

Let's begin, shall we?

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|   | |   | |   \   |   | |   | |   | |   | |   | |   | |   | |
```

In Flatout: Head On, there are 40+ cars in the game. All have been separated into 5 Classes. Derby, Race & Street. The 4th class are unique cars that are in the game, but only usable in Carnage Mode. The last class are cars that can only be used in Stunts.

Class: Derby (9)

Chili
Malice
Roamer
Shaker
Blaster XL
Banger
Splitter
Switchblade
Venom

Class: Race (11)

CTR
Boxer
Mad Rash
Nevada
Lancea
Fortune
Daytana
Bullet
Lentus
Ventura
Insetta

Class: Street (14)

Chili Pepper
Scorpion
Insetta Sport
Sparrowhawk
Crusader
CTR Sport
Vexter XS
Speedshifter
Canyon
Terrator
Sunray
Speedevil
Road King
Bullet GT

Class: Special (4)

1.1 |-- |
Nitro:
1.0 |-- |

Car: Malice
Cost: 5000 CR
Class: Derby
Unlock: Available at the start of Career.
Drive: RWD

Top Speed:
2.0 |---- |
Acceleration:
3.7 |----- |
Handling:
8.2 |----- |
Strength:
7.8 |----- |
Weight:
2.1 |---- |
Nitro:
1.5 |-- |

Car: Roamer
Cost: 4500 CR
Class: Derby
Unlock: Available at the start of Career.
Drive: 4WD

Top Speed:
1.3 |-- |
Acceleration:
2.7 |---- |
Handling:
9.1 |----- |
Strength:
8.4 |----- |
Weight:
5.5 |----- |
Nitro:
1.2 |-- |

Car: Shaker
Cost: 10000 CR
Class: Derby
Unlock: Reach Level 2 in Derby.
Drive: RWD

Top Speed:
2.8 |---- |
Acceleration:
6.1 |----- |
Handling:
1.0 |-- |

Strength:
7.6 |-----|
Weight:
3.8 |-----|
Nitro:
1.2 |--|

Car: Blaster XL
Cost: 8000 CR
Class: Derby
Unlock: Reach Level 2 in Derby.
Drive: 4WD

Top Speed:
2.1 |----|
Acceleration:
5.8 |-----|
Handling:
9.1 |-----|
Strength:
8.2 |-----|
Weight:
7.4 |-----|
Nitro:
1.5 |--|

Car: Banger
Cost: 9000 CR
Class: Derby
Unlock: Reach Level 2 in Derby.
Drive: RWD

Top Speed:
1.8 |--|
Acceleration:
4.6 |-----|
Handling:
8.2 |-----|
Strength:
8.2 |-----|
Weight:
2.8 |----|
Nitro:
1.3 |--|

Car: Splitter
Cost: 12000 CR
Class: Derby
Unlock: Reach Level 3 in Derby.
Drive: FWD

Top Speed:
3.0 |-----|
Acceleration:

[__ | | | \ __]

Powerful Race cars from a competitive price range offer the 'best bang for buck' in the tough second class.

=====

Car: CTR
Cost: 14000 CR
Class: Race
Unlock: Available at the start of Career.
Drive: FWD

Top Speed:
2.5 |---- |
Acceleration:
4.6 |----- |
Handling:
7.3 |----- |
Strength:
4.7 |----- |
Weight:
3.2 |----- |
Nitro:
2.4 |---- |

Car: Boxer
Cost: 13000 CR
Class: Race
Unlock: Available at the start of Career.
Drive: RWD

Top Speed:
3.4 |----- |
Acceleration:
5.5 |----- |
Handling:
5.5 |----- |
Strength:
6.2 |----- |
Weight:
4.0 |----- |
Nitro:
2.5 |---- |

Car: Mad Rash
Cost: 18000 CR
Class: Race
Unlock: Available at the start of Career.
Drive: RWD

Top Speed:
3.1 |----- |
Acceleration:
5.6 |----- |
Handling:

6.4 |-----|
Strength:
6.5 |-----|
Weight:
5.3 |-----|
Nitro:
2.6 |----|

Car: Nevada
Cost: 16000 CR
Class: Race
Unlock: Available at the start of Career.
Drive: 4WD

Top Speed:
2.4 |----|
Acceleration:
4.9 |-----|
Handling:
8.2 |-----|
Strength:
7.7 |-----|
Weight:
9.5 |-----|
Nitro:
2.6 |----|

Car: Lancea
Cost: 20000 CR
Class: Race
Unlock: Reach Level 2 in Race.
Drive: RWD

Top Speed:
3.7 |-----|
Acceleration:
6.6 |-----|
Handling:
4.6 |-----|
Strength:
6.8 |-----|
Weight:
5.5 |-----|
Nitro:
2.8 |----|

Car: Fortune
Cost: 22000 CR
Class: Race
Unlock: Reach Level 2 in Race.
