

INSTRUCTION MANUAL

# BURNOUT™



## **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.

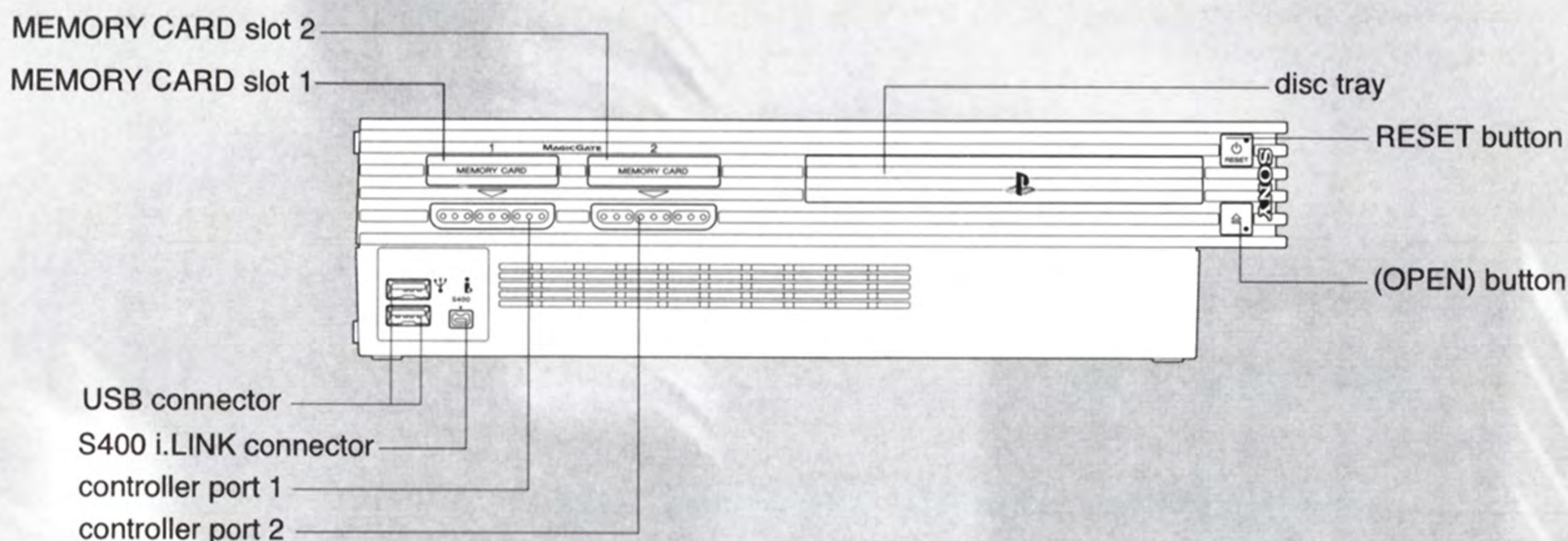
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# SETTING UP & LOADING

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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 power indicator lights up, press the open button and the disc tray will open. Place the BURNOUT™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

