

# FLATOUT™





## **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.



# TABLE OF CONTENTS

<b>Getting Started</b> .....	<b>2</b>
<b>Introduction</b> .....	<b>2</b>
<b>Controls</b> .....	<b>2-3</b>
<b>Game Screen</b> .....	<b>4</b>
<b>Main Menu</b> .....	<b>4</b>
<b>Single Player</b> .....	<b>4</b>
<b>Multiplayer</b> .....	<b>7</b>
<b>Options</b> .....	<b>7</b>
<b>PS2 Online</b> .....	<b>8</b>
<b>Credits</b> .....	<b>9-11</b>
<b>Technical Support/Customer Service</b> ....	<b>11</b>
<b>License Agreement</b> .....	<b>12-13</b>

## DISCLAIMER

By using this Software product, you agree to be bound by the limitations set out below.

**Limited Warranty:** Empire Interactive warrants that the software will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt. Any implied warranties on the software are limited to ninety (90) days, unless the effect of this clause has been specifically excluded by applicable law.

**Customer Remedies:** Empire Interactive's entire liability and your exclusive remedy shall be, at Empire Interactive's option, either (a) return of the price paid, or (b) replacement of the software or hardware that does not meet this Limited Warranty and which is returned to the place of purchase with a copy of your receipt. This Limited Warranty is void if failure of the software has resulted from accident, abuse, or misapplication. Any replacement software will be warranted for the remainder of the original warranty or thirty (30) days, whichever is longer.

**No Other Warranties:** To the maximum extent permitted by applicable law, Empire Interactive and its suppliers disclaim all other representations, warranties, conditions or other terms, either express or implied, including, but not limited to implied warranties and/or conditions of merchantability and fitness for a particular purpose, with regard to the software and the accompanying written materials.

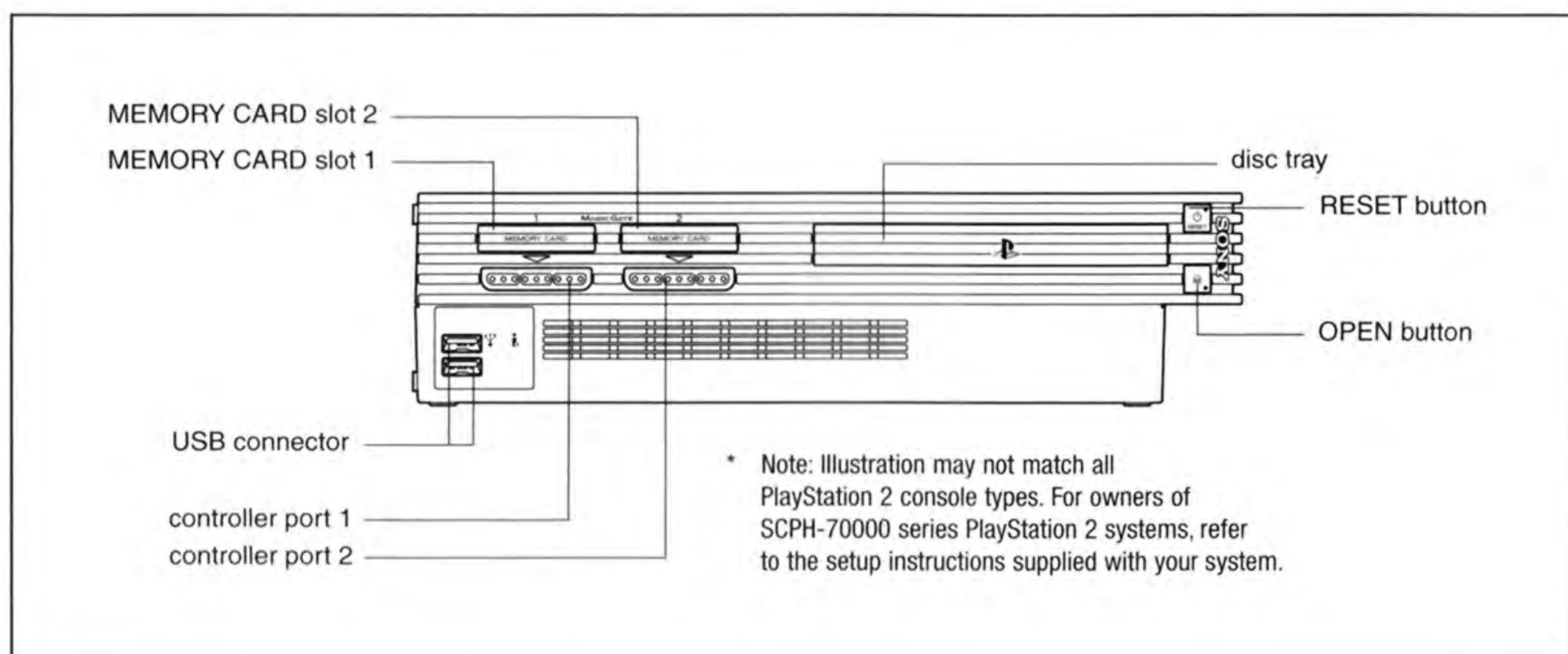
**No Liability For Consequential Damages:** To the maximum extent permitted by applicable law, in no event shall Empire Interactive or its suppliers be liable for any damages whatsoever (including without limitation, direct or indirect damages for personal injury, loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use this product, even if Empire Interactive has been advised of the possibility of such damages. In any case, Empire Interactive's and its suppliers' entire liability under any provision of this agreement shall be limited to the amount actually paid by you for the software, unless the effect of this clause has been specifically excluded by applicable law.

