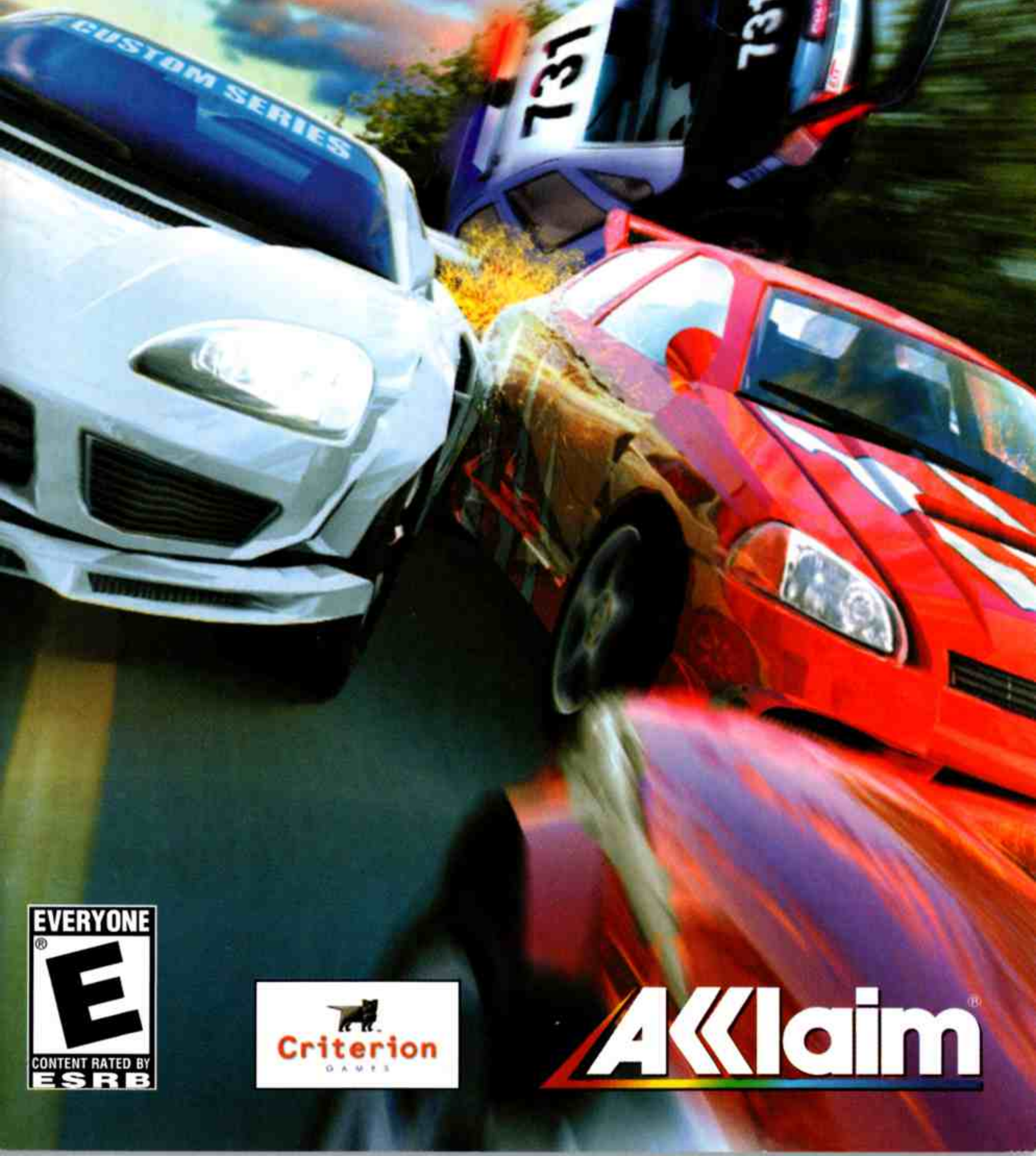


BURNOUT 2

POINT OF IMPACT



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.

