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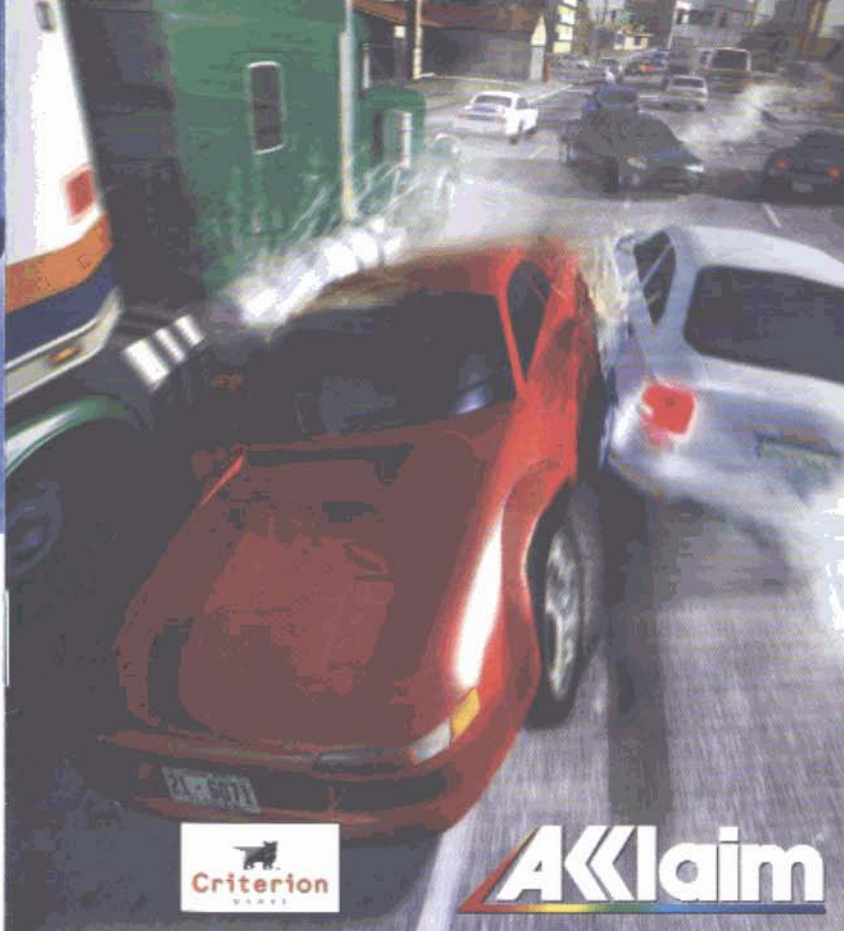
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XBOX



MAN 40290.01 ENG

# BURNOUT™



# ALL-STAR BASEBALL™ 2003

*Featuring Derek Jeter*



## 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 safety and health 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 game 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 playing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played 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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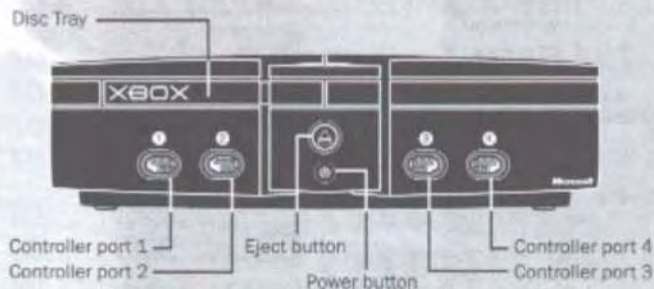
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## Using the Xbox Video Game System

1. Set up your Xbox™ video game system from Microsoft by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **BURNOUT™** disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing **BURNOUT™**.



## Avoiding Damage to Discs or the Disc Drive

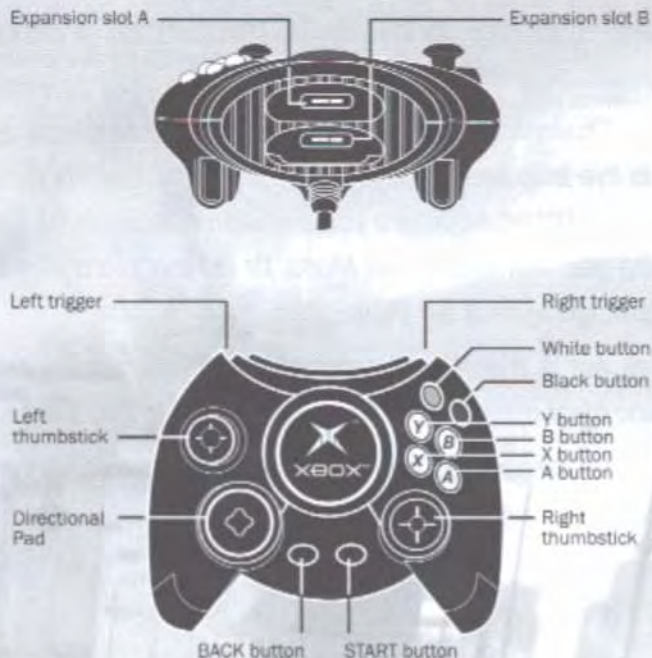
### To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## Using the Xbox Controller

1. Connect the Xbox Controller to any controller port of the Xbox console. For multiple players, connect additional controllers to available controller ports
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **BURNOUT™**.