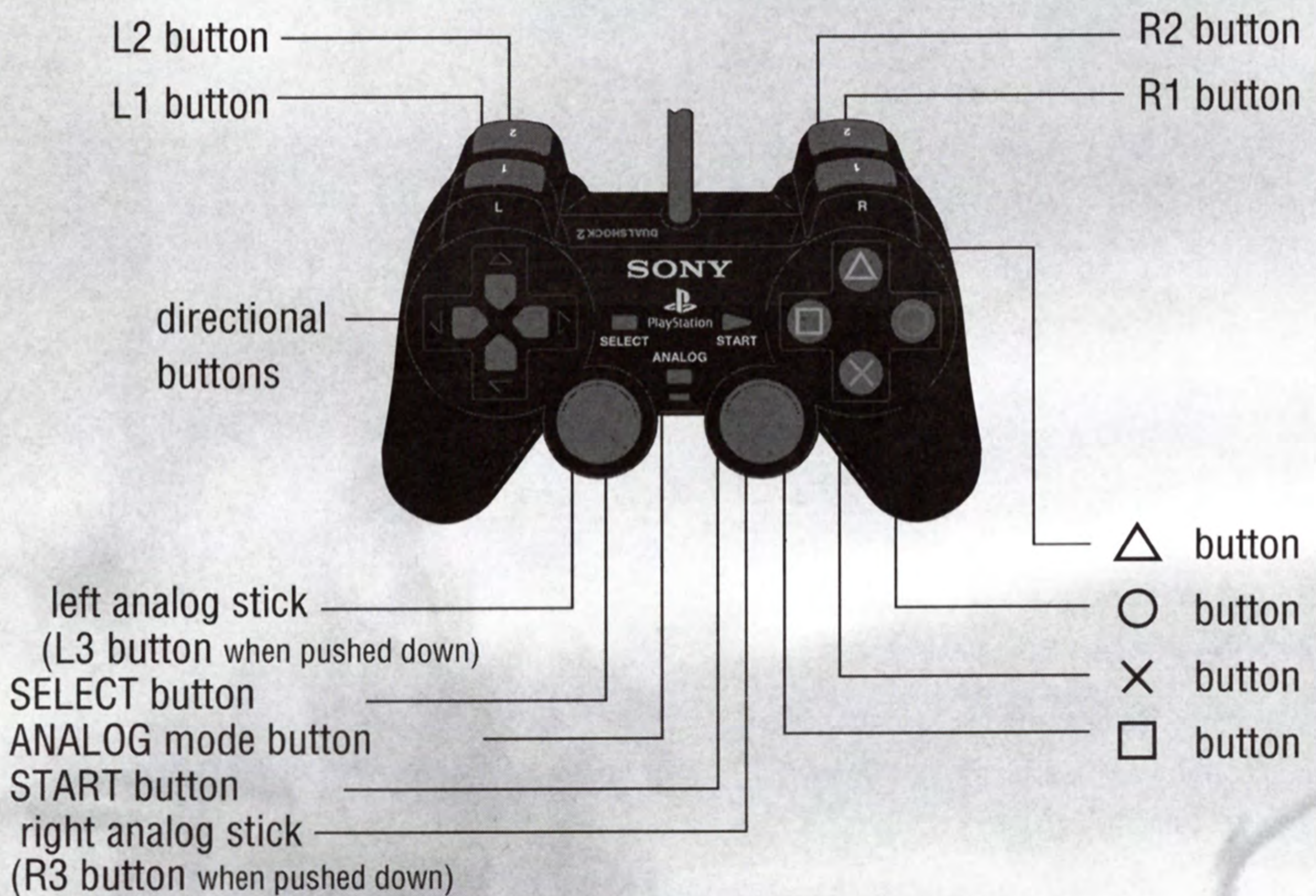
## MEMORY CARD (8MB) (for PlayStation®2)

BURNOUT™ only supports MEMORY CARD slot 1. To save game settings and progression, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. BURNOUT™ features an AutoSave system, and the game will automatically save your game progression at certain points. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost. BURNOUT™ also supports manual save and load of game data from the Main Menu, and after performing a manual save / load, the game will again AutoSave your progression at the relevant points.

BURNOUT™ is a one or two-player game that is played using the DUALSHOCK®2 analog controller. Connect the controller to be used to controller port 1. In a two-player game connect controllers to controller ports 1 and 2.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



### DIRECTIONAL BUTTON – MOVEMENT

In this manual, **↑**, **↓**, **←** and **→** are used to denote the direction of both the **directional button** and the **left analog stick**.

In **BURNOUT™**, you can use either the **DUALSHOCK®2 analog controller** or the **Logitech GT FORCE™ Steering-Wheel Controller**.

### DUALSHOCK®2 analog controller

The **DUALSHOCK®2 analog controller** will default to ANALOG mode (mode indicator: Red) on boot-up. The vibration function can be turned **ON/OFF** in the 'Controls' section of the Option Menu. When using the **×** and **□** buttons to operate the accelerator and brake during a race, the controller is used in analog fashion, and the degree of pressure on the pedals of the player car corresponds to how hard the buttons are pressed. Press the buttons as hard as you can for maximum acceleration or braking!

## **The GT FORCE™ Steering-Wheel Controller**

**NOTE:** Before using the GT FORCE™, read the product's accompanying instruction manual. Before switching ON the power to your console, insert the GT FORCE™ directly into the console's upper USB connector, and do not disconnect it while the console is booting up. A USB hub cannot be used.