BURNOUT TM2

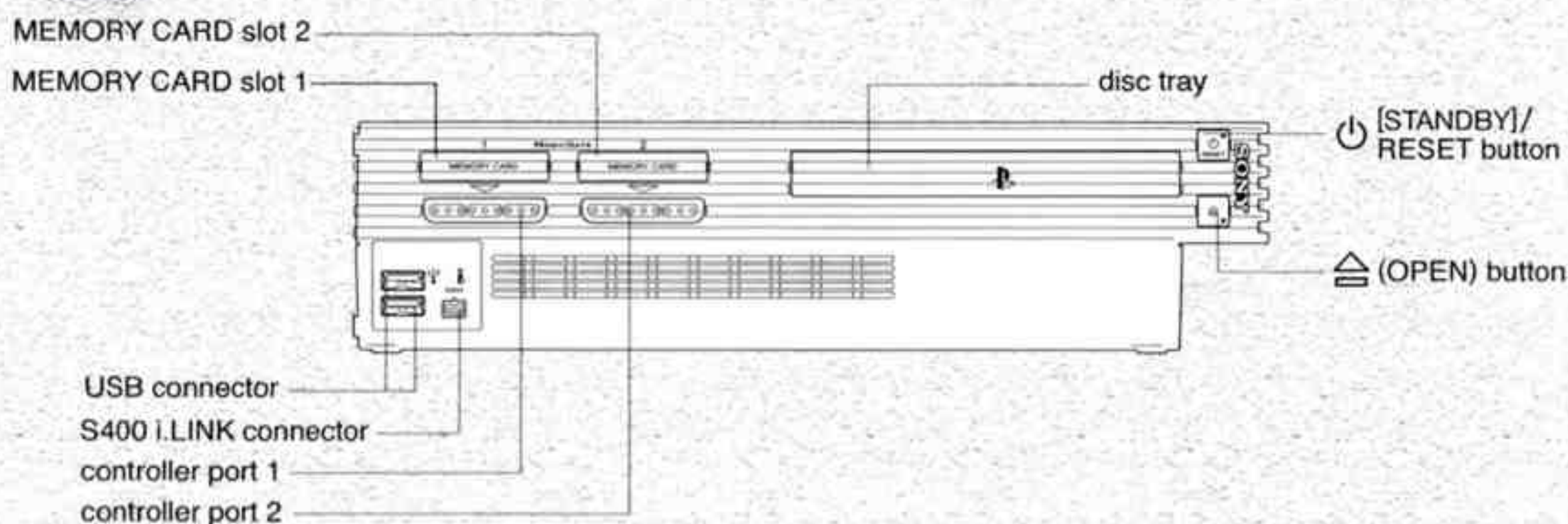
POINT OF IMPACT

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Getting Started



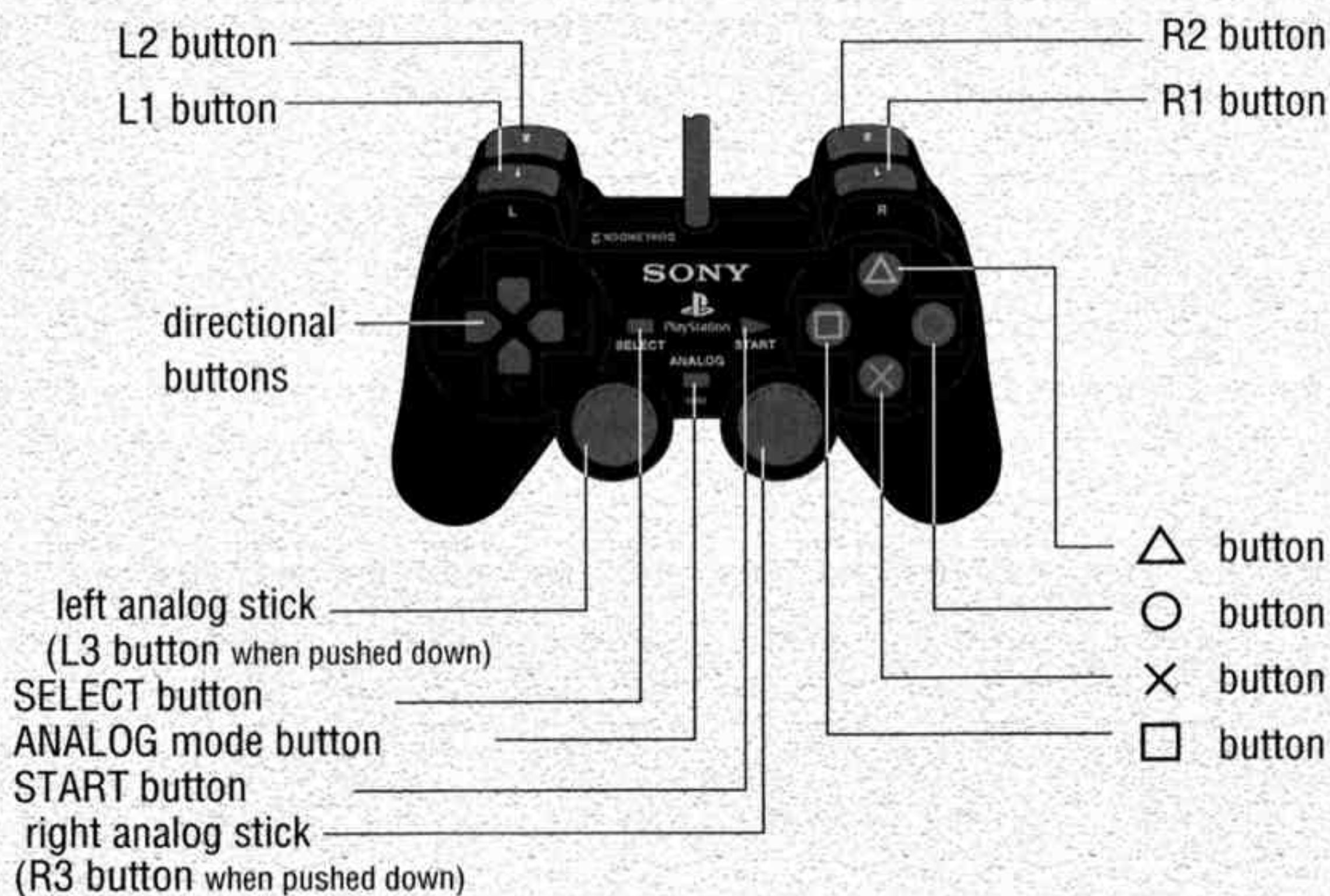
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the BURNOUT™ 2 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™ 2 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™ 2 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™ 2 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. In Crash For Cash, up to four players can compete using a controller connected to controller port 1.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BURNOUT™ 2 is a one to four-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. In **Crash For Cash**, up to four players can compete using a controller connected to controller port 1.

INTRODUCTION

If you longed for more high-speed driving action, your prayers have been answered. Welcome to a world of fast racing, modified street-mean vehicles and incredible carnage.

WELCOME TO BURNOUT™ 2 - POINT OF IMPACT.

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 blaze over the asphalt trying to live long enough to be the GP prizewinner.