Any unauthorised copying, reproduction, rental or broadcast of the information contained on the accompanying disc is a violation of applicable laws.

© 2005 Empire Interactive Europe Ltd. Game concept and development by Bugbear Entertainment Ltd. FlatOut, Empire and the "E" logo are either trademarks or registered trademarks of Empire Interactive Europe Ltd. in the UK/Europe and/or other countries. Distributed by Vivendi Universal Games, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online icon is a trademark of Sony Computer Entertainment America Inc. All other trademarks are property of their respective owners. This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2005 GameSpy Industries, Inc. All rights reserved.



# 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 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

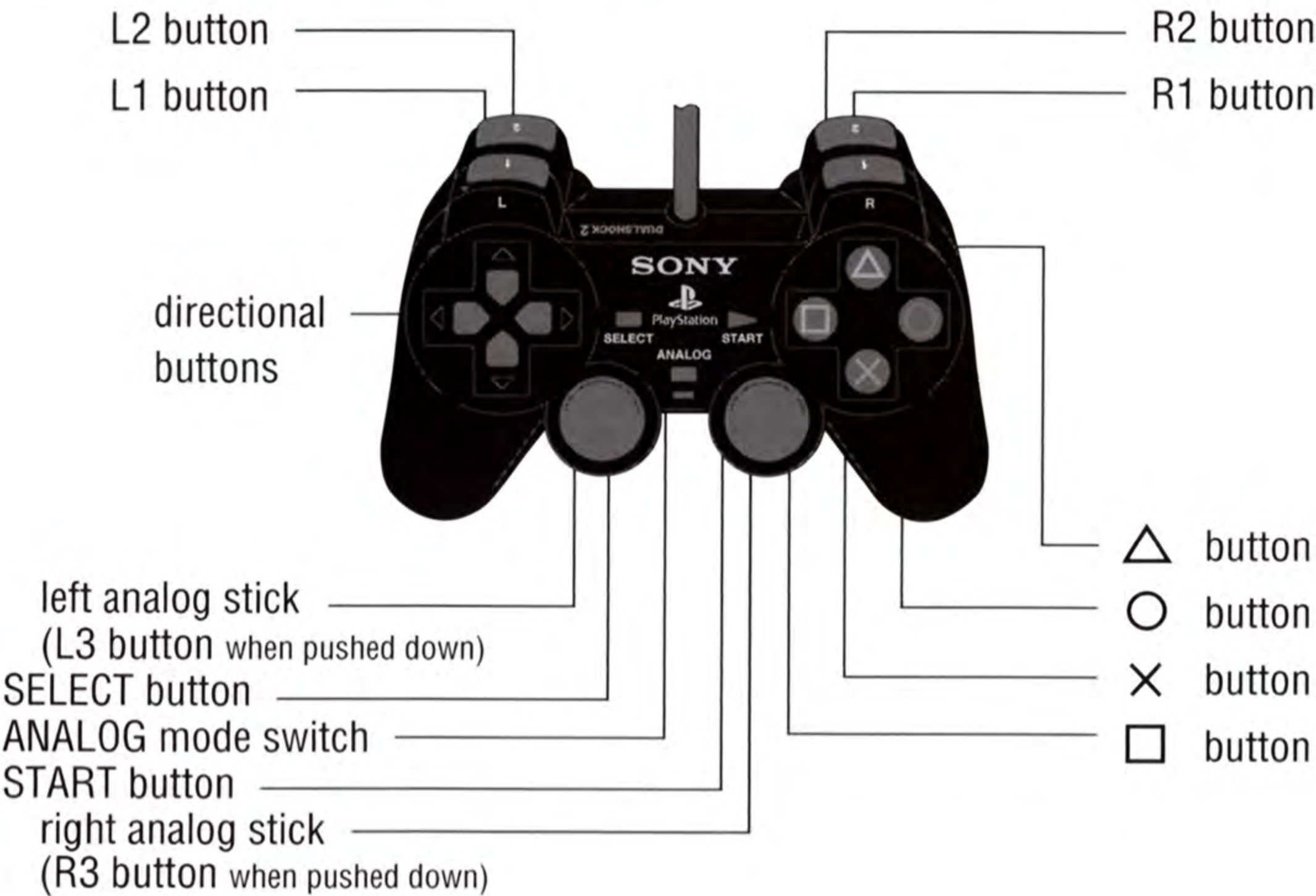
All menus within **FLATOUT** are navigated in the same way.

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



# MAIN MENU

Press the **X** 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 **X** 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 **X** button to continue.

To Delete a profile, make sure the profile you want to delete is selected then press the **Y** 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.