Use the **GT FORCE™ Steering-Wheel Controller** to drive your car just like a real car, and feel the feedback exerted on the steering wheel corresponding to the status of the car.

If you boot up your console with the **GT FORCE™** already inserted, the steering wheel will automatically move as the game checks the connection.

## **INTRODUCTION**

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*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 modes and vehicles as you careen about trying to live long enough to be the Grand Prix prizewinner, 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.*

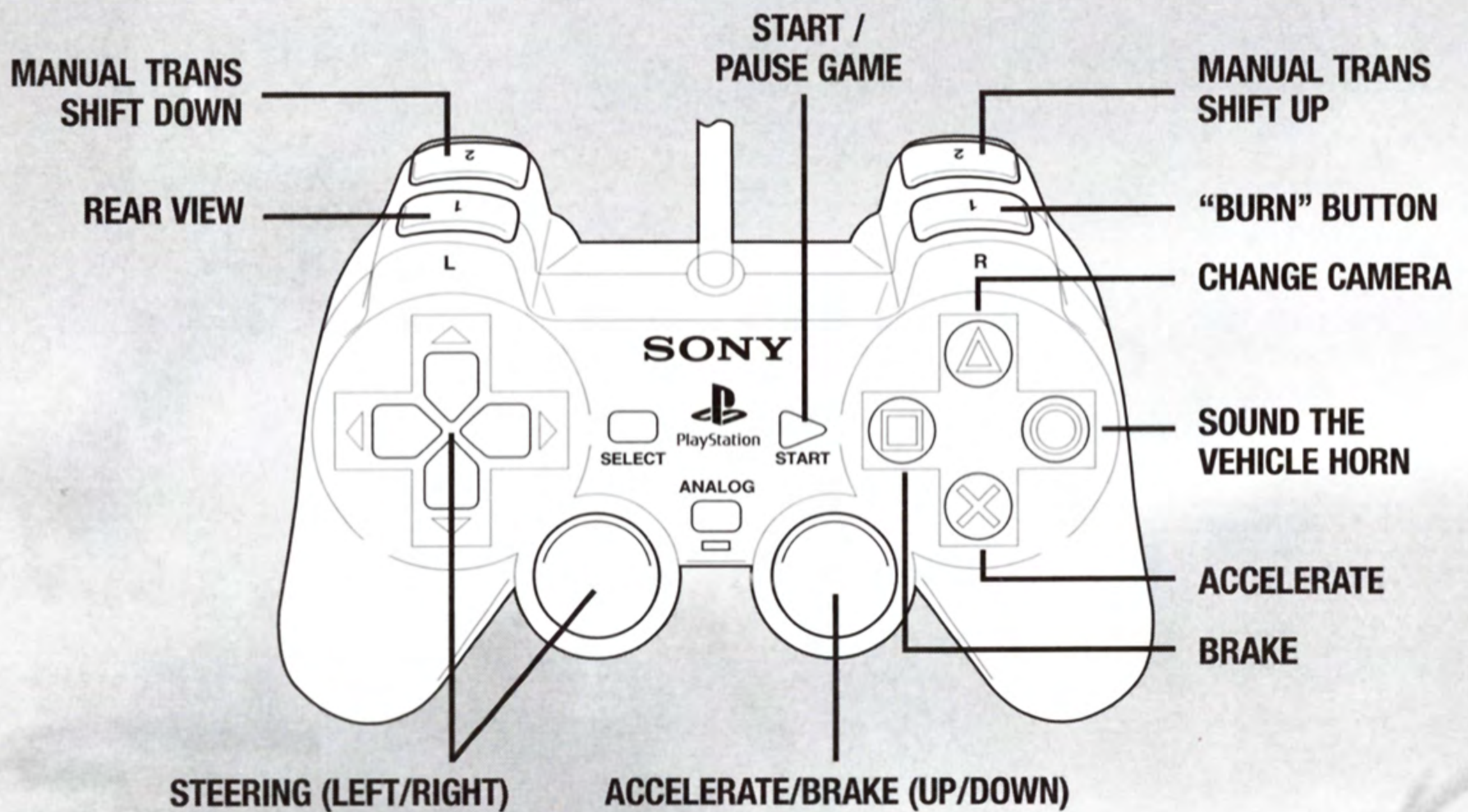
*You're about to show the world the real meaning of road rage but remember: it's only a game...*

# DRIVING CONTROLS

NOTE: Only the DUALSHOCK®2 analog controller supports the analog button system.

