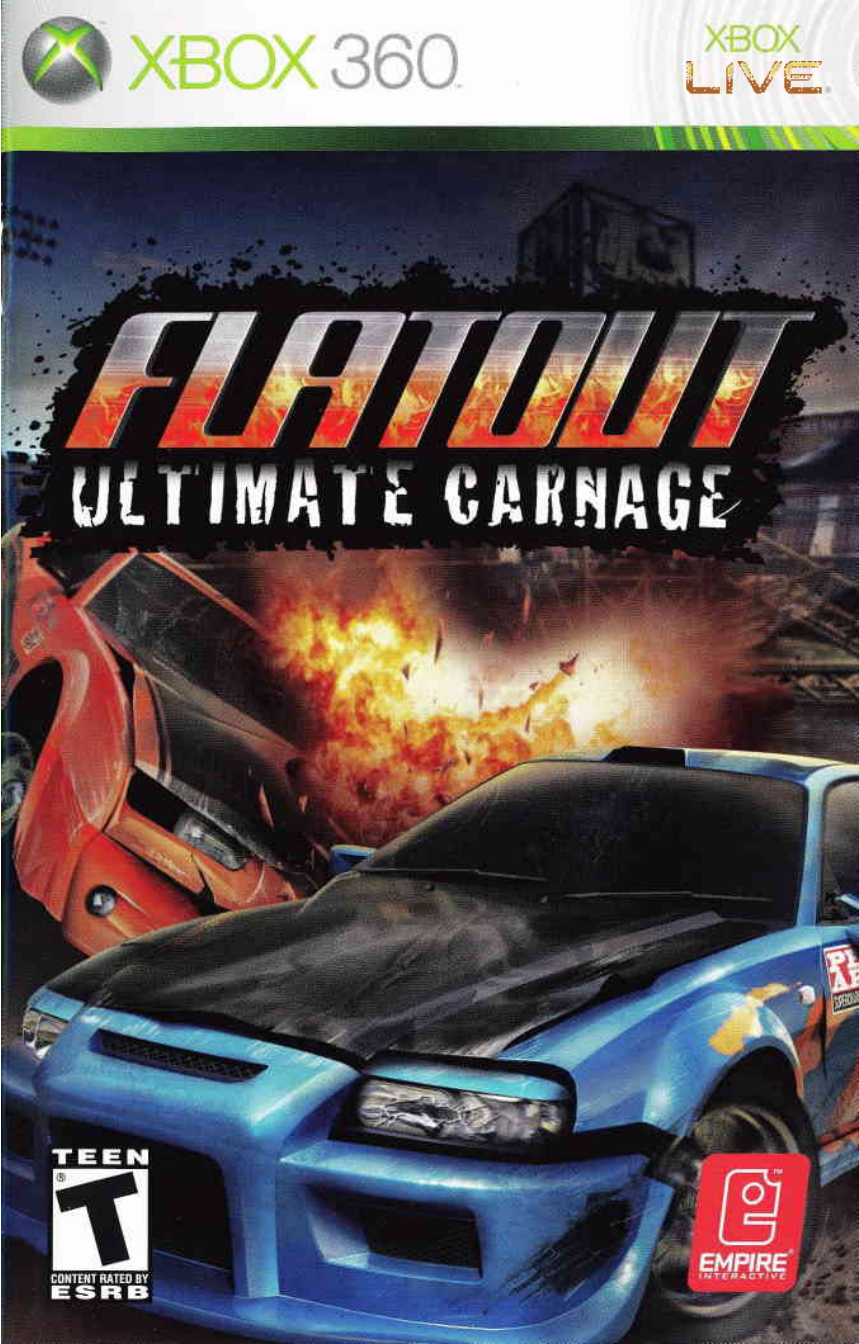
XBOX 360
XBOX LIVE
FLATOUT
ULTIMATE CARNAGE
TEEN
T
CONTENT RATED BY ESRB
EMPIRE INTERACTIVE

WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see **www.xbox.com/support** or call Xbox Customer Support.

Important Health Warning About Playing Video Games

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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play 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.

FLATOUT ULTIMATE CARNAGE

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Getting Started

Controls

All menus within FlatOut Ultimate Carnage are navigated in the same way.

