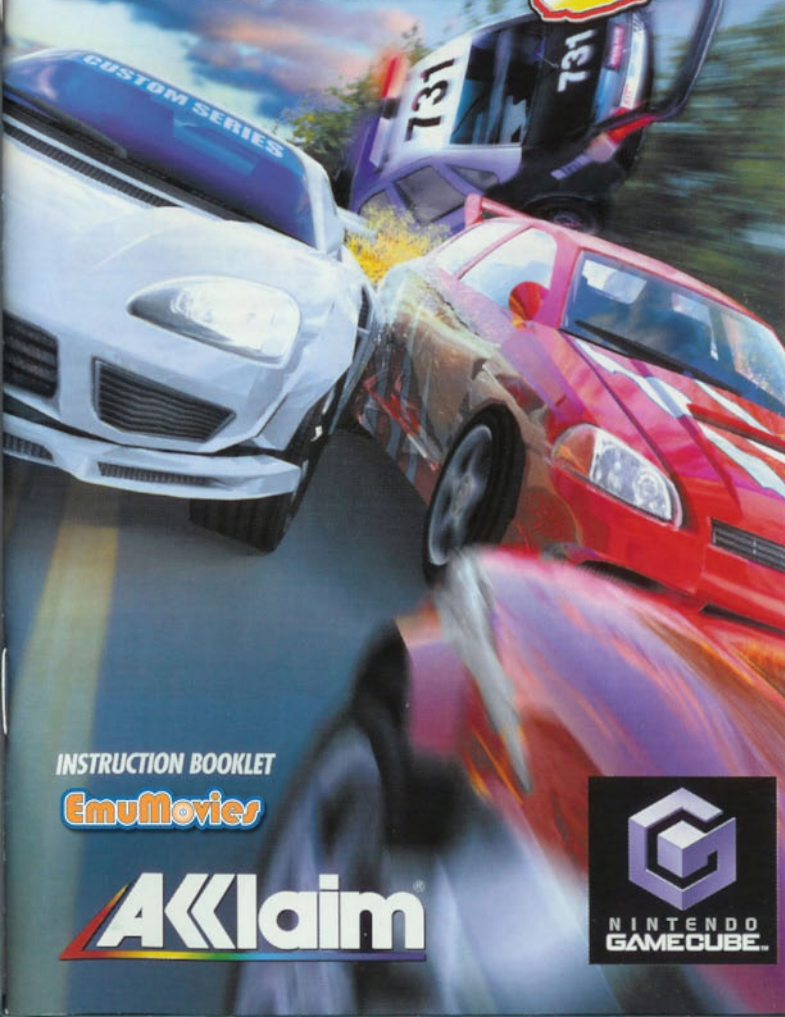


# BURNOUT™ 2

POINT OF IMPACT



INSTRUCTION BOOKLET

EmuMovies

AKKlaim®



NINTENDO  
GAMECUBE.

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TV's.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

**EVERYONE**

Mild Violence

Visit [www.esrb.org](http://www.esrb.org) or call 1-800-771-3772 for Rating information.

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

# BURNOUT™ 2

## III POINT OF IMPACT

## CONTENTS

<b>Starting Up .....</b>	<b>4</b>
<b>Introduction .....</b>	<b>6</b>
<b>Getting Started .....</b>	<b>7</b>
<b>Driving Controls .....</b>	<b>9</b>
<b>The Game Display .....</b>	<b>12</b>
<b>Game Modes .....</b>	<b>14</b>
<b>Options .....</b>	<b>18</b>



Burnout™ 2 Point of Impact © 1998-2003 Criterion Software Limited. All Rights Reserved. Burnout is a Trademark of Criterion Software Limited. Developed by Criterion Games. All Rights Reserved.

## SETTING UP & LOADING

1. Make sure the **POWER Button** is **OFF** on your Nintendo GameCube™.
2. Insert your **BURNOUT™ 2** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert Nintendo GameCube™ Controller into Controller Socket.