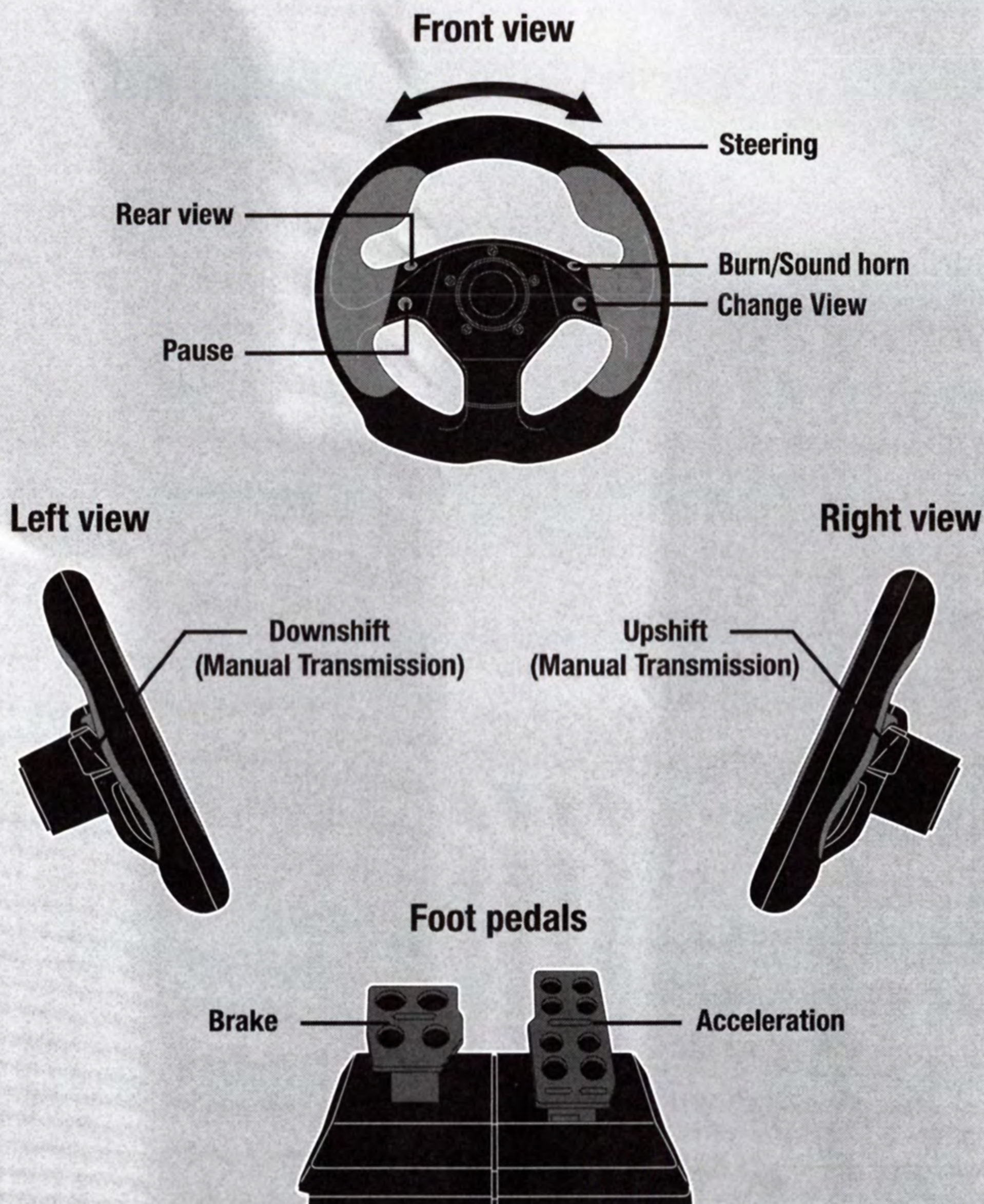
NOTE: When on menu screens, the player can only use the directional button of the DUALSHOCK®2 analog controller to move between menu options.

