

This menu contains two "secret" modes that are unlocked by the player in Championship Mode. This menu also contains the Crash Replay theater.

FACE OFF MODE

Unlock the Face Off Mode by completing the first Championship (you'll unlock more Face Offs as you progress through the Championships). In a Face Off, it's you against a single computer opponent racing in a "hidden" vehicle. Success in each Face Off race allows you to unlock that hidden vehicle, which then becomes available for use in any mode.

SURVIVAL MODE

This is just like driving in real life. One big crash and it's game over, literally! Your aim here is to complete the course without crashing; as soon as you crack up, you're gone. There are no competing computer opponents, and you can race on any available course.

OPTIONS MENU

CONTROLS

This menu is used to select from the pre-set control schemes and to adjust Rumble Feature settings.

Rumble Feature

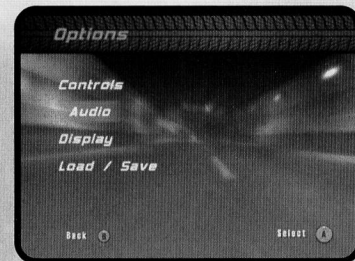
This option sets the Rumble Feature for Player One or Player Two. When set **ON**, you will feel a rumble effect as the vehicle travels over different road surfaces, collides or crashes.

AUDIO OPTIONS

This menu is used to control the sound effects during races, replays, and menu screen navigation.

Volume settings for the music and sound effects can be adjusted up/down.

Output may be configured as either **Mono**, **Stereo** or **Dolby Surround™**.



DISPLAY OPTIONS

This is used to alter the display settings for the game.

Screen size

This is used to select the desired aspect ratio: either "4:3" or "16:9". Select "16:9" mode if you have a widescreen television.

Default Camera

The player can choose whether the camera is set on internal or external view.

LOAD/SAVE OPTION

This menu is used to manually load or save your game progress.

HIGH SCORES MENU

There are five High Score tables. This menu is used to view various records.

CRASH REPLAY THEATER

The player can watch their favorite crashes and smashes from a variety of different camera angles.

At the end of any race in which you crash, the option **CRASH REPLAYS** will be displayed. Selecting this option displays a list of crashes from that race, and it is possible to view each crash by pressing the **A Button** (see below), or save the crash by pressing the **X Button**.

Crash replays are saved to separate files on the **Nintendo GameCube™ Memory Card** in **Memory Card Slot A**, and do not form part of the main game AutoSave file.

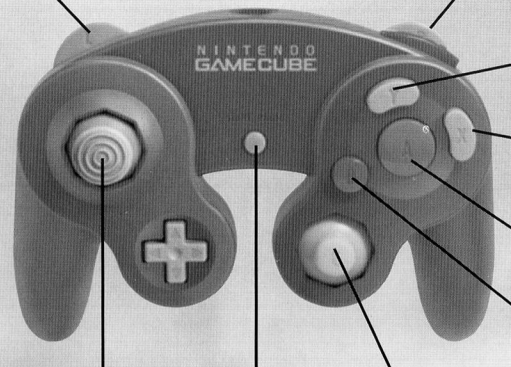
Selecting the Crash Replay option from the Special menu allows saved Crash Replays to be loaded from the **Nintendo GameCube™ Memory Card** in **Memory Card Slot A**. Once a replay has been loaded, it will run automatically.

CRASH REPLAY CONTROLS

Crash Replay is controlled by the Controller in Controller Socket 1.

CYCLE 'DOWN' THROUGH
PLAYBACK SPEEDS

CYCLE 'UP' THROUGH
PLAYBACK SPEEDS



CYCLE THROUGH
DIFFERENT CAMERA
VIEWS. THESE ARE
ALL FIXED TO THE
PLAYER'S CAR.

TOGGLES 'MOTION
BLUR' EFFECT
ON/OFF

HELP

STOP THE
REPLAY AND
REWIND TO
THE START

MOVE CAMERA

EXIT CURRENT
REPLAY

ZOOM IN/OUT

There are two basic views:

EXTERNAL CAM

USER CAM (can be controlled by the player using analog sticks)

With User Cam selected:

Control Stick

Rotate camera Up, Down, Left or Right.

C Stick

Zoom camera in (press Up) or out (press Down).

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