**Note:** **BURNOUT™ 2** is for one or two players. Each player should insert a **Controller** into the proper **Controller Socket** at this time.

4. If you wish to save a game, insert a **Nintendo GameCube™ Memory Card** into **Memory Card Slot A**.
5. Press the **POWER Button ON** (important: make sure not to touch the **Control Stick** while doing so).



THIS GAME CAN BE SET TO DISPLAY A HIGHER RESOLUTION IMAGE ON TV'S THAT SUPPORT PROGRESSIVE SCAN MODE (EDTV, HDTV) IN ORDER TO USE THE PROGRESSIVE SCAN MODE, YOU NEED A TV THAT CAN ACCEPT THIS TYPE OF INPUT (SEE YOUR TV OPERATION MANUAL), AND A NINTENDO GAMECUBE COMPONENT VIDEO CABLE (AVAILABLE ONLY THROUGH NINTENDO, VISIT [WWW.NINTENDO.COM](http://WWW.NINTENDO.COM) OR CALL 1-800-255-3700).

TO ACTIVATE THE PROGRESSIVE SCAN MODE, PRESS AND HOLD THE B BUTTON WHILE THE NINTENDO GAMECUBE LOGO IS BEING DISPLAYED UNTIL THE MESSAGE "DO YOU WANT TO DISPLAY THE GAME IN PROGRESSIVE SCAN MODE?" APPEARS. SELECT YES TO ACTIVATE THE MODE.

## PLAYING BURNOUT™ 2 WITH 480P PROGRESSIVE SCAN OUTPUT

**Note:** **Burnout™ 2** is compatible with digital television sets, providing enhanced visuals. To connect to one of these devices, follow this alternate loading procedure:

1. Make sure the **POWER Button** is **OFF** on your Nintendo GameCube.
2. Connect your Nintendo GameCube™ system to your digital television using a Nintendo Component Cable (sold separately).
3. Insert your **BURNOUT™ 2** Nintendo GameCube™ Game Disc as described in the instruction manual.
4. Insert Nintendo GameCube™ Controller into Controller Socket 1 or 2.

**Note:** **BURNOUT™ 2** is for one or two players. Each player should insert a **Controller** into the proper **Controller Socket** at this time.

5. If you wish to save a game, insert a **Nintendo GameCube™ Memory Card** into **Memory Card Slot A**.
6. **HOLD** the **B Button** on the Controller while pressing the **POWER Button ON** (important: make sure not to touch the Control Stick while doing so).
7. An onscreen prompt will appear, "Would you like to display the game in progressive scan mode?" Select **YES**.
8. Once you see the **MAIN MENU**, select **DISPLAY** from the **OPTIONS** menu. Select the 16:9 setting (not 4:3).
9. The game is now configured to run in progressive 480p mode.

## 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!

## GETTING STARTED

### Navigating menus and screens

Pressing Up or Down on the **Control Stick** will highlight your selection, pressing the **A Button** will confirm your selection. Pressing Left or Right on the **Control Stick** will show you other menus.



On subsequent screens, such as the "Select Car" 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 **C Stick** to rotate the car model on screen.

## **MAIN MENU: Single Player**

At the title screen, press **START** to advance to the Main Menu. Offensive Driving 101 will be the only available choice.



## **Championship**

Push your driving skills to the limit in Championship Mode. Please see Championship on page 14 for further information.

## **Single Race**

Race any unlocked car on any unlocked track in this mode. Please see Single Race on page 16 for further information.

## **Time Attack**

Race against the clock to set the hottest lap time. Please see Time Attack on page 16 for further information.

## **Offensive Driving 101**

Choose this option to learn how to drive Burnout™ 2 style. Please see Offensive Driving 101 on page 14 for further information.

## **Crash**

A great part of the original Burnout has now got its own game mode. Please see Crash on page 16 for further information.