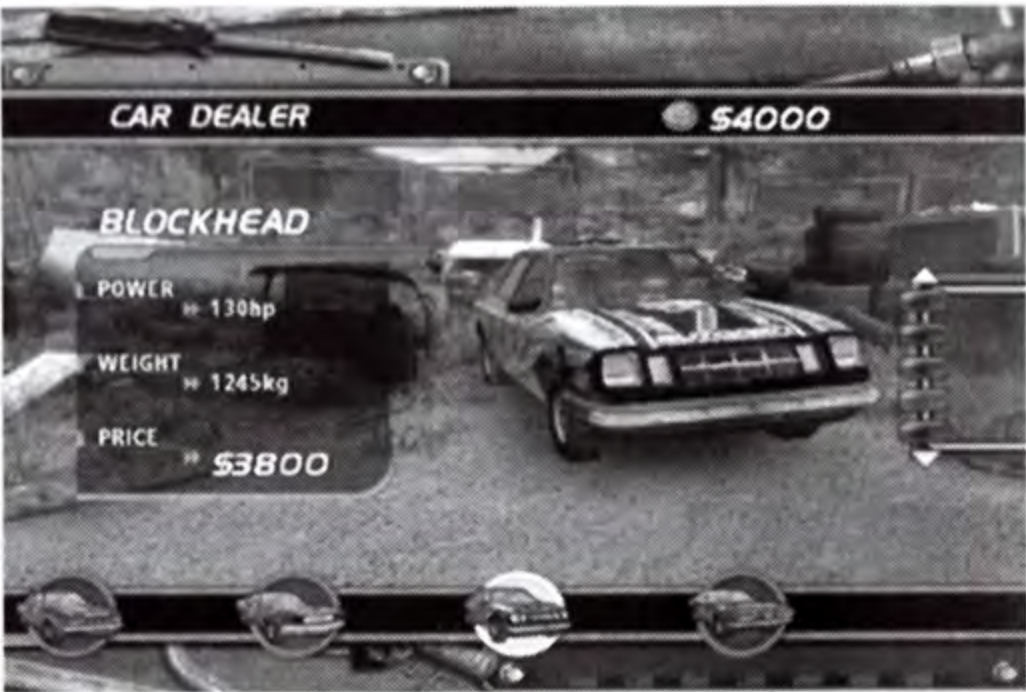


# SINGLE PLAYER

# 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:

<b>ENGINE</b>	Achieve increased torque, horsepower, efficiency and durability by purchasing race-prepared parts to improve engine efficiency and power.	<b>Tuning Kit</b> <b>Turbo</b> <b>Port and Polish</b> <b>Engine Balancing</b> <b>Filter Kit</b> <b>Carburetor and Manifold</b>
---------------	---	---

<b>DRIVE TRAIN</b>	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.	<b>Clutch</b> <b>Flywheel</b> <b>Transmission</b>
--------------------	--	---

<b>EXHAUST</b>	Improved gas flow speed with minimal restrictions in the exhaust system allows your engine to output more power.	<b>Exhaust</b> <b>Exhaust Manifold</b>
----------------	--	---

<b>SUSPENSION</b>	Improve the handling and traction by upgrading your suspension. Remember power is nothing without control.	<b>Shocks</b>
-------------------	--	---------------

<b>TIRES</b>	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.	<b>Tires</b> <b>Brakes</b>
--------------	--	-------------------------------

<b>BODY</b>	Upgrade the framework and bodywork of your car for reduced risks, adds safety and all new driving comfort.	<b>Body Upgrade</b>
-------------	--	---------------------

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.

Exit

Restart

Slow  
Motion

Pause

Fast  
Forward



## **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**

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

**Sound Options**

- |                          |                                  |
|--------------------------|----------------------------------|
| <b>Race Music Volume</b> | Adjust the in game music volume. |