If you've got a bunch of friends with more courage than sense, you've found the ideal partners for our Multi Player contests. Ram them off the road in Pursuit, compete to cause the most damage in Crash, or simply beat them to the finish line in Single Race Mode.

You're about to show the world the real meaning of road rage but remember: it's only a game... We do not recommend that you try anything you experience while playing Burnout 2 in real life! Keep it on the screen and off the streets!

PROGRESSIVE SCAN OPTION

Burnout™ 2 supports Progressive Scan (480p) video mode when connected to a compatible High Definition or Hi-Scan television with component video cables. This mode shows the graphics in extremely crisp, sharp detail. While the game is booting, hold down the  and  buttons until you are presented with the screen that allows you to make the choice between Standard or 480p display.

GETTING STARTED

Navigating menus and screens

Pressing up or down on the directional buttons will highlight your selection, pressing the **X button** will confirm your selection. Pressing left or right on the directional buttons will show you other menus.



On subsequent screens, such as the "Car Select" menu shown here, pressing up or down will highlight your selection, and pressing left or right will change options relating to that selection. For example, selecting color will allow you to use left or right to choose a color from the carousel at the bottom of the screen.

Use the **right analog stick** to rotate the car model on screen and the **L1** or **R1 buttons** to zoom in and examine the vehicle in close detail!

MAIN MENU: Single Player

At the title screen, press the **START** button to advance to the Main Menu. You will see only one choice.



Championship

Push your driving skills to the limit in Championship Mode. Please see Championship on page 13 for further information.

Single Race

Race any unlocked car on any unlocked track in this mode. Please see Single Race on page 15 for further information.

Time Attack

Race against the clock to set the hottest lap time. Please see Time Attack on page 15 for further information.

Offensive Driving 101

Choose this option to learn how to drive Burnout™ 2 style. Please see Offensive Driving 101 on page 13 for further information.

Crash

A great part of the original Burnout has now got its own game mode. Please see Crash on page 15 for further information.

Options

This menu is used to specify various game settings. For more details, please see Options on page 17 for further information.

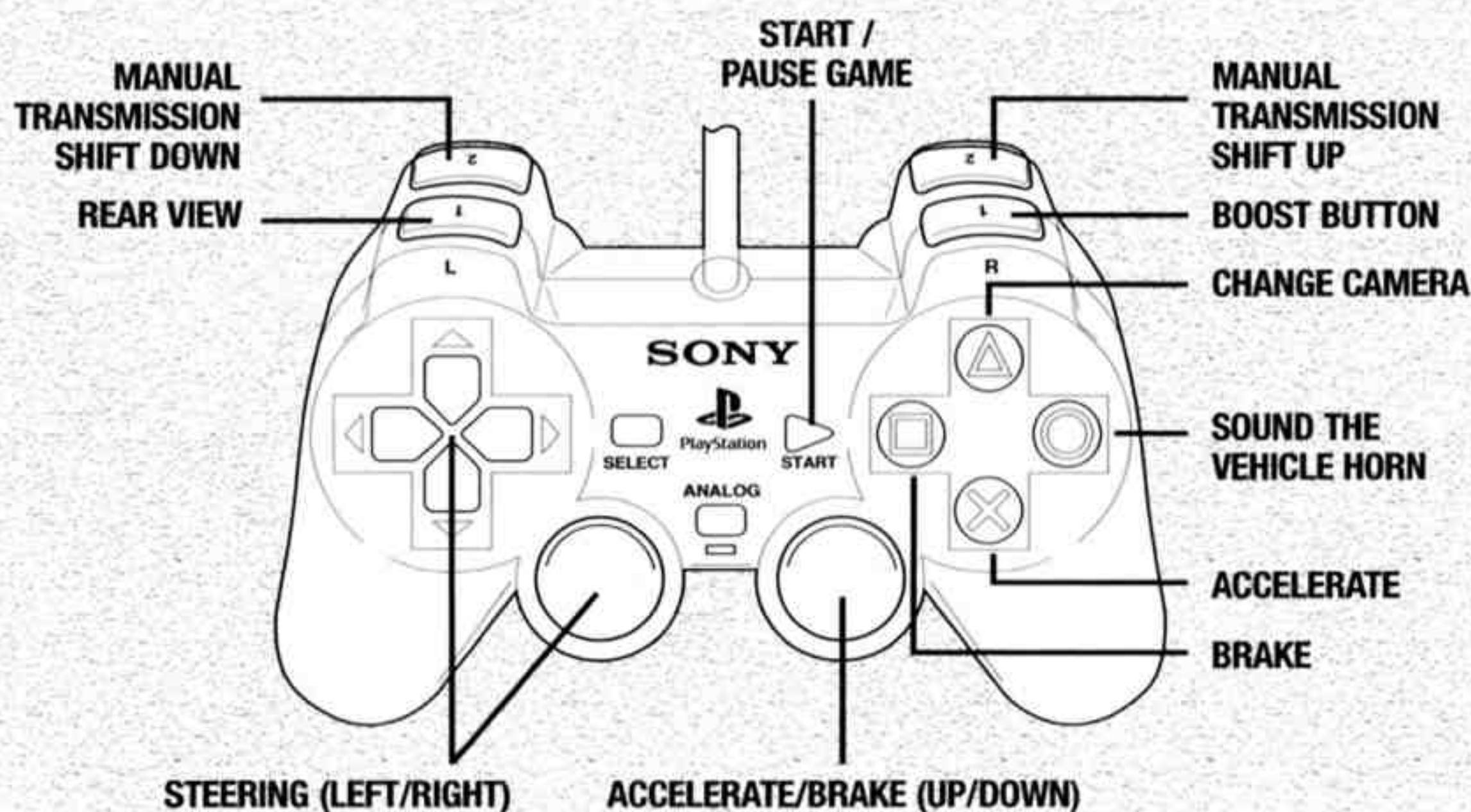
Records

View your best times and achievements so far. Please see Records on page 18 for further information.