Use the **left stick** to highlight a menu item and press the **A button** to select an option. Press the **B button** to go back to the previous menu screen.

Use the **left stick** to cycle through choices or move sliders.



Command	Menus	In-Game
Left stick	Navigate Menu options	Steer Left/Right / *Aerobatics
Right stick	–	Look Left / Right / Behind
A	Select Menu Option	Nitro / *Driver Launch
B	Go Back a screen	Handbrake
X	–	Change Camera
Y	–	Reset Car
D-pad (left)	–	Player's List
Right Trigger	–	Accelerate
Left Trigger	–	Brake (Hold for Reverse)
Right Bumper	–	Gear Up
Left Bumper	–	Gear Down
START button	–	Pause
BACK button	–	Skip Music Track

**Rag Doll Stunts Only*

PAGE 2

Gameplay and HUD



AI Damage Bar

The AI Damage Bar represents the AI's health. The closest car to you is shown in the bottom left of the HUD. If there are no cars within a certain radius, the bar will not be displayed.

Players Position List

You can opt to show the complete grid of players at all times in the HUD. By default this is turned OFF. The list updates in real-time and also shows when cars have been knocked out of the race (Wrecked). The list can be toggled ON or OFF by pressing the **Left D-pad**.

Nitro

There are three primary ways to gain nitro. Crashing into opponent cars, air-time (taking jumps) and crashing into scenery objects all generate nitro; however nitro is only given the first time you hit an object (if another car hits the object first, you will not gain nitro from hitting it after). Nitro is also given if your driver crashes through the windscreen! The Nitro Meter shows how much nitro you currently have available. Press and hold down **A button** to use the nitro.

Reset

If you flip your car, crash, come off the track, or your driver crashes through the windscreen, press **Y button** to reset your car back on the track. Resetting will put you back on track with a rolling start; you will also be invulnerable to opponent cars and scenery objects for a few seconds.

PAGE 3

Gameplay and HUD

Rag Doll Stunts

Hurl your driver through the windscreen in one of twelve sadistic mini-games across two different arenas.

Launch, Aerobatics & Nudge

Accelerate your car down the runway section and use your car to aim in the general direction you want your driver to launch. When you reach the launch area, press and hold down the **A button.** This will cause the action to slow down while the angle meter increases. Release the button to set the angle of launch.



After launch, you have additional control over your driver – Aerobatics & Nudge. Use the **left stick** (left, right, up, down) to "steer" your driver in the desired direction. This additional control should be used to fine-tune your launch. The **A button** to exert a small upward force on your driver "Nudge". This move can only be used once per launch.

Derbies

There are two different types of Derbies in FlatOut Ultimate Carnage.



Wrecking Derby (FlatOut Mode, Xbox LIVE® and Single Events) is a classic Derby mode following last man standing rules. Survival of the fittest!

Deathmatch Derby (Carnage Mode and Xbox LIVE®) is a more traditional Deathmatch set-up where racking up kills is the order of the day.

Game Modes

FlatOut Mode

Compete in multiple cups spread over 3 classes to become the ultimate FlatOut champion. You start your career with 5,000 Credits (CR) and an empty garage. Earn points and money by winning cups to buy new cars and upgrade your existing collection!

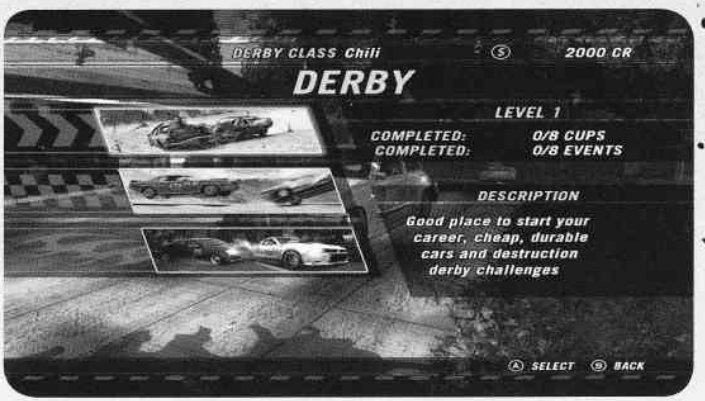
Classes

The career is split into 3 main classes, Derby Class, Race Class and Street Class and each class is split into 3 levels. Level 1 of the Derby Class is where you begin your career.

