FLATOUT™

CARNAGE
DEMOLITION
DESTRUCTION
ARENA
DEMOLITION
DESTRUCTION
ARENA
CARNAGE
DEMOLITION
DESTRUCTION
ARENA
CARNAGE
DEMOLITION
DESTRUCTION
ARENA
CARNAGE

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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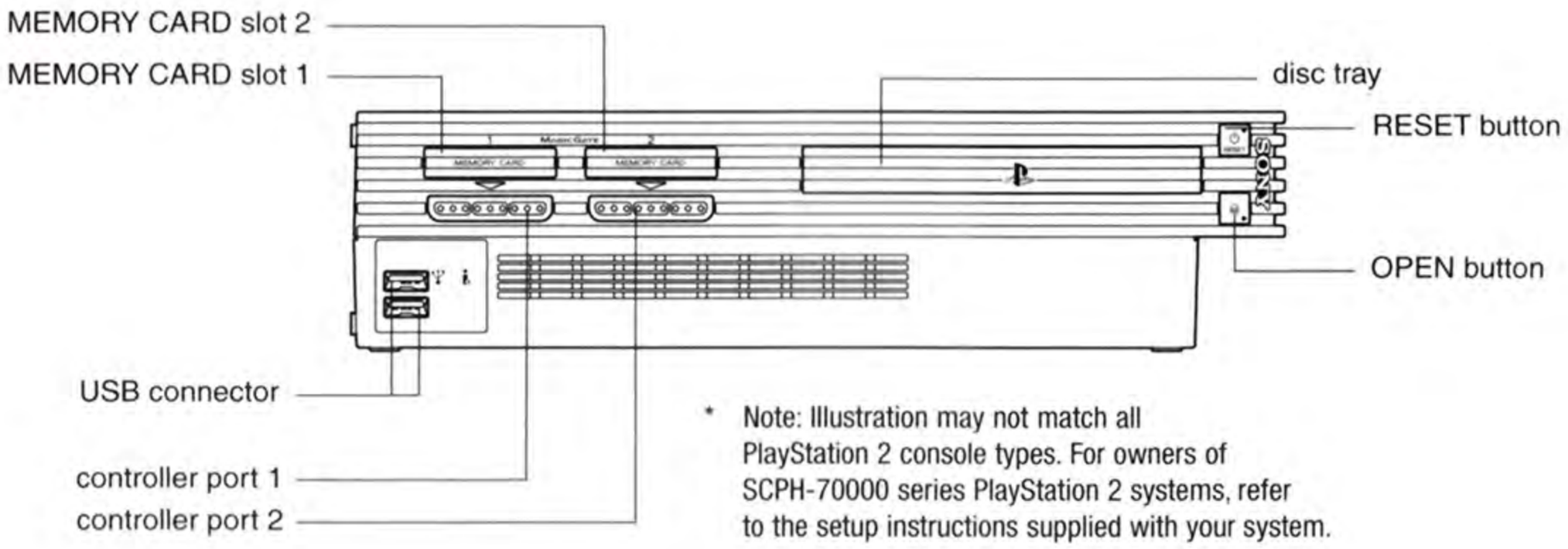
GETTING STARTED



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch, located on the back of the console, is turned on. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button.

Insert the ***FLATOUT*** disc on the disc tray with the label side facing up. Close the disc tray by pressing the ⏏ button. The ***FLATOUT*** disc will be recognised as a game disc, and the game will boot up automatically. Should the disc not boot-up automatically press the ⏻/RESET button on the console. Follow on-screen instructions and refer to this manual for information on using the software.

A memory card (8MB) (for PlayStation®2) with at least 109KB of free space is required to save game data. Please note: only MEMORY CARD slot 1 is supported.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

FLATOUT uses an autosave feature. Please ensure that a memory card (8MB) (for PlayStation®2) is present in MEMORY CARD slot 1 and has at least 109KB of free space. If a memory card (8MB) (for PlayStation®2) containing a ***FLATOUT*** save game is present at boot up the save will automatically be loaded.