| <b>Menu Music Volume</b> | Adjust the menu music volume.    |
| <b>SFX Volume</b>        | Adjust the in game SFX volume.   |

**Controller Options**

- |                                    |  |
|------------------------------------|--|
| <b>Controller Vibration ON/OFF</b> | This will turn the Controller Vibration function either ON or OFF. |
| <b>Configure Controller</b>        | 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. <i><b>Note:</b> the Level of upgrades are added to your car automatically, you cannot select individual components.</i>
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.

# ***CREDITS***

## ***BUGBEAR ENTERTAINMENT***

### ***Management***

Janne Alanenpää  
Jussi Laakkonen  
Mika Alanenpää

### ***Game Design***

Janne Alanenpää  
Tommi Hartikainen

### ***Lead Programmer***

Tatu Blomberg

### ***Programmers***

Mikko Sivulainen  
Timo Saarinen  
Fred Sundvik

### ***Lead Artist***

Mikko Kautto

### ***Graphic Artists***

Hannu Leskinen  
Niko Miettinen  
Heikki Vehmas  
Pekka Suutari  
Juha Kauppinen  
Reko Nokkanen

Jean-Peter Finnberg  
Tomi Linja-aho  
Juha Kämäräinen  
Joonas Mäkilä  
Panu Uomala  
Ilari Lehtinen  
Piia Pakarinen  
Petri Alanenpää

### ***Additional Artists***

Jukka Merikanto  
Tero Antinkaapo  
Markus Tuppurainen

### ***Additional Management***

Aki Järvilehto  
Matthias "Sidi" Siedlaczek

### ***Sound Design***

Greg Hill – Soundwave Concepts, Tommi Hartikainen

### ***Videos***

Eki Halkka

### ***Tools***

sPVST<sup>TM</sup> Visibility Optimization library  
© Hybrid Graphics, Ltd.  
FMOD sound and music system,  
© Firelight Technologies Pty, Ltd., 1994–2004 Lua 5.0  
©2003–2004 Tecgraf, PUC-Rio.  
UVPaint ©2003 Zoltan Hollosy