DRIVING CONTROLS

NOTE: only the DUALSHOCK®2 analog controller supports the Analog buttons system.

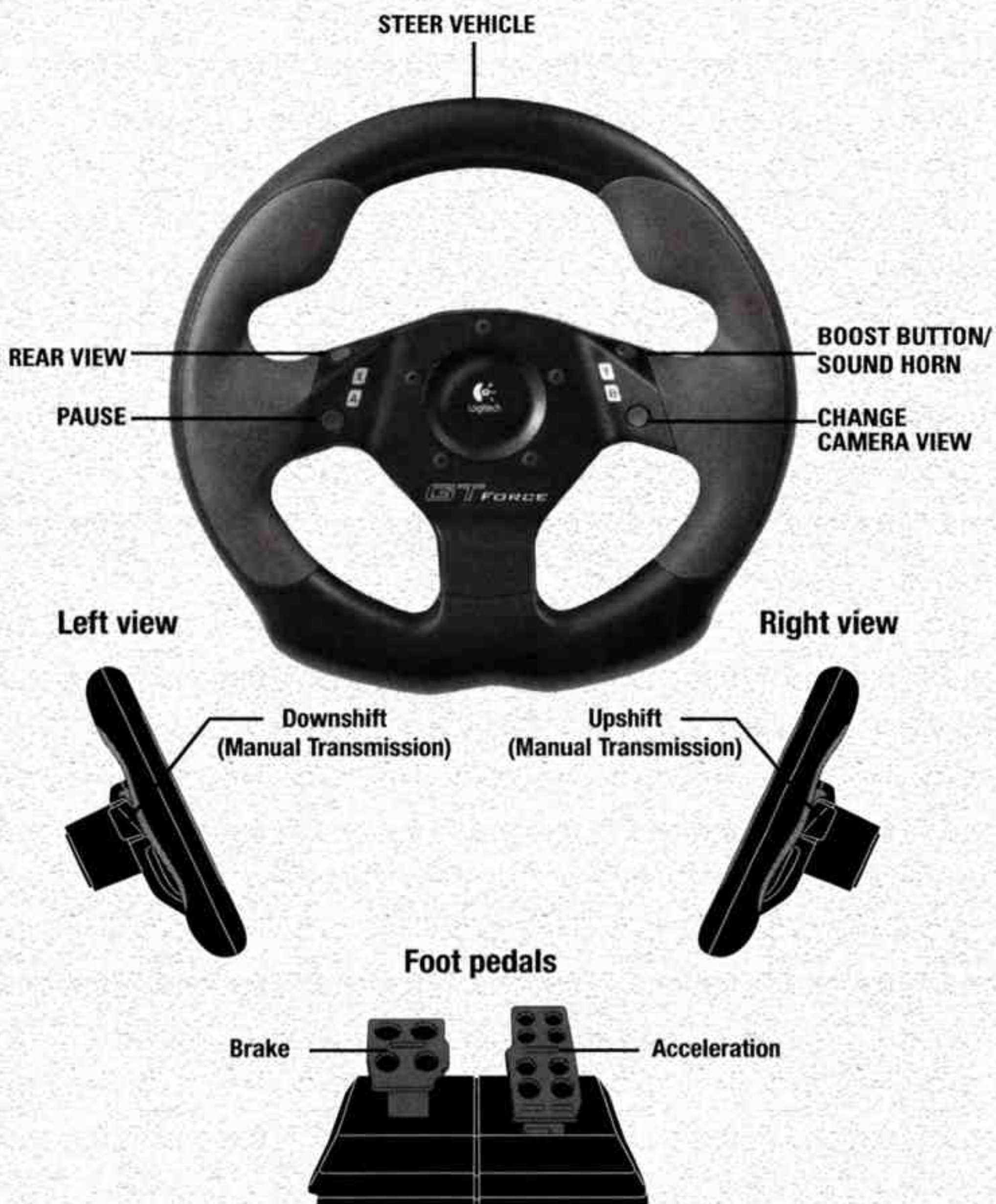
DUALSHOCK®2 analog controller



R3 button (pressing down on the right analog stick) also sounds the vehicle horn or sounds the siren on a car with a police light.

GT FORCE™ STEERING WHEEL CONTROLLER

You must attach the pedals to your GT FORCE™ in order to play Burnout™ 2.