## DUALSHOCK®2 analog controller



The **R3 button** (by pressing down on the **right analog stick**) also sounds the vehicle horn.

# GT FORCE™ Steering-Wheel controller



Steer  
Rear view  
Change camera view  
“Burn”/Sound horn  
Pause  
(Manual transmission) shift  
Brake  
Accelerate

**Steering Wheel**  
**Button X**  
**Button B**  
**Button Y**  
**Button A**  
**L button / R button**  
**Brake pedal**  
**Accelerator pedal**

**NOTE:** Before using the GT FORCE™, please read the product’s accompanying manual. When using one GT FORCE™ only, please ensure it is inserted into the upper USB connector. Copyright © 2001 Logitech. All rights reserved.




# GETTING STARTED

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

## MAIN MENU

At the Title Screen, press the  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 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.

### Options

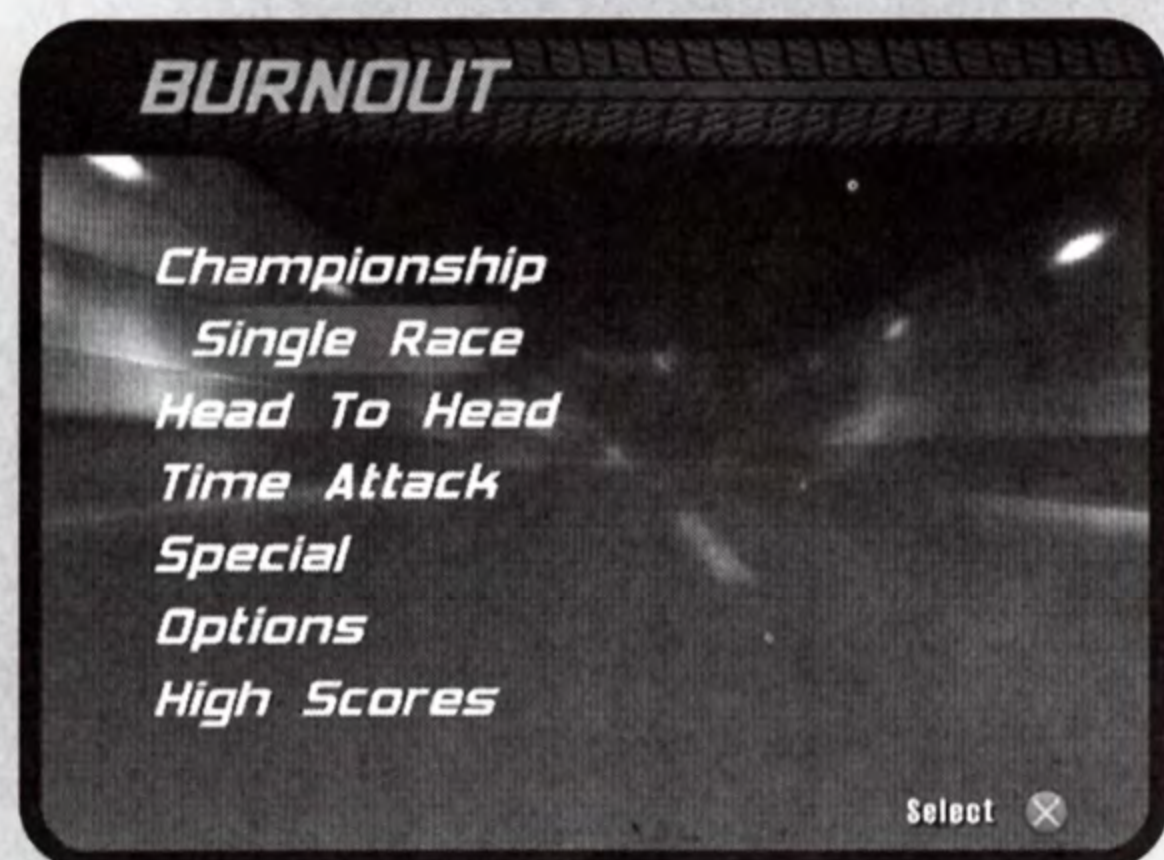
This menu is used to specify various game settings. For more details, please see the Options menu on page 011.