# **EMPIRE INTERACTIVE**

## **Producers**

Alan Bunker  
Danny Rawles

## **Quality Assurance Manager**

Dave Cleaveley

## **Assistant Quality Assurance Manager**

Steve Frazer

## **Lead QA Technician**

Wayne Gardner

## **Quality Assurance**

Olivier Banal  
Darren T Bennett  
Ryan Kalis  
Mark Jones  
Chris Matlub  
Phil Octave  
Cliff Ramsey  
Vernon Richards

## **Empire USA**

Jimmy Lamorticelli  
Tricia Gray  
Tadasu Hasegawa  
Yuko Hayashi

## **Empire Europe**

Philippe Dao (France)  
Stephanie Müller, Mark Wardenga (Germany)  
Laura Maestri (Italy)  
Alison Ryan (Spain)

## **Operations Manager**

Tony Bond

## **Studio & Localization Manager**

Jayshree Mistry

## **Game Manual**

Danny Rawles

# **MUSIC CREDITS**

## **LAB**

### **"BEAT THE BOYS"**

Music: Splendid, Lyrics: Ana  
From the album "Devil is a girl"  
(P) 2002 BMG Finland Oy  
Copyright control  
[www.labplanet.net](http://www.labplanet.net)

## **THE APRIL TEARS**

### **"LITTLE BABY IS COMING"**

Dead Frog Records  
[www.deadfrogrecords.com](http://www.deadfrogrecords.com)  
Lyrics/Music: Andreas Jismark &  
Jimmy Monell  
Published by Tom Bone Music

## **SUBROC**

### **"CLOSE THE WINDOWS"**

Tom McCreery, guitarist  
Written and Performed by Subroc  
[www.subroc.co.uk](http://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.

## **THE HISS**

### **"BACK ON THE RADIO"**

Performed by The Hiss  
Written by Bah-Kamara, Barrera, Franco,  
Galpin/Strange Investigations  
(P) 2004 Sanctuary Records Group/Polydor UK Ltd.  
Under exclusive license courtesy of Sanctuary Records  
Group and Polydor UK Ltd.

## **AMPLIFIRE**

### **"DROWN TOGETHER"**

Performed by Amplifire  
Mastervox Records,  
[www.mastervox.fi](http://www.mastervox.fi)  
[www.amplifire.com](http://www.amplifire.com)

## **AMPLIFIRE**

### **"PERFECT GOODBYES" and "HEARTLESS"**

Copyright 2004 Amplifire  
[www.amplifire.com](http://www.amplifire.com)

## **FULL DIESEL**

### **"NO MAN'S LAND" and "KING OF DEFEAT"**

Copyright 2004 Full Diesel  
[www.fulldiesel.info](http://www.fulldiesel.info)  
TOKYO DRAGONS  
"TEENAGE SCREAMERS"  
Copyright Control

## **AGENT BLUE**

### **"SOMETHING ELSE"**

Composed by: Matt Jones,  
Nic Andrews, Calum Murphy, Mark Taylor, Josh Hill  
Published by Agent Blue



## **WITH MANY THANKS TO:**

WWW.OVERPLAY.COM, THE DEFINITIVE SITE FOR UNSIGNED MUSIC BANDS:

### **NO CONNECTION**

**"Burnin'", "Living American" and "Love To Hate To Love"**

Copyright 2004 No Connection  
www.no-connection.com

### **ADRENALINE**

**"Adrenaline" and "Dead Inside"**

Copyright 2004 Adrenaline  
www.adrenaline.has.it

### **DEPONEYE**

**"Anger Management 101" and "Tick Tock"**

Copyright 2004 Deponeye  
www.deponeye.com

### **CIRCA**

**"Alive!"**

Copyright 2004 Circa  
www.circa.org.uk

### **CENTRAL SUPPLY CHAIN**

**"FlatOut", "Are You Ready?" and "The Ever Lasting"**

Copyright 2004 Central Supply Chain.  
www.overplay.co.uk/centralsupplychain

### **SIXER**

**"The Race"**

Copyright 2004 Sixer.  
www.sixermusic.co.uk

## **SPECIAL THANKS:**

Tad Hasegawa  
Yuko Hayashi  
Jimmy Lamorticelli  
Phil O'Neil  
Steve Wickes  
Kristin Bruno  
Matt Geyer  
Koren Buckner  
Adam Kahn  
Laura Weir

