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USER GUIDE



BUGBEAR
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Please be sure to read any README files contained on the game CD before attempting installation.

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- Manufacturer of your computer system
- Brand and speed of the processor
- How much RAM you have
- Version of Windows you are using (if you are unsure, right-click on the my computer icon, and select properties)
- Manufacturer and model of your video and sound cards.

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with the name **FlatOut 2** in the subject field of the email

Telephone: +44 (0)87 00 34 44 00
9.30am - 1.00pm and 2.00pm - 6.00pm Monday to Friday.
Closed Bank Holidays & weekends (calls charged at national rate).

Fax: +44 (0)20 8492 1027

Post: Empire Interactive Europe Ltd, Customer Services Dept.,
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North Finchley,
London N12 0DA

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Hotline [Australia]

- hints and tips
- technical support

1902 222 247

Calls charged at \$2.45 per minute, inc. GST.
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INSTALLATION

To play **FLATOUT 2**, the game must be installed on your PC. Please ensure you have at least 3.5GB of free space on your Hard Drive before attempting to install.

1. Insert the **FLATOUT 2** Disc into your DVD-ROM drive. After a few seconds the FlatOut Launch Menu should appear. If no menu appears please proceed to step 2, otherwise skip to step 3.
2. On the Windows Desktop, double Click on the 'My Computer' icon. Double Click on the DVD-ROM drive (typically this will be the D: drive), then double click on the 'Launch.exe' file.
3. Click on 'Install Game' and follow the on-screen instructions to complete installation.

CONFIGURATION

The Configuration Program allows you to change certain hardware settings to optimise your playing experience. The options available are as follows:

VIDEO

Render Device: If you have more than one graphic card installed in your machine, select the preferred card from this menu.

Display Mode: Select the resolution and colour depth. E.g. 1024x768 (Resolution) x32 (Colour Depth).

Anisotropy: Set the level of Anisotropy to improve the texture quality of the game.

Antialiasing: Set the level of antialiasing to reduce the amount of jagged edges seen in game.

Refresh Rate: Set the refresh rate you want the game to be played in.

Triple Buffer: Enable the Triple Buffer to improve the performance of the game if you have enough memory on your video card.

Post-Processing: Turns on motion blur and 'bloom' lighting for improved visuals.

AUDIO

Sound Output: Select your preferred sound output.

Speaker Type: Select which speaker type best describes your set-up.

Mixing Rate: Select the audio quality.

Sound Driver: Select which Sound Driver you wish to use.

Hardware 3D: Enable or Disable Hardware 3D sound if your sound card supports it.

NOTE: Most of these settings, if increased or turned on will put more demands on your CPU, RAM and Graphics Card. If you experience performance issues during game play, try adjusting these settings until you find a good balance between visual quality and performance.

DEFAULT CONTROLS

All menus within **FLATOUT 2** are navigated in the same way. Use the **cursor keys** to highlight a menu item and press the **Enter key** to select an option. Press the **Esc key** to go back to the previous menu screen. Use the **cursor keys** to cycle through choices or move sliders.

COMMAND	MENUS	IN-GAME
Left/Right Cursor	Navigate Menu Options	Steer Left / Right / *Aftertouch
Enter	Select Menu Option	Accelerate
Down Cursor	-	Brake (Hold for Reverse)
Space Bar	-	Handbrake
R	-	Reset Car
CTRL	-	FlatOut Nitro Boost / *Driver Launch
PAGE DOWN	-	Look Behind
L	-	Toggle Player's List
ESC	Go Back a screen	Pause / Pause Menu
C	-	Change Camera

*Rag Doll mini-games only

Key commands can be redefined in the controls menu. Game controllers can also be set-up and configured here.



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 **L** key.

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 down the **CTRL** key to use the nitro.

RESET

If you flip your car, crash, come off the track or your driver crashes through the windscreen, press the **R** key 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 **Enter** key 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 the up or down **Cursor keys** to change the colour 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 view your career progress 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

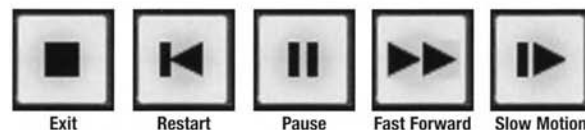
To complete a cup, you must place in the top 3 positions at the end of the cup. Money is awarded for these 3 positions, as shown on the Cup Selection screen when you highlight a Cup. Cups can be attempted in any order, however, each cup has to be completed to progress to the next stage.



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.



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, GEAR-BOX, SUSPENSION and TYRES & 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 down the **CTRL** key. This will cause the action to slow down while the angle meter increases. Release the key to set the angle of launch.

After launch, you will have additional control over your driver – Aerobatics & Nudge. Use the **Cursor keys** (left, right, up, down) to “steer” your driver in the desired direction. This additional control should be used to fine-tune your launch. Use the **CTRL** key to exert a small upward force on your driver, Nudge. This move can only be used once per launch.

MULTIPLAYER

PARTY MODE

Select Party Mode to play the Rag Doll mini-games with 1-8 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!