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!

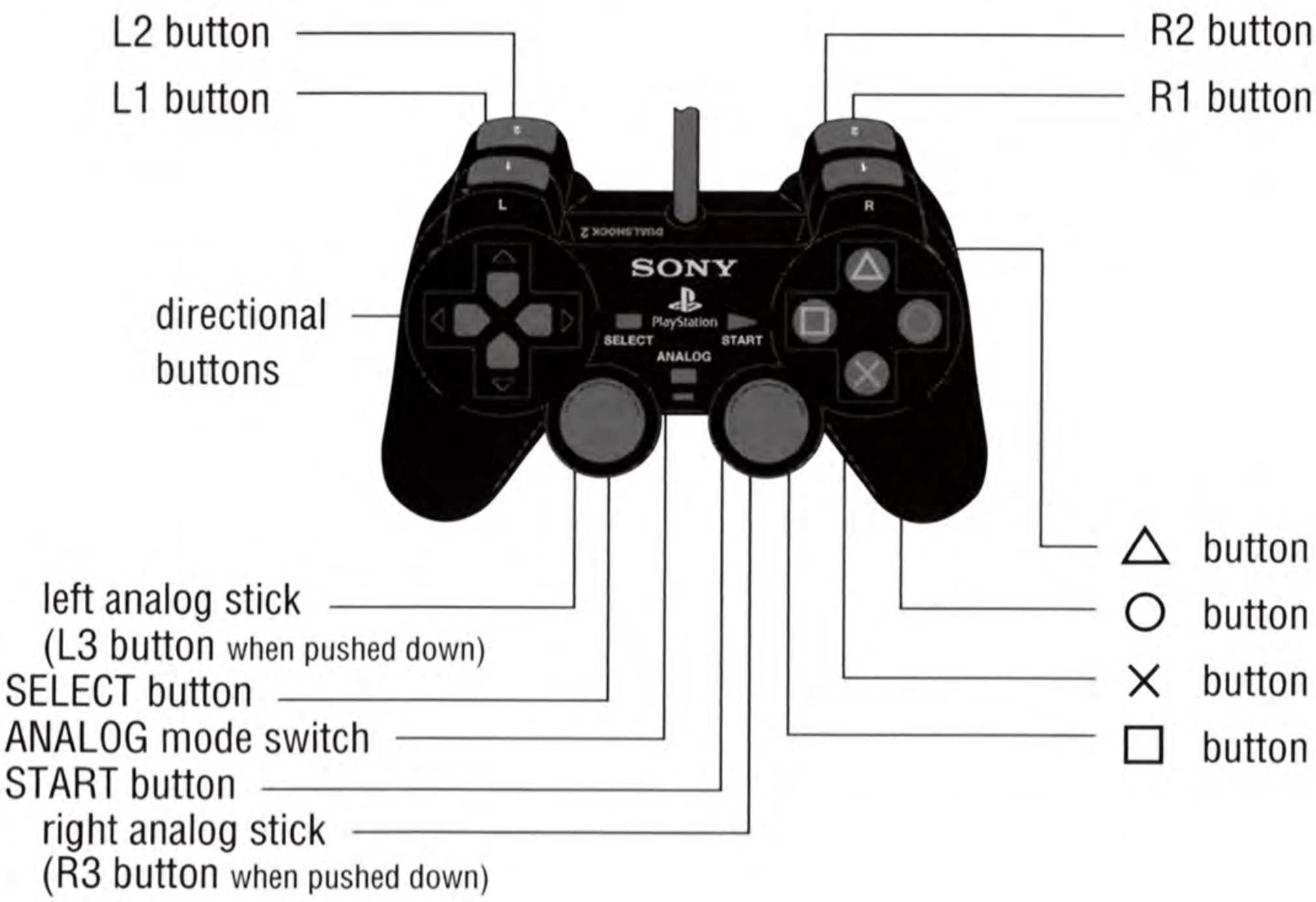
CONTROLS

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

Use the directional buttons or the left analog stick to highlight a menu item and press the ⊗ button to select an option. Press the △ button to go back to the previous menu screen.