## **Customer Support**

### **Technical Support**

Phone: (800) 630-0811, M-F, 6 am – 6 pm, EST

### **Internet**

<http://support.vugames.com>

### **Customer Service**

Phone: (800) 757-7707, M-F, 6 am – 6 pm, EST

### **Mail**

VU Games  
4247 South Minnewawa Avenue  
Fresno, CA 93725

**GET INSIDE!**  
**Join Now!**

## **Register Your Game Today**

Free tips, tricks, demos, trailers, and more! Receive free technical and customer support. Be the first to know about beta tests, tournaments, game testing opportunities, and other events. Plus, stay informed on the latest VU Games news, updates, discounts & more!

***Go to <http://reg.vugames.com> Now!***



# LICENSE AGREEMENT

This software program, any printed materials, and any online or electronic documentation (the "Program") are the copyrighted work of VU Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

## END USER LICENSE AGREEMENT

1. **Limited Use License.** VU Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Sony PlayStation®2 computer entertainment system. The Program has a multi-player capability that allows users to utilize the Program over the Internet. Use of the Program over the Internet is subject to your acceptance of a Terms of Use Agreement. VUG, or its licensees, reserves the right to update, modify or change the Terms of Use Agreement at any time.
2. **Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions, and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
3. **Responsibilities of End User.**
  - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
  - B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
  - C. You may not host or provide matchmaking services for the Program or emulate or redirect the communication protocols used by VUG in the on-line feature of the Program, through protocol emulation, tunneling, modifying or adding components to the Program, use of a utility program or any other techniques now known or hereafter developed, for any purpose, including, but not limited to, network play over the Internet, network play utilizing commercial or non-commercial gaming networks, or as part of content aggregation networks, without the prior written consent of VUG; and
  - D. You may not create or maintain, under any circumstance, more than one simultaneous connection to any hosting service utilized for on-line play. All such connections, whether created by the Program or by other tools and utilities, may only be made through methods and means expressly approved by VUG. Under no circumstances may you connect, or create tools that allow you to connect, to the hosting service's private binary interface or interfaces other than those explicitly provided by VUG for public use.
4. **Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
5. **DNAS.** This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCEI company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466- 5333. For additional information concerning "DNAS", visit [www.us.playstation.com/DNAS](http://www.us.playstation.com/DNAS). In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.



6. **Duration of the "On-Line" Component of the Program.** This Program contains an "on-line" component that allows you to utilize the Product over the Internet utilizing servers and software maintained by VUG and or its affiliates. VUG may, in its sole discretion, provide the servers and software technology necessary to utilize the "on-line" component of the Program, or VUG may license to third parties the right to provide the servers and software technology necessary to utilize the "on-line" component of the Program. However, nothing contained herein shall be construed so as to place an obligation upon VUG to provide the servers and software technology necessary to utilize the "on-line" component beyond the time that the Program is Out of Publication. The term "Out of Publication" as used herein shall mean that the Program is no longer being manufactured by VUG.
7. **Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
8. **Limited Warranty.** VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with you; however, VUG warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective disc shall be to give you a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
9. **Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
10. **Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
11. **Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see [www.us.playstation.com/DNAS](http://www.us.playstation.com/DNAS).





[www.flatoutgame.com](http://www.flatoutgame.com)



POWERED BY  
**game**spy

© 2005 Empire Interactive Europe Ltd. Game concept and development by Bugbear Entertainment Ltd. FlatOut, Empire and the "E" logo are either trademarks or registered trademarks of Empire Interactive Europe Ltd. in the UK/Europe and/or other countries. Distributed by Vivendi Universal Games, Inc. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All other trademarks are property of their respective owners.

7234110