The classes are so called because of the cars that are available.

- Derby cars are custom built old bangers salvaged from the scrap yard but with re-enforced roll cages and strengthened bodywork making them ideal for Destruction Derby events.
- Race cars are built for speed and performance but offer functionality over style. Race cars aren't as robust as the Derby cars but what they lack in strength, they make up for in performance.
- Street cars are the fastest cars in FlatOut Ultimate Carnage and offer killer performance and showroom style!

Once you have earned enough money, you are able to buy a car from any class and compete in that class.



Game Modes

Car Shop

You will be taken directly to the Car Shop upon entering a class for the first time. A small selection of cars are available with more cars becoming available as you progress through the class. Every car handles slightly differently and exhibits different characteristics. These are shown via the statistics bars.

Press the **X button** to change the colour pattern of the selected car.

FlatOut Mode Home Screen

This is the main hub of FlatOut Mode; you can access the Cup Selection screen, Garage, Car Shop, Upgrade Shop and Career Statistics from here.



Race Results

At the end of a race you will be presented with the Race Results. This screen shows your final position and the final position of the other vehicles including best and total lap times.



Game Modes

Cups

Every class has a number of cups that have to be completed to progress. Cups consist of a series of 2-6 races depending on the cup. Points are awarded at the end of each race as follows:

1st place finish	10 points
2nd place finish	8 points
3rd place finish	6 points
4th place finish	5 points
5th place finish	4 points
6th place finish	3 points
7th place finish	2 points
8th place finish	1 point
9th - 12th place finish	0 points

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



Bonus events are unlocked by completing the standard race cups. Bonus events consist of Destruction Derbies and Time Trials. These events are voluntary and do not have to be completed to progress. They can be used to earn more money for buying and upgrading cars.

Game Modes

Replay

You can choose to watch the replay, retry the race or exit to menu. Selecting replay will give you the following options.



Top Drivers

Further bonuses are awarded for the "Top Drivers" in a race.

The bonuses are as follows:

Award	Description
Best Wrecker	Driver who caused the most car-to-car damage
Blast Master	Driver who dealt out the heaviest hits
Fastest Lap	Driver with the fastest lap time
Bulldozer	Driver who caused the most scenery damage

Race Summary

The Race Summary screen shows your position in the race, Cup points awarded and any bonus Credits achieved. Bonus Credits are based on certain crashes and scenarios within the race, they are as follows:

Crash Scenario	Description
★Slam	Small crash
★★Power Hit	Medium crash
★★Super Flip	Flipping another car
★★★Blast Out	Big crash
★★★★Crash Out	Causing a driver ejection
★★★★★Wrecked	Destroying another car

Garage

Every car you buy goes into your garage. You can own multiple cars from multiple classes. You can change your car selection or sell your car from here.

Game Modes

Upgrade Shop



The Upgrade Shop allows you to upgrade 6 main areas of your car: **BODY, ENGINE, EXHAUST, GEARBOX, SUSPENSION and TIRES & BRAKES**. Each category contains various upgrades. Highlighting an upgrade shows what effect the upgrade will have on your car via the stats bars. The yellow part of the bar signifies an increase, the red signifies a decrease.

Carnage Mode

The Carnage Mode is a collection of 36 different challenges incorporating 4 distinct game styles: Carnage Race, Beat The Bomb, Stunts and Deathmatch Derby.

Scoring

Each challenge is based around scoring points, with the target scores for Gold, Silver and Bronze cups shown on the main screen.

There is an overall Carnage Mode score and an individual challenge score. Further challenges are unlocked by increasing your Carnage Mode score.



Challenges can be replayed as many times as you want to better your score. If you are connected to Xbox LIVE® and signed in, your highscores will be added to the global leaderboard.

If you are not always connected to Xbox LIVE® then your online and offline scores may be different.

To view your online scores hold down the **X button**.

Carnage Race

Carnage Race, as the name suggests, is a mix of Carnage and Racing.

Game Modes

Points are achieved by deliberately crashing into other cars, crashing into scenery and by gaining air-time. However, since this is still a race, your score is multiplied the higher up the field you are. Bonus points are also awarded by passing each checkpoint successfully.