### Special

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

### 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. E.g. 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

The player can choose between Automatic (AT) and Manual (MT) transmission. Expert players should choose to drive with Manual transmission!

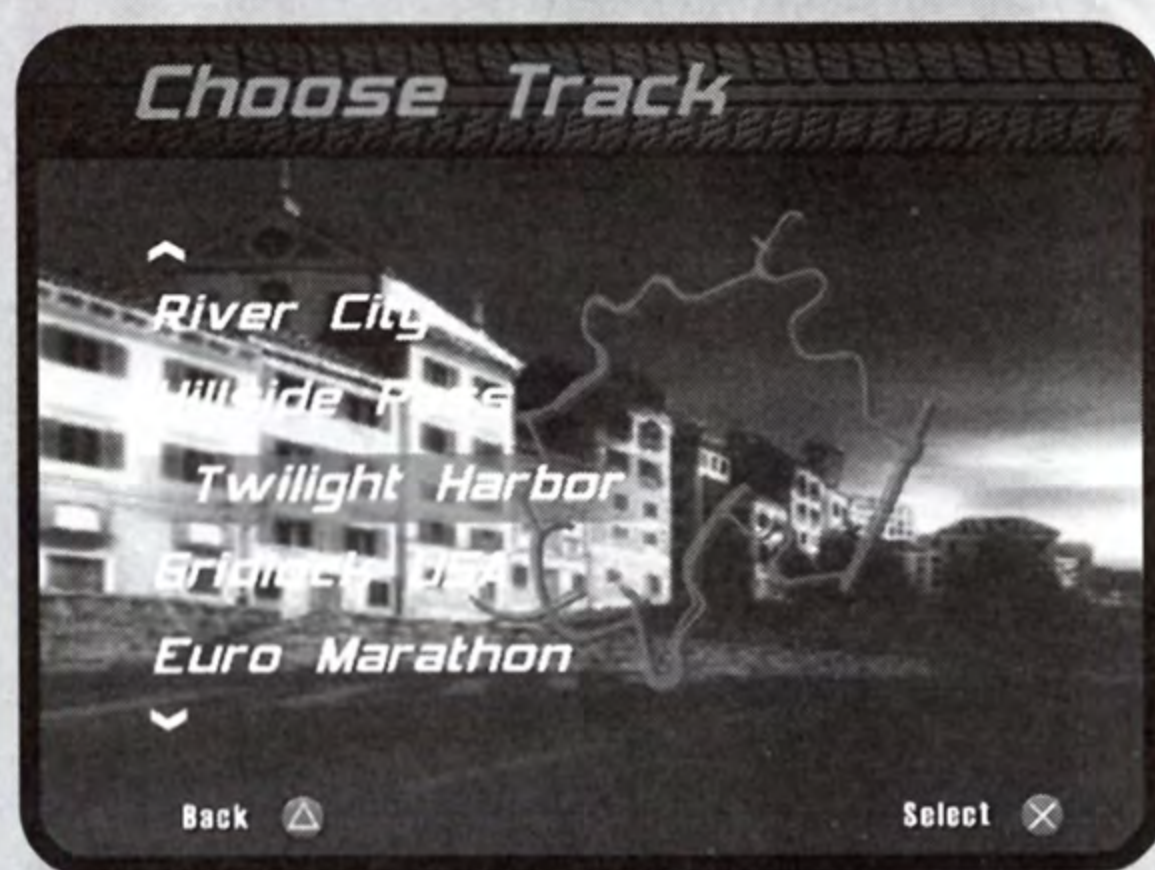
## COURSE SELECTION

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

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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 behind the wheel is, 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 close you come to almost hitting another vehicle

These parameters contribute both to the rate of increase of 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. Player One uses the controller inserted into controller port 1 or the upper USB connector (assuming the console is in the horizontal position, resting on its base).

Player Two uses the controller inserted into controller port 2 or the lower USB connector (again, assuming the console is in the horizontal position, resting on its base).

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, 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 set either vibration settings or steering wheel force feedback options.