ONLINE

Compete against up to seven other Online players in Race, Destruction Derby or Rag Doll Game modes. Select Online from the Multiplayer Menu.

NOTE: A high speed broadband (512kbs minimum) Internet connection is required to play **FLATOUT 2** online. Please refer to the readme file for additional support and troubleshooting.

QUICK RACE

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

FIND GAMES

Find Games 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 GAME

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 through 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 options. The Lobby shows the names of all the players connected, which car they have selected and the car's upgrade level. 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.

LAN

Compete against up to seven other Local players in Race, Destruction Derby or Rag Doll Game modes. Select LAN from the Multiplayer Menu. The options for LAN play are the same as online, except there is no Quick Race option. Please refer to the online section for details of how to set-up and play a LAN game.

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 Introductions ON/OFF

Turns the Rag Doll Stunt Introduction videos either ON or OFF

Texture Quality

Increase or Decrease the texture quality

View Distance

Increase or decrease the View Distance.

SOUND OPTIONS

SFX Volume 0-100%

Adjust the in game SFX volume

Music Volume 0-100%

Adjust the menu music volume

CONTROLLER OPTIONS

Force Feedback ON/OFF

Turns the Force Feedback function either ON or OFF if your controller supports it.

Force Level

Adjust the Force Feedback strength.

Sensitivity

Adjust the sensitivity of any analogue controls connected

Dead Zone

Adjust the Dead Zone of any analogue controls connected

Controller

Select your preferred controller

Configure Controls

Redefine any game commands for your preferred controller

CREDITS

BUGBEAR ENTERTAINMENT

Executive Producer

Janne Alanenpää

Producers

Jan Hagelberg

Associate Producer

Jani Pääjärvi

Business Development Director

Jussi Laakkonen

Studio Manager

Mika Zeng

Lead Designer

Janne Alanenpää

Game Designers

Reko Nokkanen, Juho Kontio,

Danny Rawles - Empire Interactive

Technical Director

Tatu Blomberg

Programmers

Jalmari Härmä, Tero Kuparinen, Timo

Kämäräinen, Panu Liukkonen, Pasi Matilainen,

Pauli Meriläinen, Timo Saarinen, Mikko

Sivulainen, Fred Sundvik

Lead Artist

Mikko Kautto

Lead Car Artist

Niko Miettinen

Artists

Mikael Achrén, Tero Antinkaapo, Kari Huttunen,

Petteri Huttunen, Jarkko Järvinen, Juha

Kauppinen, Jani Kontkanen, Pauli Kosonen, Juha

Kämäräinen, Ilari Lehtinen, Hannu Leskinen,

Tomi Linja-aho, Jukka Merikanto, Joonas Mäkilä,

Piia Pakarinen, Teemu Rajala, Sami Räihä, Pekka

Suutari, Markus Tuppurainen, Panu Uomala,

Heikki Vehmas

Character Design

Ringtail Studios Ltd.

Jan Hagelberg, Mikael Achrén,

Danny Rawles - Empire Interactive

Additional art provided by

Ringtail Studios Ltd.

Video Director

Jan Hagelberg

Video Post Production

Generator Post Ltd.

Producer - Petri Riikonen

Offline edit - Jyrki Keränen

Online edit - Jari Hakala

Audio design - Miska Seppä

Additional Video Editing

Eki Halkka

Video Capturing

Petri Alanenpää, Stefan Rimaila, Markus Rätty

Sound Design

Greg Hill - Soundwave Concepts

Pauli Meriläinen

QA Trainee

Antti Wilenius

Tools

FMOD Sound System

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sPVS™ Visibility Optimization library

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Lua 5.1 Copyright © 1994-2006 Lua.org, PUC-Rio.

Hyperfocal Skies

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EMPIRE INTERACTIVE

Producer

Danny Rawles

Executive Producer

Steve Hickman

QA Manager

Dave Cleaveley

Assistant QA Manager

Steve Frazer

Lead QA Technician

Wayne P Gardner

QA Team

James Davis, James Knight, Phil Octave, Kyle

Brewer, James Nicholas, Gavin Clark, Richard

Hughes, Chris Dolman, RelQ Software Pvt. Ltd.

Additional Art & Character Design

Ben Willsher

Marketing Manager

Rob Noble, Paul Benjamin

PR

Simon Callaghan

Laura Weir - Bender/Helper Impact

Operations Manager

Tony Bond

Packaging, Manual & Localisation

Jayshree Mistry, Nicole Smith, Andrew Philp

Empire Interactive USA

Jimmy Lamorticelli, Tadasu Hasegawa

Special Thanks to...

Roger Cheung, David Pringle, Tristram Defries,

Andy Ericson, Ben Wilkins and Florence Kum.

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EPILEPSY WARNING

Warning: Read before using your computer game system

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns of flashing lights. Exposure to certain light patterns or backgrounds on a monitor or while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic seizures even in persons who have no prior history of seizures or epilepsy. If you, or anyone in your family, have an epileptic condition, consult a physician prior to playing. If you experience any of the following symptoms while playing a computer 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.