Beat The Bomb

Drive your car as fast as possible around the track before the time runs out and your car explodes! Distance equals points, so the further you go, the more points you get.

Stunts

Each of the Rag Doll Stunts are played in the normal way following the normal rules, the difference being your stunt score is converted into a Carnage Mode score at the end. See section on Rag Doll Stunts for further information on playing these events.

Deathmatch Derby

The Deathmatch Derby pits all the competitors in one of six different arenas in a fight to the death. Score as many kills as possible by crashing into the other cars before you are destroyed. There are various power-ups scattered around the arenas that can be collected and used to your advantage.

Single Events

Race

The Race mode allows you to play a one off race against the computer characters. Select the environment and track you wish to race on and select your car. Extra tracks and cars become available by unlocking them through FlatOut Mode.

The following options are available in Race Mode:

TIME OF DAY	1-2	Changes the lighting setting of the selected track
LAP COUNT	1-10	Change the number of laps
DAMAGE	ON/OFF	Turn the car damage modelling ON or OFF
NITRO	ON/OFF	Turn the Nitro system ON or OFF
UPGRADE	0%-100%	Select the level of upgrades you want the cars to have

Game Modes

Stunt

The Stunt mode allows you to play a one off Rag Doll Mini-Game against the computer characters. Select the Game you wish to play and select your car. Extra Games become available by unlocking them.

Derby

The Destruction Derby Arenas are contained arenas where the player has to survive against the other opponent cars. Anything goes in this mode and it's survival of the fittest. Use your car as a weapon to destroy the other competitors.

Time Trial

Just you against the clock - Complete a lap of any track of your choice with any available car to set the best lap time.

Bonus

The Bonus tracks consists of special Dirt Tracks and Ovals. Bonus tracks become available by unlocking them through the FlatOut and Carnage Modes.

Some of the modes have a Total Record Leaderboard, as well. This adds up all your lap times for all tracks in that mode. If you have not set a lap time for a track then it is set to 10 minutes by default. As you set lap times, the Total Time figure will start to drop (as you replace the default 10 minutes with your new lap record).

To view the Total Record, view any track Leaderboarnd press the **Y button**. To view your track times, select Profile from the Leaderboard. Your best lap times will be displayed along with your other FlatOut Ultimate Carnage stats.

Party Mode

Party Mode is a turn-based version of the single player Rag Doll Stunts game. Play with 2-8 players using a single controller.

Xbox LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE® Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE®, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox LIVE® member. For more information about connecting, and to determine whether Xbox LIVE® is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Compete against up to seven other Xbox LIVE® players in Race, Destruction Derby or Stunt game modes.

Player Match

Playing Player Matches will not affect your TrueSkill™ Ranking. Here you can relax and play with friends in any of the online game modes. The host can choose the mode, track and game settings and even set up Tournaments.

Ranked Match

Playing Ranked Matches is where true skills are demonstrated with no quarter given. This mode affects your TrueSkill™ ranking and your position on the ranked leaderboards. There is a separate TrueSkill™ ranking for Stunt, Race and Derbies.

To join a Ranked Match, select Ranked Match from the Xbox LIVE® menu. If you are ready for any change, press the **A button** to choose a Quick Match. This will put you into any type of game. If you prefer to be more selective, change the option to Custom and set as many options as you wish to tailor the game.

The game will then search the available Ranked Games for a game close to your specified criteria. If it cannot find an exact match it will try to find one similar. If it cannot find one similar (i.e. you have been too precise and there are none that are close to your search, or there are none available) then you will create a game based on your search. So, if you searched for a Head-On Race on a Canal track, it will set up a Head-On Race on a Canal track. This is the only way to set up a Ranked Match.

Note: because this is a Ranked Match, the fine detail of the race is set automatically to prevent players setting up games that favor their play too much. The game will decide the actual track/event to be played, and this cannot be chosen or changed by any player either before or once in the lobby.

Ranked Matches require at least four players to start. Once four players are ready, a countdown will begin until the game starts. Once this timer reaches zero, the game will start. When the game has finished, the players will be returned to the Ranked Match search screen. Players are not allowed to play consecutive games with the same lobby. If you want to play another Ranked Match you must search for another game.