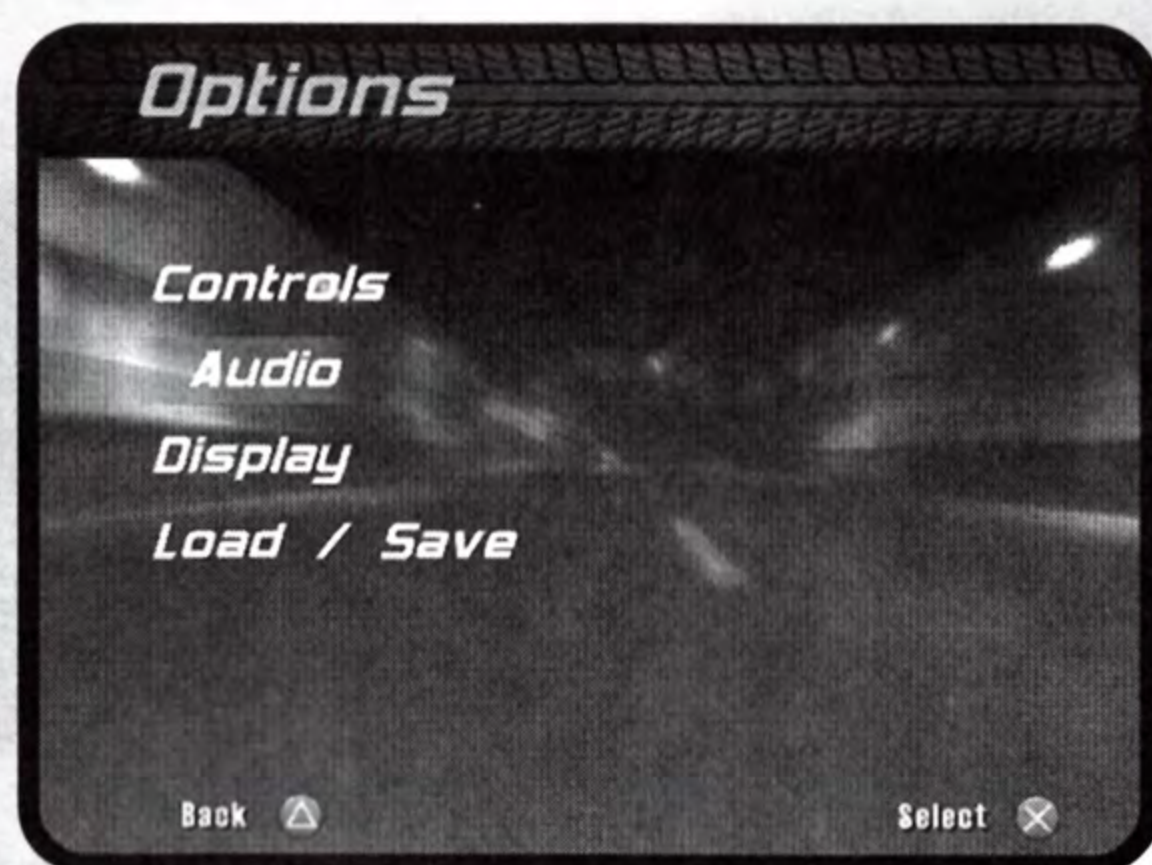
### VIBRATION SETTING

This option sets the vibration function for the **DUALSHOCK®2 analog controller** for Player One or Player Two. Choose either **ON** or **OFF**. The player will feel a vibration as the vehicle travels over different road surfaces, collides or crashes.

### FORCE FEEDBACK

This turns the Force Feedback feature of the **GT FORCE™ Steering-Wheel Controller** either **ON** or **OFF**.

(NOTE : If no steering wheel controller is connected, the Force Feedback option will not be available.)



## 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 menu 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.

### Display/Position

This is used to alter the position of the game window on the TV screen.