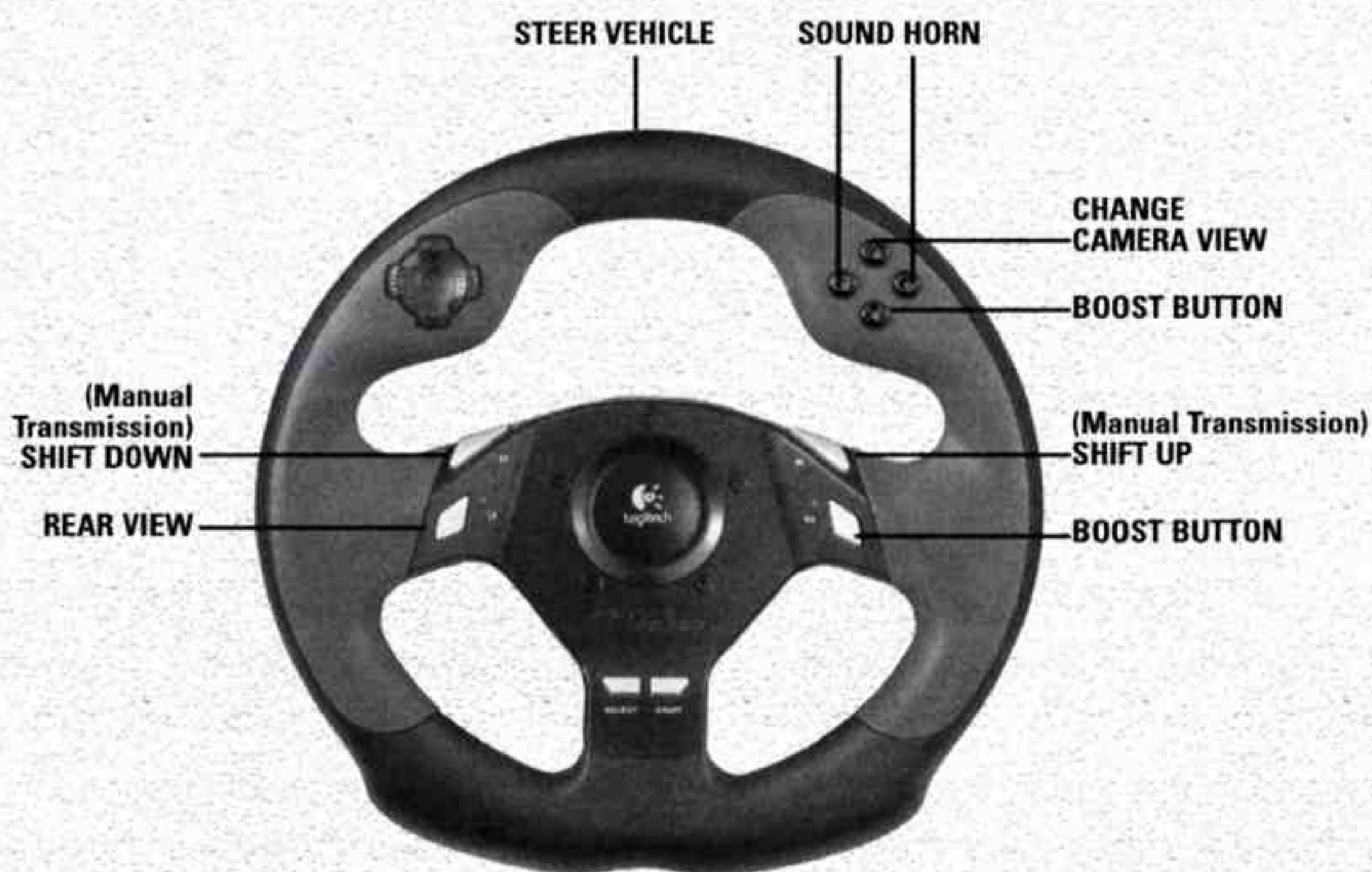
NOTE: before using the GT FORCE™, please read the product's accompanying manual. When using one GT FORCE™ only, please ensure it is inserted into the upper USB connector.

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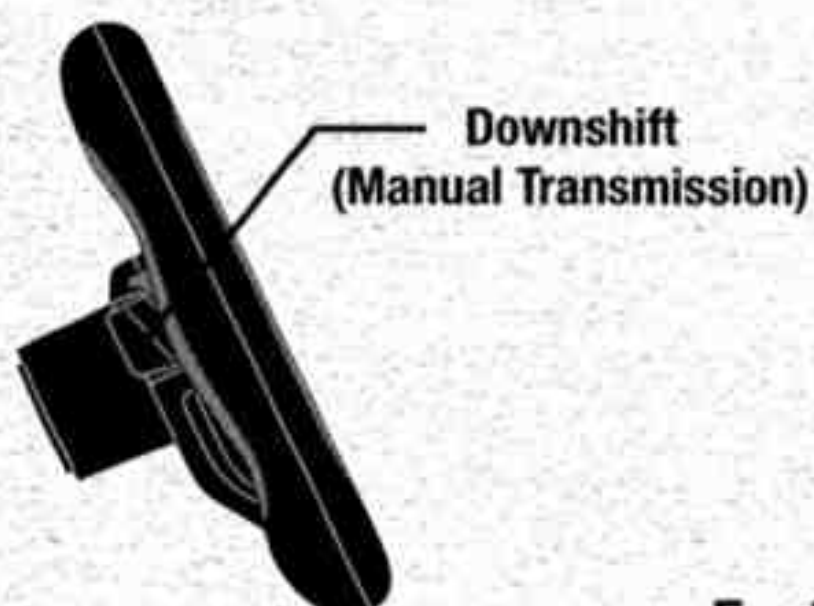
DRIVING FORCE™ STEERING WHEEL CONTROLLER

We recommend you play Burnout™ 2 with pedals attached.

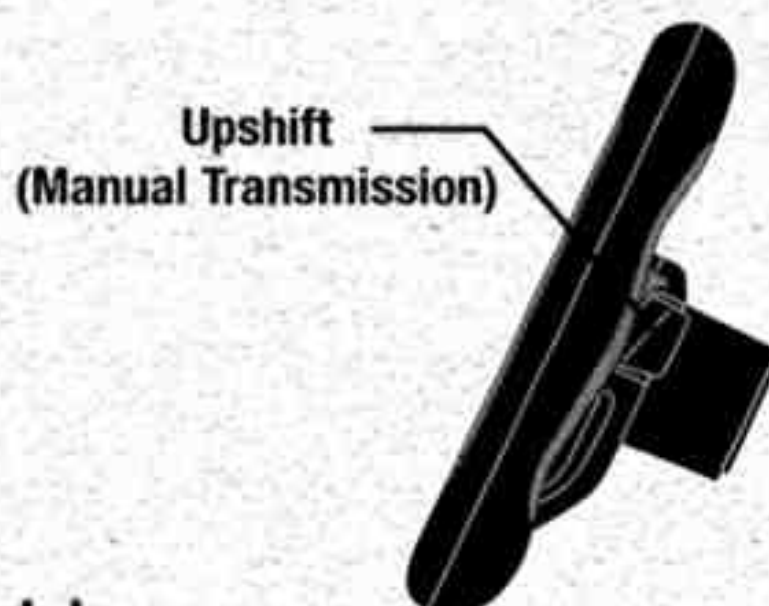
Controls for a DRIVING FORCE™ wheel with pedals attached.