Drive: FWD

Top Speed:
3.9 |-----|

Acceleration:
7.0 |-----|
Handling:
6.4 |-----|
Strength:
5.5 |-----|
Weight:
4.6 |-----|
Nitro:
2.6 |-----|

Car: Daytana
Cost: 26000 CR
Class: Race
Unlock: Reach Level 2 in Race.
Drive: RWD

Top Speed:
4.3 |-----|
Acceleration:
7.3 |-----|
Handling:
5.5 |-----|
Strength:
4.6 |-----|
Weight:
5.2 |-----|
Nitro:
2.4 |-----|

Car: Bullet
Cost: 32000 CR
Class: Race
Unlock: Reach Level 3 in Race.
Drive: RWD

Top Speed:
5.0 |-----|
Acceleration:
7.3 |-----|
Handling:
4.6 |-----|
Strength:
7.7 |-----|
Weight:
5.3 |-----|
Nitro:
3.3 |-----|

Car: Lentus
Cost: 30000 CR
Class: Race
Unlock: Reach Level 3 in Race.
Drive: 4WD

Top Speed:
4.6 |-----|
Acceleration:
7.6 |-----|
Handling:
5.5 |-----|
Strength:
8.2 |-----|
Weight:
5.8 |-----|
Nitro:
3.2 |-----|

Car: Ventura
Cost: 35000 CR
Class: Race
Unlock: Reach Level 3 in Race.
Drive: RWD

Top Speed:
5.5 |-----|
Acceleration:
8.0 |-----|
Handling:
3.7 |-----|
Strength:
5.3 |-----|
Weight:
4.9 |-----|
Nitro:
3.0 |-----|

Car: Insetta
Cost: 60000 CR
Class: Race
Unlock: Complete all the Race Class Tournaments.
Drive: FWD

Top Speed:
6.4 |-----|
Acceleration:
8.4 |-----|
Handling:
4.6 |-----|
Strength:
8.2 |-----|
Weight:
3.8 |-----|
Nitro:
3.5 |-----|

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Tuned up sports cars for the most competitive tier of FlatOut racing.
Fastest of their kind, but a little less durable.

=====

Car: Chili Pepper
Cost: 36000 CR
Class: Street
Unlock: Available at the start of Career.
Drive: RWD

Top Speed:
2.5 |---- |
Acceleration:
6.7 |----- |
Handling:
6.4 |----- |
Strength:
3.7 |----- |
Weight:
3.2 |----- |
Nitro:
2.4 |---- |

Car: Scorpion
Cost: 40000 CR
Class: Street
Unlock: Available at the start of Career.
Drive: RWD

Top Speed:
3.6 |----- |
Acceleration:
6.9 |----- |
Handling:
5.5 |----- |
Strength:
6.0 |----- |
Weight:
5.2 |----- |
Nitro:
3.6 |----- |

Car: Insetta Sport
Cost: 40000 CR
Class: Street
Unlock: Available at the start of Career.
Drive: FWD

Top Speed:

3.0 |----- |
Acceleration:
7.4 |----- |
Handling:
6.4 |----- |
Strength:
4.6 |----- |
Weight:
4.1 |----- |
Nitro:
2.6 |---- |

Car: Sparrowhawk
Cost: 45000 CR
Class: Street
Unlock: Available at the start of Career.
Drive: RWD

Top Speed:
3.7 |----- |
Acceleration:
7.3 |----- |
Handling:
4.6 |----- |
Strength:
5.7 |----- |
Weight:
4.4 |----- |
Nitro:
2.8 |---- |

Car: Crusader
Cost: 36000 CR
Class: Street
Unlock: Available at the start of Career.
Drive: 4WD

Top Speed:
2.9 |---- |
Acceleration:
7.0 |----- |
Handling:
7.3 |----- |
Strength:
6.6 |----- |
Weight:
9.0 |----- |
Nitro:
2.8 |---- |

Car: CTR Sport
Cost: 47000 CR
Class: Street
Unlock: Reach Level 2 in Street.

Drive: FWD

Top Speed:

3.7 |----- |

Acceleration:

7.8 |----- |

Handling:

5.5 |----- |

Strength:

4.0 |----- |

Weight:

3.3 |----- |

Nitro:

3.5 |----- |

Car: Vexter XS

Cost: 52000 CR

Class: Street

Unlock: Reach Level 2 in Street.

Drive: FWD

Top Speed:

4.2 |----- |

Acceleration:

8.1 |----- |

Handling:

4.6 |----- |

Strength:

4.9 |----- |

Weight:

3.9 |----- |

Nitro:

3.4 |----- |

Car: Speedshifter

Cost: 56000 CR

Class: Street

Unlock: Reach Level 2 in Street.

Drive: RWD

Top Speed:

4.9 |----- |

Acceleration:

8.0 |----- |

Handling:

3.7 |----- |

Strength:

5.5 |----- |

Weight:

5.6 |----- |

Nitro:

3.6 |----- |

Car: Canyon

Cost: 80000 CR
Class: Street
Unlock: Reach Level 2 in Street.