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

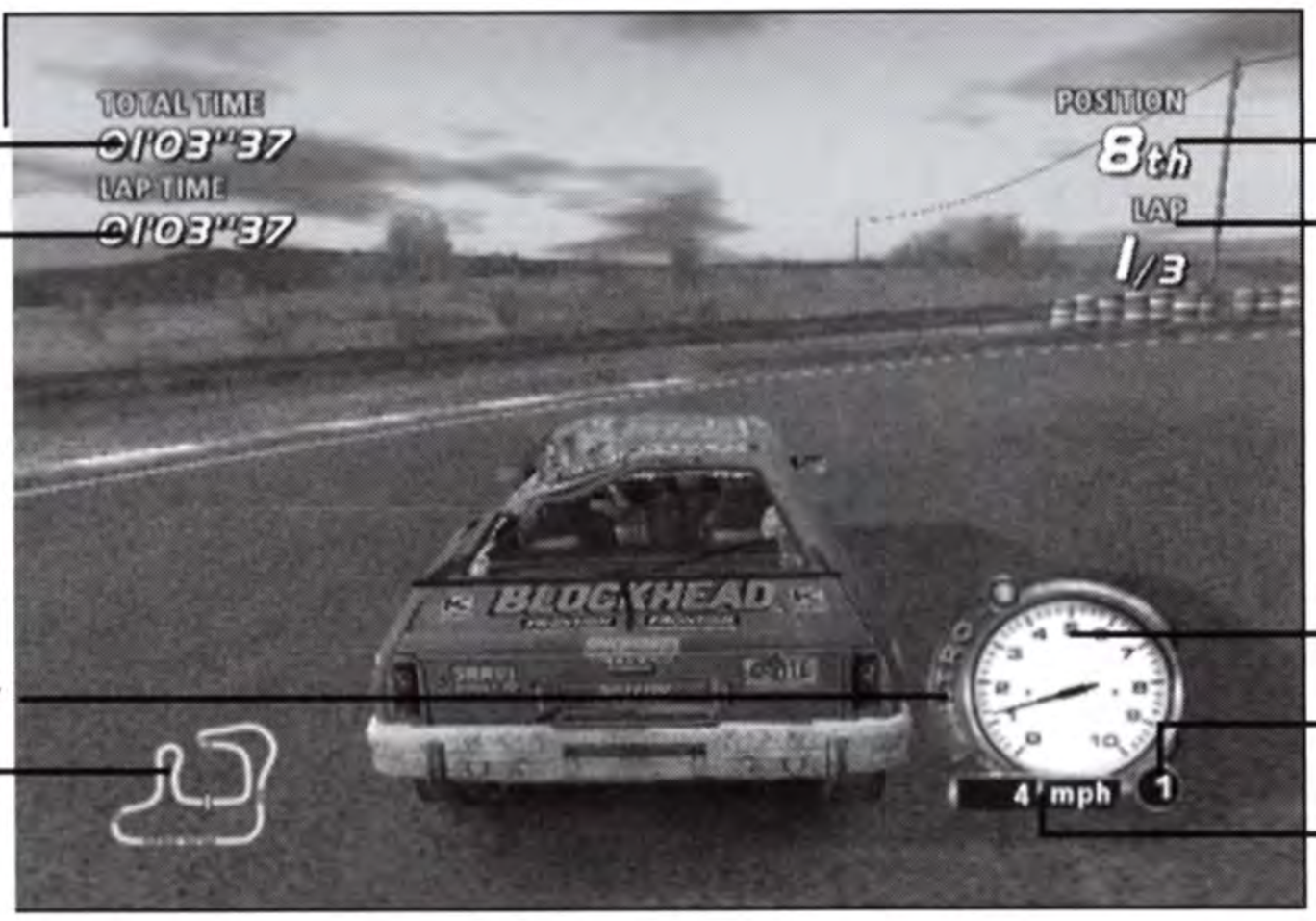
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS

Command	Menus	In-Game
left analog stick	Navigate Menu options	Turn Left / Right
directional buttons	Navigate Menu options	Turn Left / Right
⊗ button	Select Menu Option	Accelerate / (Slow Motion Rag-Doll)
□ button	Change Stat (Race Results)	Brake (Hold for Reverse)
○ button	--	Handbrake
△ button	Go Back a screen	Reset Car
R1 button	--	FlatOut Nitro Boost / Release Rag-Doll (in Rag-Doll Sports Mode)
R2 button	--	Gear Up (Manual Gears)
L1 button	--	Look Behind
L2 button	--	Gear Down (Manual Gears)
START button	--	Pause the Game
SELECT button	--	Change View

GAME SCREEN



Total Time

Lap Time

Position

Current Lap/Total Laps

FLATOUT Meter

Mini-Map

Rev Counter

Current Gear

Speed

MAIN MENU

Press the ⊗ 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 ⊗ 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, cycle through the existing profiles until your profile appears then press the ⊗ button to continue.

To Delete a profile, make sure the profile you want to delete isselected then press the ○ button.

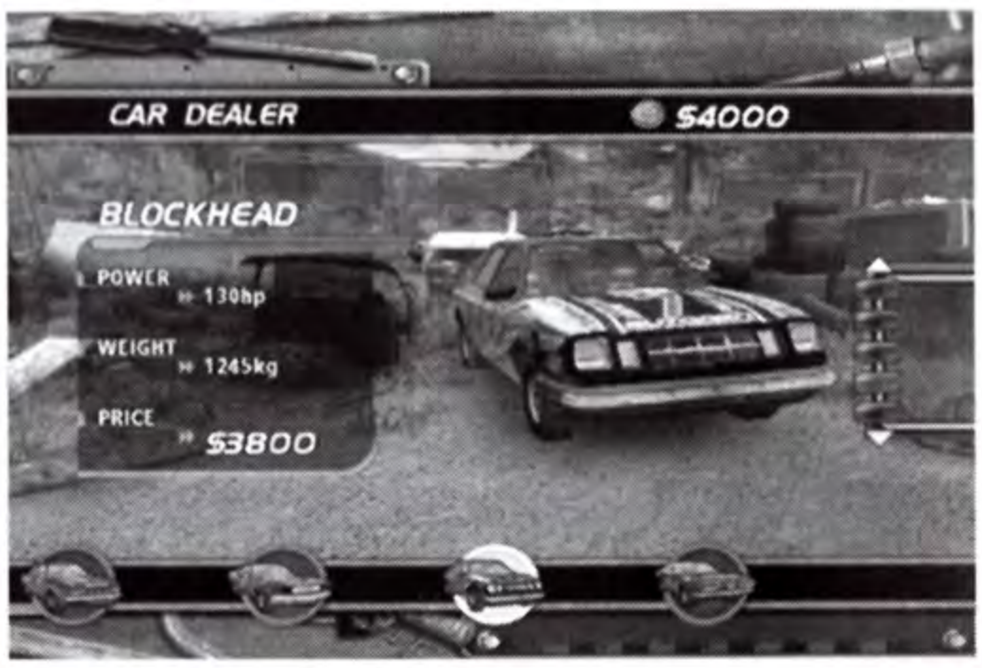
NOTE: *You can create up to 7 profiles, so that each player can experience and play-through the Single Player game without affecting someone else's game.*

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 Bronze 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 the up or down directional buttons or up and down on the left analog stick 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:

ENGINE	Achieve increased torque, horsepower, efficiency and durability by purchasing race-prepared parts to improve engine efficiency and power.	**Tuning Kit** **Turbo** **Port and Polish** **Engine Balancing** **Filter Kit** **Carburetor and Manifold**
DRIVE TRAIN	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.	**Clutch** **Flywheel** **Transmission**
EXHAUST	Improved gas flow speed with minimal restrictions in the exhaust system allows your engine to output more power.	**Exhaust** **Exhaust Manifold**
SUSPENSION	Improve the handling and traction by upgrading your suspension. Remember power is nothing without control.	**Shocks**
TIRES	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.	**Tires** **Brakes**
BODY	Upgrade the framework and bodywork of your car for reduced risks, addeds safety and all new driving comfort.	**Body Upgrade**

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

The Career Stats 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 ⊗ button will take you to a replay of the race. The following options are available.

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.

Smash Bonus Screen

The Smash Bonus 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. Complete all 3 laps to attain your best time.

BONUS

There are 3 Bonus tracks, 3 Demolition Arenas and 6 Rag-Doll Sports events to compete in. These can be found in Career Mode under Race.

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 win money.

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

SPLIT SCREEN

Select Split Screen to play a 2-Player game. The Split Screen race is a one on one race against another human opponent.

Players select their preferred car from the Car Dealer. Either 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 above.

OPTIONS

Game Options

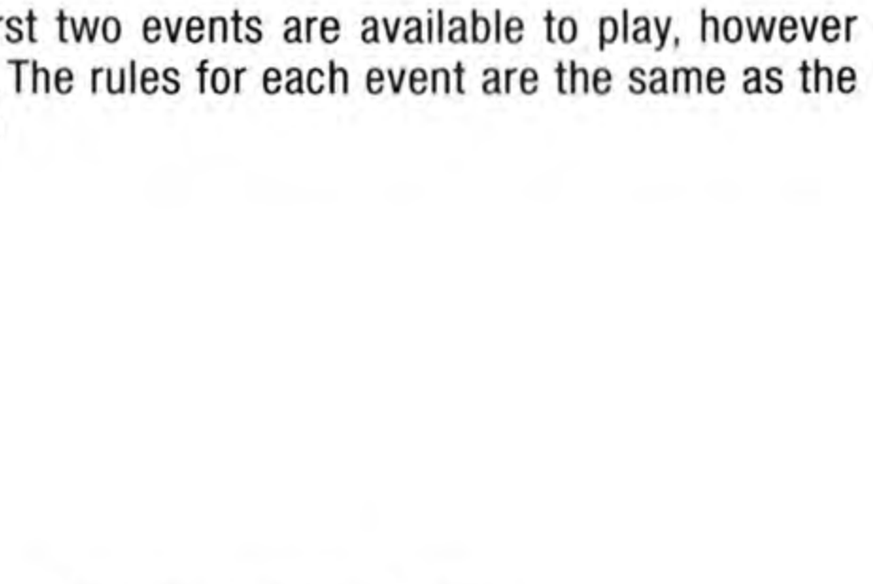
Imperial Units ON/OFF	This will change the units used in game to either Imperial or Metric.
Overlay Gauges ON/OFF	This will turn the in game overlay gauges either ON or OFF.
Race Map ON/OFF	This will turn the in game map either ON or OFF.

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 between the 3 different layouts available.



PS2 ONLINE

This allows you to compete in races with up to five other PS2 Online players. All cars will be available and you can choose from 2 different game modes (Quick Race and Destruction Derby).

From the Main Menu, select Multiplayer and then Online. Select Your Network Configuration and proceed through the DNAS authentication process.