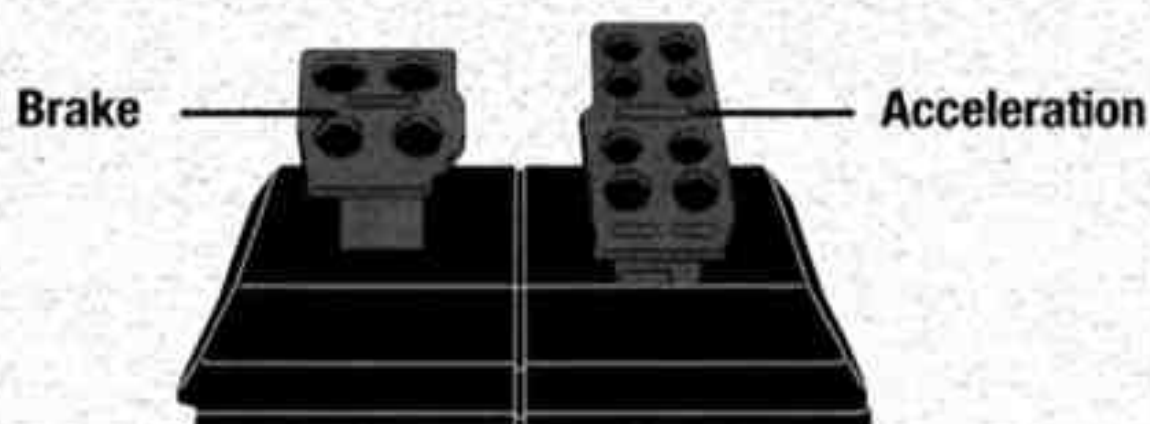
Left view



Right view

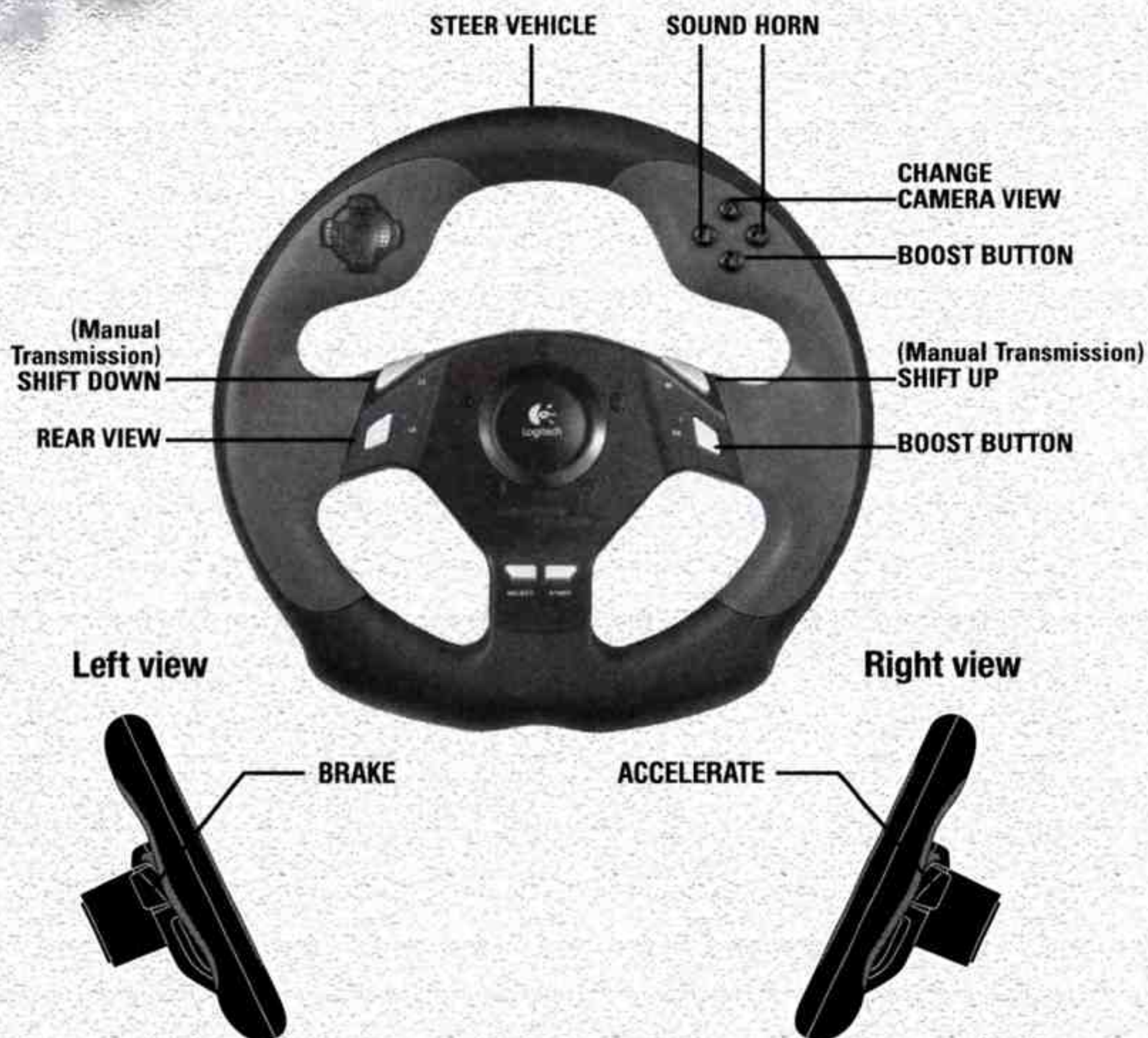


Foot pedals



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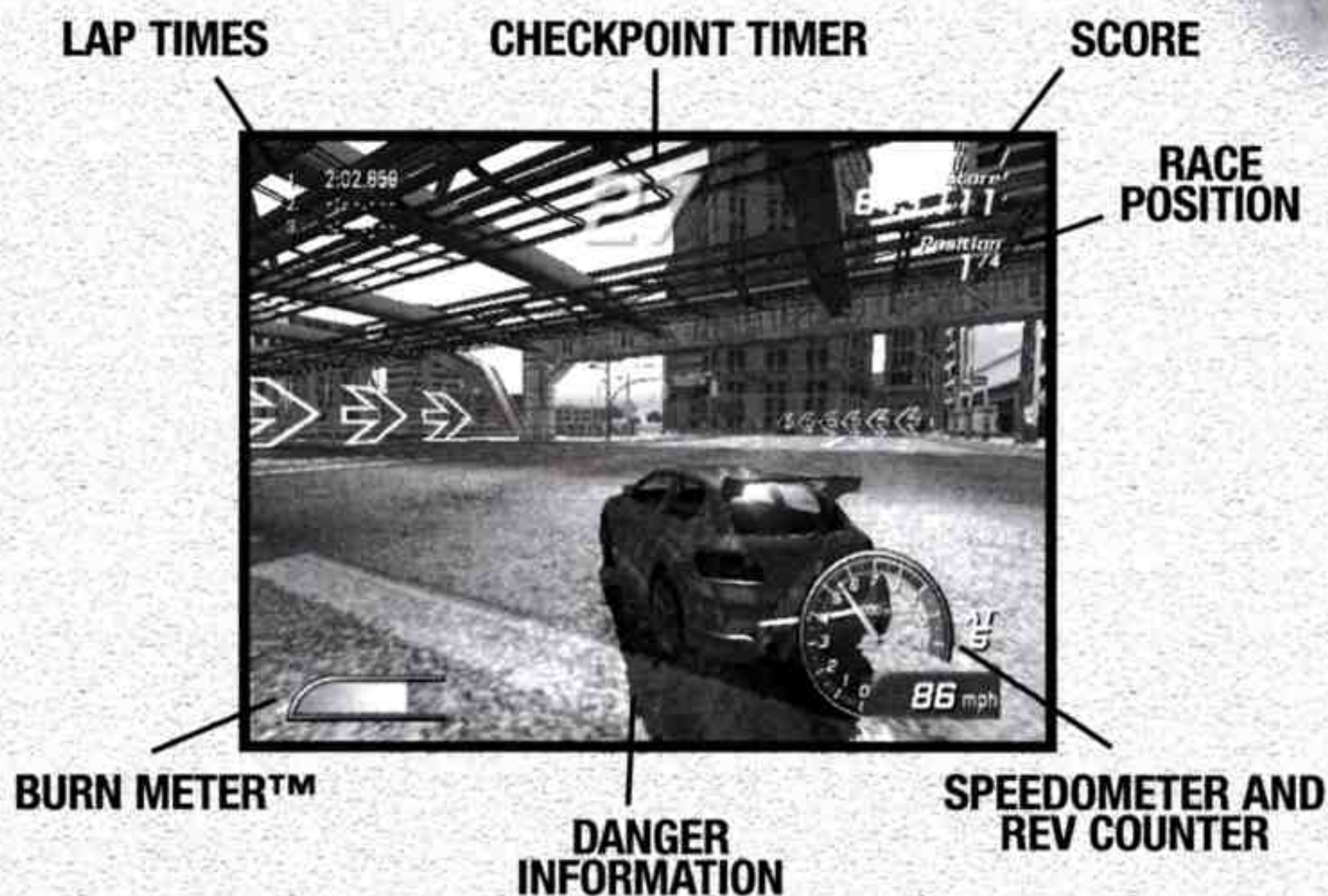
Controls for a *DRIVING FORCE™* without pedals.



NOTE: before using the DRIVING FORCE™, please read the product's accompanying manual. When using one DRIVING FORCE™ only, please ensure it is inserted into the upper USB connector (assuming the PlayStation® 2 console is resting on its side).

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THE GAME DISPLAY



1. Checkpoint Timer

2. Lap Times. The number of slots shows how many laps in the race. Your best lap time in that race is highlighted in yellow.

3. Burn Meter™

4. Danger Information

5. Speedometer and Rev Counter

6. Race position

7. Score

Other game modes have slightly different screen layouts.

VEHICLE SELECTION

BURNOUT™ 2 lets you push everyday vehicles to their limit, from compacts and sports cars to muscle cars and hot rods!

The type of vehicle you choose is related to the difficulty of the game. The compact car is EASY difficulty, with nimble handling for weaving in and out of the traffic, while the muscle cars are HARD difficulty, fast and powerful 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 30 courses to drive. New Courses are unlocked in Championship Mode. The courses are located in one exciting peninsula. There are also some Point-to-Point Races. Race from one course into another!