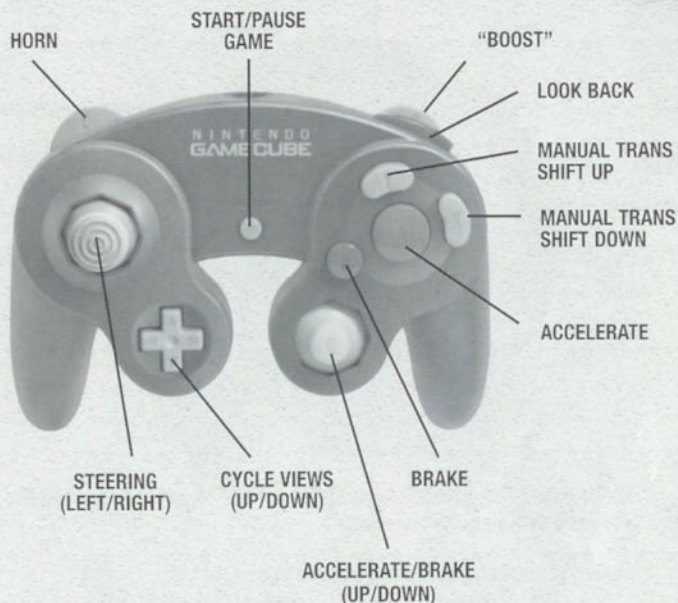
## **Options**

This menu is used to specify various game settings. For more details, please see Options on page 18 for further information.

## **Records**

View your best times and achievements so far. Please see Records on page 19 for further information.

## **DRIVING CONTROLS** *Nintendo GameCube™ Controller*



There is an alternate controller configuration available from the Options menu.

## Logitech Speed Force™ Wheel

Without pedals:



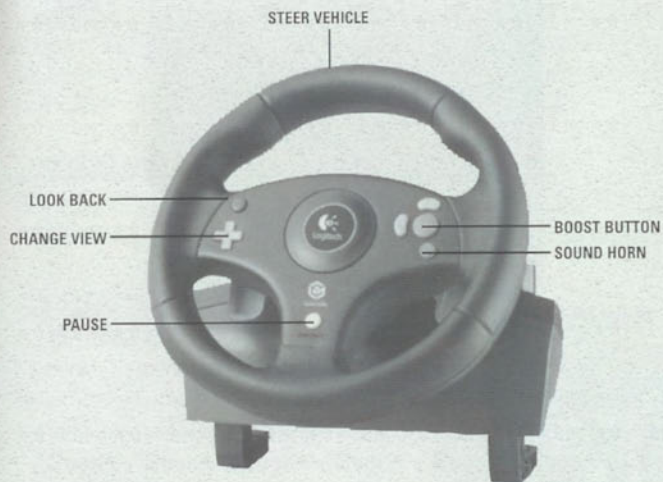
NOTE: before using the Logitech Speed Force™ Wheel, please read the product's accompanying manual.

Copyright 2003 Logitech. All Rights Reserved.

## Logitech Speed Force™ Wheel

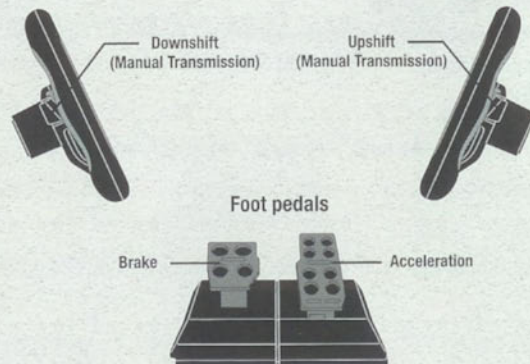
With pedals:

We recommend you play Burnout™ 2 with pedals attached.