### 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.

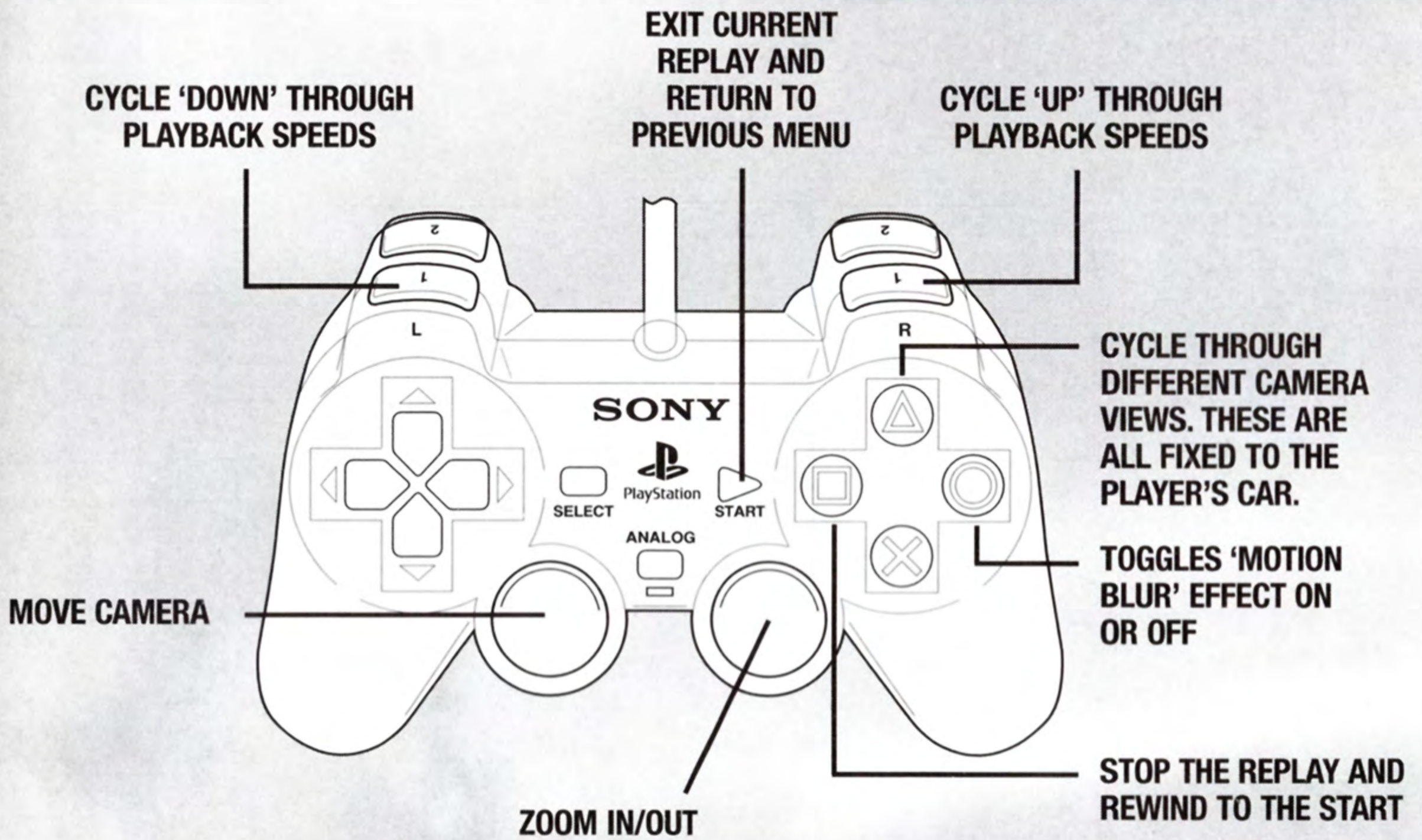
At the end of any race in which you crash, the option **CRASH REPLAYS** will be displayed. Selecting this option displays a list of crashes from that race, and it is possible to view each crash by pressing the **X** button (see below), or save the crash by pressing the **○** button.

Crash Replays are saved to separate save files on the **memory card (8MB)** (for **PlayStation®2**) in **MEMORY CARD slot 1**, 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 **memory card (8MB)** (for **PlayStation®2**) in **MEMORY CARD slot 1**. Once a replay has been loaded, it will run automatically.

# CRASH REPLAY CONTROLS

Crash Replay action is controlled using the **DUALSHOCK®2** analog controller in controller port 1.



*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 analog stick** Rotate camera **↑**, **↓**, **←** and **→**.

**right analog stick** Zoom camera in (press **↑**) and out (press **↓**)

**SELECT button** Toggle display of button functions either **ON** or **OFF**.





# NOTES

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