PACIFIC INTERNATIONAL AIRPORT: Race around a busy international airport. Watch for lots of traffic!

PALM BAY: Slide your car at breakneck speed through busy downtown streets. A fast city course to test your skill!

INTERSTATE 88: Experience a high speed driving sensation! This stage connects the beach to the mountains!

BIG SURF: Speed along coastal roads! A twisty course with a feeling of California!

SUNRISE VALLEY: A grid-based city course awaits you. Feel the heat of the desert!

CRYSTAL SUMMIT: Ascend into the heavenly resort of Crystal Summit ski area! Watch out for falling snow!

GAME MODES

BURNOUT™ 2 is all about dangerous 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** (distance spent sliding around corners)
- **Wrong-side distance** (distance spent travelling at speed on the wrong-side of the road)
- **Number of near misses** (how close you get to other cars at speed without touching them)
- **Distance spent in the air** (distance spent with all four wheels off the ground)

Your skill in these disciplines contributes both to the rate of increase of your Burn Meter™ and your score.

OFFENSIVE DRIVING 101

Learn how to drive "Burnout 2 style." It's the only 'bad driving' license in the world! In six short lessons we'll teach you all you need to know about driving dangerously at high speeds. Get at least a bronze medal in all lessons to unlock more game modes!



CHAMPIONSHIP



In Championship mode, the player races through a series of GP races, unlocking additional Courses and Modes as they progress. New Courses that are unlocked in Championship Mode then become available in other Game Modes.

There are two main

Championship seasons – the Standard Championship and the Custom Series Championship.

Championship Progression – Standard Championship.

You race against three computer opponents. You are ranked on a leader board at the end of each race, 3 points for 1st place, 2 points for 2nd place, 1 point for 3rd place and zero for fourth. The player with the most points accumulated at the end of all the races in a GP wins! You must win a GP to unlock the next one in the series.

There are four GP's in the Standard Championship season, including three point to point races.

There are 3 Pursuit Races to unlock in this season.

There are 4 Face/Off Races to unlock in this season.

The final race in the Standard Championship is the Custom Series Qualifier. If you complete this event, you will unlock the Custom Series Championship and earn your first Custom Series vehicle.

CUSTOM SERIES CHAMPIONSHIP

Custom Series vehicles are the specialist, modified, tuned-up counterparts of the seven initial standard vehicles. They are race-tuned, each complete with bodykits, decal sets, tuned engines and improved handling. These are the fastest and most furious cars in the game.

Championship Progression – Custom Series Championship

When the Series is unlocked, the player must compete in a new series of GP races. In these races, the player will race against CPU opponents all driving Custom Series vehicles.

There are 4 GP's in the Custom Series Championship.

There are 3 Pursuit Races to unlock in this season.

SINGLE RACE

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

TIME ATTACK

In Time Attack Mode, one player can challenge any unlocked Course in a race against the clock. The player will always race alone in this mode. There are no CPU opponents in this mode.

PURSUIT

This mode is unlocked through Standard Championship progression. In this mode, the player must chase a target vehicle and crash it off the road. In 1P Mode, the player will always drive the Police Car.

CRASH

Smash your car into the traffic to see how much insurance damage you can rack up!

There are three stages unlocked at the start of the game. Score a Bronze Medal at each stage to unlock more stages.



MULTIPLAYER



(This menu is only highlighted if two DUALSHOCK®2 analog controllers are plugged into the controller ports.) In Multiplayer 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, the Course Selection screen is displayed. On this screen, Player One will choose which Course is to be raced. On a standard (4:3) TV, the screen is split showing Player One at the top and Player Two at the bottom. On a widescreen (16:9) TV, the screen is split showing Player One on the left and Player Two on the right.

MULTIPLAYER SINGLE RACE

Two players can race against two CPU opponents. Any course unlocked in single player progression can be raced.

MULTIPLAYER PURSUIT MODE

Once unlocked, two players can race any unlocked vehicle against any unlocked vehicle on any previously unlocked courses. Player One will always drive the pursuit vehicle. Player Two will always drive the target vehicle. If the target gets rammed ten times, the pursuit is over.

MULTIPLAYER CRASH MODE

Challenge up to FOUR players in a Burnout™ 2 Crash Tournament. Each player gets an attempt at causing the most damage in three specially created crash junctions, which can be selected in groups of three from a total of fifteen.

The player with the highest total score at the end of the tournament wins! Choice of car, speed and angle of approach can make all the difference! Good luck and make sure your seat belt is securely fastened!

OPTIONS

Controls

This menu is used to set either vibration setting 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 a vehicle travels over different road surfaces.

Force Feedback

This turns the Force Feedback feature of the connected steering wheel controller either ON or OFF.

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

Audio Options

This menu is used to turn the music and sound effects UP or DOWN during races, replays, and menu screen navigation.

Audio outputs may be configured as either Mono, Stereo or Dolby Pro Logic™ II .

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" / "16:9". Select 16:9 mode if you have a widescreen television.

Adjust Screen

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

Load / Save Options

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

Cheat Menu

This menu is used to access any SPECIAL or EXTRA modes that may be unlocked.

Credits

This will display the Burnout 2 development team credits.

RECORDS MENU

View Profile

This will display the current driver profile.

Track Records

This will display the best lap times, total times, score records and skill records for each course.



Time Attack Records

This will display the best times per course so far from Time Attack mode.

Crash Records

This will display the biggest crash scores so far for each unlocked crash junction.

Notes

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Notes

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