Join Game

This allows you to search for a specific game that is currently being hosted. Use the options to define what type of game you are looking for:

Game Type:	ANY/QUICK RACE/DESTRUCTION DERBY
Handling:	ANY/NORMAL/PROFESSIONAL
Track Type:	ANY/FOREST/PIT/TOWN/WINTER/RACE/BONUS
Track:	Select a specific track of the selected Track Type.
Laps:	1-10 (when Destruction Derby is selected as the Game Type, this changes to Time)
Cars:	ANY/BRONZE/SILVER/GOLD, or a specific car e.g. BLADE.
Car Upgrades:	NONE/MEDIUM/ALL
RagDoll:	YES/NO

Press the ⊗ button to perform the search. By default, all options are set to ANY, this will find all available games. Please note that if a game is in progress, it will not be displayed in the Session List.

Highlight the game you wish to join and press the ⊗ button to join that game.

Host Game

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

Game Type:	ANY/QUICK RACE/DESTRUCTION DERBY
Handling:	ANY/NORMAL/PROFESSIONAL
Track Type:	ANY/FOREST/PIT/TOWN/WINTER/RACE/BONUS
Track:	Select a specific track of the selected Track Type.
Laps:	1-10 (when Destruction Derby is selected as the Game Type, this changes to Time)
Cars:	ANY/BRONZE/SILVER/GOLD, or a specific car e.g. BLADE.
Car Upgrades:	NONE/MEDIUM/ALL. ***Note:*** *the Level of upgrades are added to your car automatically, you cannot select individual components.*
RagDoll:	YES/NO

When you have selected the options you want, press the ⊗ button to create the 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. From the Lobby, as either the Host or Client, you will have to select your car. Press the ⊗ button to go to the Car Dealer screen. The choice of cars will be dictated through the settings the host has chosen. Select your car and transmission type and you will be back in the Lobby.

The Host can change the Track Type, Track and Laps by selecting Change Track (note: you cannot change the Game Type).

You can see the names of the other players and which car they have selected. When players are ready, a tick will appear next to their names, if this disappears, then they have returned to the Car Dealer screen to select another car. A player must be ready (i.e. have a tick next to their name) in order to join the race when it is started.

Once everyone has connected, chosen a car and is ready, it is up to the Host to Start the Game by highlighting Start Game and pressing the ⊗ button.

Quick Race

This mode is a straight race on the track selected by the host. When the winner finishes the race, a 1-minute countdown timer starts (seen in red on the left of the screen). The race will end when this reaches zero. Any players who have not finished will be displayed as DNF on the results screen (Did Not Finish).

When you have finished the Results screen will be displayed. When all players have finished, press the X button to return to the lobby.

Tips

Nitro is used in this mode, gather enough and then use it when your opponents think they have won!

Use the shortcuts. If you know where they are, use them! They can gain you valuable time and even places.

Destruction Derby

This game mode allows six players to play in one of the three destruction arenas. You must smash and crash your way to victory, causing as much damage to the other players, whilst protecting your own car.

The time limit in this mode is set by the Host, it can be anywhere between 1 and 10 minutes. When the time is up, the game is over. Your position in the game is displayed in the top right hand corner of the game screen; it is based on the amount of damage you have taken. The player with the least amount of damage will be in 1st place; the player with the most will be last.

This mode does not use Nitro. Instead the Nitro gauge becomes the damage meter, the fuller it gets, the more damage you have taken. Keep your eye on this, if it gets too full, you may have to make a run for it!

When the game is over, the results are displayed along with the time each player survived. When all players have finished, press the ⊗ button to return to the lobby.

Tips

Use the map to see where the other cars are, black dots are destroyed cars, purple dots are still moving.

When a car is destroyed, it remains in the arena. If a car has flames coming out of the hood, it has been destroyed. Avoid hitting these, as you will still take damage.

Hit your opponent with the front of your car, you will only take a small amount of damage.

If you can hit your opponent in the side or rear, you will do them a lot of damage.

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sPVS™ Visibility Optimization library
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FMOD sound and music system,
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From the album "Devil is a girl"
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THE APRIL TEARS
"LITTLE BABY IS COMING"
Dead Frog Records
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SUBROC
"CLOSE THE WINDOWS"
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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.

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