**Note: BURNOUT™ is for 1-2 players.**



# 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 checkpoints as quickly as possible.*

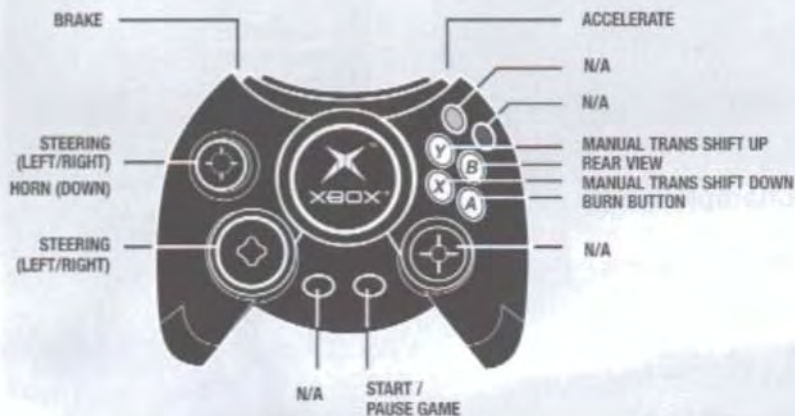
*Try a full Championship, unlocking tracks as you careen about trying to live long enough to master the four Grand Prix races to unlock Face Off races, where you can earn new vehicles. Or see how long you last in Survival Mode. Or maybe you'd like to do some damage in Face Off Mode.*

*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 but remember: it's only a game...*

# DEFAULT DRIVING CONTROLS

These are default controls. You may 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 the **START** button 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 08 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 09 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 09 for further information.

### Time Attack

Race against the clock to set the hottest lap time. Please refer to the Time Attack menu on page 09 for further information.

### Special

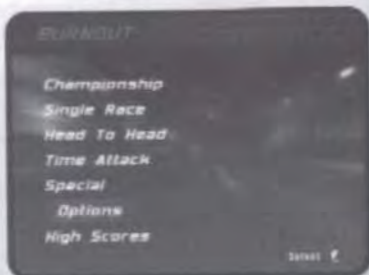
Discover the Special modes of play, including the Crash Replay theater. Please refer to the Special menu on page 010 for more information.

### Options

This menu is used to specify various game settings. For more details, please see the Options menu on page 010.

### High Scores

This menu is used to view high scores. For more details, please see the High Scores menu on page 011.



# 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. E.g. Compact cars have an EASY difficulty level, with nimble handling for weaving in and out of traffic. The sports cars are MEDIUM difficulty, fast and thrilling to drive, while the muscle cars have a HARD difficulty offering lots of power but rough handling.



## 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 much 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 Burn Meter is full, press the **Burn 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 ports.)

In Head to Head Mode, two players compete on a split screen. The first player to press the START Button is player one, regardless of controller port.

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 010.)

## 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, your best performance on that course will be shown as a "ghost" car.



## 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 Vibration Function settings.

### VIBRATION FUNCTION

This option sets the Vibration Function for Player One or Player Two. When set ON, you will feel a vibration 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. If playing the game with headphones, select YES in this menu for optimum sound.

## DISPLAY OPTIONS

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

### 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

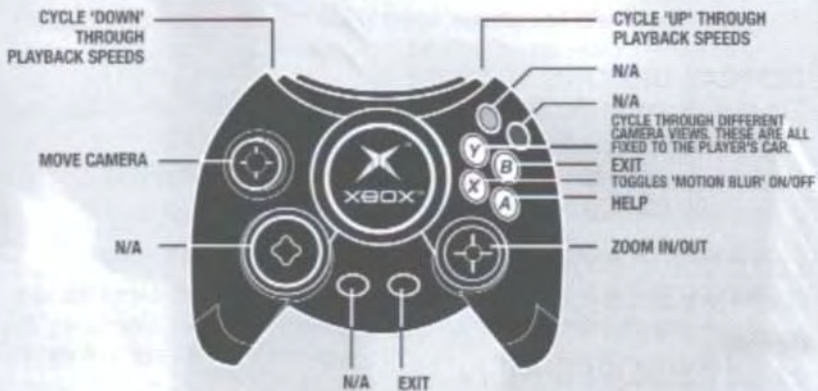
The player can watch their favorite crashes and smashes from a variety of different camera angles.

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 this race, and it is possible to view each crash by pressing the **A Button**, or to save the crash by pressing the **X Button**.

Crash Replays are saved to separate files on the **Xbox™ hard disk** and do not form a 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 Xbox hard disk. Once a replay has been loaded, it will run automatically.

# CRASH REPLAY CONTROLS



There are three basic views:

## INTERNAL/EXTERNAL CAM

**TRACKSIDE CAM** (the closest replay camera to the crash scene)

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

With User Cam selected:

**Left Thumbstick** Rotate camera UP, DOWN, LEFT or RIGHT.

**Right Thumbstick** Zoom camera in (press UP) or out (press DOWN).

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# NOTES

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## NOTES



## NOTES

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