Create Player Match

Select this to set up a Player Match. You have full control over all game options and tracks. You can invite your friends to join you or wait for other players to join your lobby.

Scoreboards

This will display the Ranked leaderboards for Race, Stunt and Derbies. It also displays the number of races and TrueSkill™ rankings for all players.

Lobby

You will reach the Lobby after you have either created a game or just joined a game. Select Change Car to change the default car selection. The choice of cars will be dictated through the settings the host has chosen.

In Player Matches, the Host can change the Game Type, Game Mode, Track Type, Track and Laps by selecting Game Options or Change Track.

The Lobby shows the gamertags of all the players connected, which car they have selected and the car's upgrade level. If the game is a ranked game, each player's TrueSkill™ ranking will be shown. Each player has to select Ready from the menu to show that they are ready to start playing. When a player is ready, a tick will appear next to their name.

Once everyone is ready, it is up to the Host to start the race by selecting Start Race (Player Matches only).

Options

Game Options

Speedometer - KMH/MPH
Changes the speedometer reading to either KMH or MPH

Race Map - ON/OFF
Turns the mini-map either ON or OFF

Show Bonuses - ON/OFF
Turns the bonus feedback text either ON or OFF

Select Gender - MALE/FEMALE
Change your driver's gender to either Male or Female

Brightness - 0-100%
Alter the brightness of the graphics

Sound Options

SFX Volume - 0-100%
Adjust the SFX volume

Music Volume - 0-100%
Adjust the music volume

Controller Options

Presets - 1-4
Changes the button configuration to one of four presets

Vibration - ON/OFF
Turns the Controller Vibration function either ON or OFF

Transmission - MANUAL/AUTOMATIC
Select either manual or automatic gears

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FMOD Ex Sound System
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Lua 5.1 Copyright © 1994-2007 Lua. org, PUC-Rio.

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Andrew Meengern
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Music

MUSIC SUPERVISION
Androo Mitchell
www.soundtraxservices.com

"Listen Close"
Written and Performed by The Sleeping
Published by © 2006 Another Victory (ASCAP)
Courtesy of Victory Records www.victoryrecords.com

"True Crime"
Written and Performed by
The Riverboat Gamblers
Published by Gambler Rich Entertainment (ASCAP)
Courtesy of Volcom Entertainment
www.volcoment.com/ www.theriverboatgamblers.com

"Fueled By Adrenaline"
Written by M. Kasprzyk and A. Price
Performed by Kazzer
Published by Linus Songs and Ashton Price (SOCAN)
Courtesy of Linus Entertainment
www.linusentertainment.com

"Boys On The Hill"
Written and Performed by
Everything At Once
Published by Linus Songs (SOCAN)
Courtesy of Linus Entertainment
www.linusentertainment.com

"This Is My Life"
Written by Christopher Branca, Adam Fleming, Mark Fleming and Matt Hoppengardner
Performed by The White Heat
Published by Mixed Metaphor Music, (BMI) and Tracks of Choice Music (BMI)
Courtesy of Spunos Sounds by arrangement with Position Music/ Choicetracks, Inc.

"Ditch Kitty"
Written by Matt Mercado
Performed by Supermercado
Published by Soundray (ASCAP)
Appears courtesy of Dark Star Records
www darkstarrecords.com

"They Don't Care"
Written by Jason Arnold, Mark Nubar Donikian,

Jean Yves Ducornet,
John Scott Mulchaey
Performed by Hypnogaja
Published by Idiot Speaks,
Looking For Mr. Nubar,
Where's My Cut Publishing
and Wicked Night Music
Courtesy of Union State Records by
arrangement with PEN Music Group,
Inc.
www.hypnogaja.com

"You Don't Know Me"
Written by Hetherington, Bradley,
Mariacci, Cirillo
Performed by Art Of Dying
Self Published (SOCAN)
Courtesy of Thorny Bleeder Records
www.artofdyingmusic.com

"Nothing Can Wait"
Written by Treacy, Kerrison, Kennedy,
Munro, Skedden
Performed by Opshop
Published by Media Creature Music
(ASCAP)
Courtesy of EMI Music NZ Ltd.
By Arrangement with Media
Creature Music
www.opshopmusic.com