Drive: 4WD

Top Speed:
3.8 |-----|
Acceleration:
7.8 |-----|
Handling:
6.4 |-----|
Strength:
7.1 |-----|
Weight:
7.6 |-----|
Nitro:
3.7 |-----|

Car: Terrator
Cost: 59000 CR
Class: Street
Unlock: Reach Level 3 in Street.
Drive: RWD

Top Speed:
4.9 |-----|
Acceleration:
8.5 |-----|
Handling:
3.7 |-----|
Strength:
5.5 |-----|
Weight:
4.2 |-----|
Nitro:
3.8 |-----|

Car: Sunray
Cost: 62000 CR
Class: Street
Unlock: Reach Level 3 in Street.
Drive: FWD

Top Speed:
5.3 |-----|
Acceleration:
9.0 |-----|
Handling:
4.6 |-----|
Strength:
6.1 |-----|
Weight:
4.7 |-----|
Nitro:
3.7 |-----|

Car: Speedevil
Cost: 65000 CR
Class: Street
Unlock: Reach Level 3 in Street.
Drive: RWD

Top Speed:
5.7 |-----|
Acceleration:
8.9 |-----|
Handling:
3.2 |-----|
Strength:
7.3 |-----|
Weight:
4.4 |-----|
Nitro:
3.6 |-----|

Car: Road King
Cost: 100000 CR
Class: Street
Unlock: Reach Level 3 in Street.
Drive: RWD

Top Speed:
6.5 |-----|
Acceleration:
8.7 |-----|
Handling:
2.8 |-----|
Strength:
4.3 |-----|
Weight:
5.0 |-----|
Nitro:
4.2 |-----|

Car: Bullet GT
Cost: 70000 CR
Class: Street
Unlock: Complete Street Class Tournaments.
Drive: RWD

Top Speed:
6.1 |-----|
Acceleration:
9.1 |-----|
Handling:
2.8 |-----|
Strength:
7.3 |-----|
Weight:
5.5 |-----|

Unlock: N/A

Drive: RWD

Top Speed:

10.0 |-----|

Acceleration:

10.0 |-----|

Handling:

3.7 |-----|

Strength:

10.0 |-----|

Weight:

2.2 |-----|

Nitro:

10.0 |-----|

Car: Mob Car

Cost: N/A

Class: Special

Unlock: N/A

Drive: RWD

Top Speed:

7.3 |-----|

Acceleration:

9.2 |-----|

Handling:

8.2 |-----|

Strength:

10.0 |-----|

Weight:

3.6 |-----|

Nitro:

9.0 |-----|

Car: School Bus

Cost: N/A

Class: Special

Unlock: N/A

Drive: RWD

Top Speed:

6.4 |-----|

Acceleration:

8.4 |-----|

Handling:

7.3 |-----|

Strength:

10.0 |-----|

Weight:

9.6 |-----|

Nitro:

9.0 |-----|

Car: Rocket
Cost: N/A
Class: Special (Stuntcar)
Unlock: N/A
Drive: 4WD

Top Speed:
10.0|-----|
Acceleration:
10.0|-----|
Handling:
7.3 |-----|
Strength:
1.0 |--|
Weight:
3.7 |-----|
Nitro:
9.0 |-----|

Car: Truck
Cost: N/A
Class: Special
Unlock: N/A
Drive: RWD

Top Speed:
3.6 |-----|
Acceleration:
9.1 |-----|
Handling:
8.2 |-----|
Strength:
10.0|-----|
Weight:
10.0|-----|
Nitro:
9.0 |-----|

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This section here contains all the FAQ for most users.
If your question is not in this section, please e-mail me for more.

Please note your subject must be this:

"Flatout: Head On - Vehicles FAQ"

Any other subject that doesn't relate, your e-mail will be deleted.
Also, please do NOT, e-mail me more than once if i do NOT reply.

Q: How do I buy a car?
A: Earn cash, select the car with the choice of your colour and press X.

Q: How do I earn cash?

A: Win Career races.

Q: Can I sell cars?

A: Yes, go into Garage, select the car you wish to sell and Sell it.

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It's the end of the FAQ, but wait, there's something to say.

>>>Empire Interactive & Six By Nine

For making Flatout: Head On for Playstation Portable. It's the best racer i've ever played.

>>>Sony

For making the great Portable console, Playstation Portable (PSP).

>>>Notepad

A program that i always used to write guides. Not that REALLY a professional program, but it can be use to type out guides.

Version History:

[Ver: 1.0]

- Pre-version of guide.
- Finished Introduction.
- Finished Car Listing.
- Finished all 3 Car Class Stats.
- Finished FAQ & Credits.

[Ver: 1.1]

- Added Special Class Car Stats & Rocket Car Stat. (Stuntcar)
- Added a missing car is Special Class. (Truck)

End.

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END OF FAQ

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