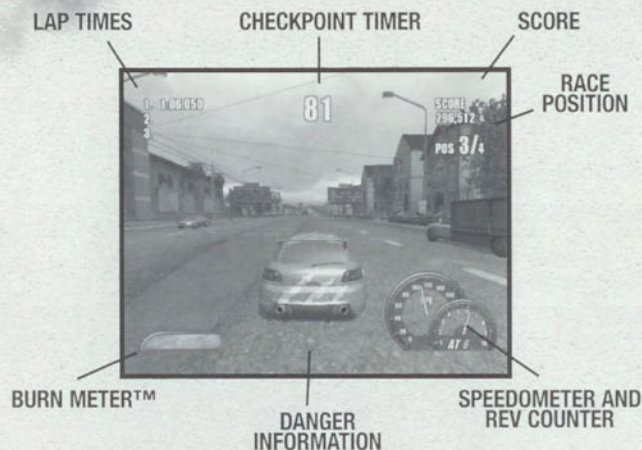
Left view

Right view



Copyright 2003 Logitech. All Rights Reserved.

# 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.

## **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.

## **MULTI PLAYER**

In Multi player Mode, two players compete on a split screen. Player One uses the controller inserted into Controller Socket 1. Player Two uses the controller inserted into Controller Socket 2



Each player chooses the car they want to drive on the Select Car 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.

## **MULTI PLAYER SINGLE RACE**

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

## **MULTI PLAYER 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.

## **MULTI PLAYER 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 thirty zones.

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 the preferred Nintendo GameCube™ Controller configuration, and set the Rumble Feature on or off.



### Rumble Feature

This option sets the Rumble Feature for the Nintendo GameCube™ for Player One or Player Two. Choose either ON or OFF. The player will feel a rumble 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.

#### Aspect Ratio

This is used to select the desired aspect ratio: either "4:3" or "16:9". Select 16:9 mode if you have a widescreen television.

## 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

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

## ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

**Repairs/Service after Expiration of Warranty**—If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department using the information below. You will be advised of the estimated cost of repair and the shipping instructions.

### Acclaim Hotline/Consumer Service Department

**Phone:** (516) 759-7800

**Email:** consumerservice@acclaim.com

Burnout™ 2 Point of Impact © 1998-2003 Criterion Software Limited. All Rights Reserved. Burnout is a Trademark of Criterion Software Limited. Acclaim ® & © 2003 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Criterion Games. All Rights Reserved. Major League Baseball and Hall of Fame trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. and the National Baseball Hall of Fame respectively. Visit the official Major League Baseball website at MLB.com. © MLBPA Official Licensee - Major League Baseball Players Association. Visit the Players Choice on the web at www.bigleaguers.com. ® Officially Licensed by the Negro Leagues Baseball Museum, Inc., Kansas City, MO. All-Star Baseball™ and Acclaim® & © 2003 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Austin. All Rights Reserved.

Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

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

LOOK FOR

**The Deepest Baseball Simulation  
Available Just Got Deeper for 2003!**

**THE #1-SELLING  
BASEBALL FRANCHISE\***

**The most realistic player animations**



**Improved Fielding, Throwing & Baserunning**



**Over 50 playable teams**



**75 stadiums, 200 uniforms and 20 unlockable teams**



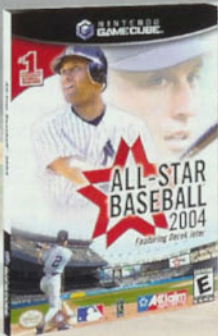
• More than 80 new features and improvements, including:

- Complete front end overhaul
- In-game save capability

• 9 new gameplay modes, including:

- Scenario Mode
- Pick-up Game Mode
- Deeper, more customizable Franchise Mode

• Over 110 retired Legends of MLB™ and Negro Leagues – including Lou Gehrig, Babe Ruth, Ty Cobb, Cal Ripken, Satchel Paige, Josh Gibson and Buck O'Neil.



**ALL-STAR  
BASEBALL  
2004**

Featuring Derek Jeter



\*Based on total franchise sales

Acclaim® & © 2003 Acclaim Entertainment, Inc.  
All Rights Reserved. Marketed by Acclaim.  
Distributed by Acclaim Distribution Inc.,  
One Acclaim Plaza, Glen Cove, NY 11542-2777  
PRINTED IN USA

**Acclaim  
SPORTS**