"Waiting"
Written and Performed by 32 Leaves
Published by Orange Sofa Ltd.
(ASCAP)
From The Album: Welcome To The Fall
Courtesy of Double Blind Music
By arrangement with Ocean Park
Music Group
www.doubleblindmusic.com

"Union Of Nothing"
Written and Performed by
Point Defiance
Published by City of Destiny Music
(ASCAP) and Lamar Stilwell (BMI)
Courtesy of FFWD Entertainment
www.pointdefiance.com

"The Last Revolution"
Written by Graham Young, Simon
Whenlock and Jonathan Hill
Performed by No Connection
Published by Graham Young, Simon
Whenlock and Jonathan Hill
Courtesy of No Connection Music
www.no-connection.com

"Feed The Machine"
Written by Graham Young, Simon
Whenlock and Jonathan Hill
Performed by No Connection
Published by Graham Young, Simon
Whenlock and Jonathan Hill
Courtesy of No Connection Music
www.no-connection.com

"Blisters and Coffee"
Written by Matthew MacDonald and
Justin Duque
Performed by The Classic Crime
From the Album: Albatross
Published by Kohaw Music, Inc.
(ASCAP) o/b/o itself, Scotsman, and
Justus
c/o The Bicycle Music Company
Courtesy of Courtesy of
Tooth & Nail Records
Under License from EMI Film &
Television Music
www.theclassiccrime.com/

"Narcotic"
Written by Jesse Sprinkle, Zach Miles,
Dusty Redmon, John Brehm and
Brandon Rike
Performed by Dead Poetic
From the Album: Vices
Copyright © 2006 Spinning Audio
Vortex, Inc. (BMI) Thirsty Moon
River Publishing (ASCAP) Blue Bar
Industries (BMI) Brehm Publishing
(ASCAP) Lazy Yellow Moon Publishing
(ASCAP) Skulls Without Jaws
Publishing (ASCAP) Grievous Angel
Publishing (ASCAP) (adm. by EMI CMG
Publishing) All rights reserved. Courtesy
of Tooth & Nail Records
Under License from EMI Film &
Television Music
Courtesy of www.deadpoetic.com

"Wanna Know You"
Written by Chris Greenwood and Adam
Messinger
Performed by Manafest
From the Album "Glory"
Published by Chris Greenwood
(SOCAN) and Adam Messinger
(SOCAN)
Courtesy of BEC Recordings
Under License from EMI Film &
Television Music
www.manafest.ca

"Hang 'Em High"
Written by Joe Brown & Daniel Arnold
Performed by A Static Lullaby
Published by Sony / ATV Music
Publishing / Daniel Joseph Arnold
(ASCAP)
Courtesy of Fearless Records, LLC
www.FearlessRecords.com

"Believe It"
Written by Clayton Charles McCarter,
Keith Gibbs and Rick Ferrante
Performed by Sasquatch
Published by Small Stone Records
(ASCAP)
Courtesy of Rumblefish Inc.
www.rumblefish.com

"Cover Girl Monument"
Written by Jason Bowld, Mark Clayden
and Matt Davies
Performed by This Is Menace
Published by Jason Bowld (PRS), Mark
Clayden (PRS) and Matt Davies (PRS)
Courtesy of PSI Records
www.thisismenace.com

"I'm Alright"
Written by Nathan Barlowe,
Cary Barlowe and Dave Bassett
Performed by Luna Halo
© 2007 Published by Damdoe Music
(BMI) Still Working For The Man Music,
Inc. (BMI) (admin. by ICG), Music of
Windswept (ASCAP) on behalf of
itself and Two of Everything Music
(ASCAP), Emack Music/Lowe Bar
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of Emack Music and Lowe Bar Music
Administered by EMI CMG Publishing.
Courtesy of American Recordings
www.lunahalo.com

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It contains the most up to date information for all Empire Interactive products

http://support.empireinteractive.com/default.aspx

If you have a specific problem that is not covered by our website, you can contact us by email: support@empire.co.uk with the name Ultimate Carnage in the subject field of the email 9.30am - 1.00pm and 2.00pm - 6.00pm Monday to Friday (UK timezone)

Closed on Public Holidays.

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