

SETTING UP

Set up your PSP™ (PlayStation™Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert **FlatOut Head On** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a PSP™ Game while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ out of reach of small children, as the Memory Stick Duo™ could be swallowed by accident. To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP™System. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP® Game in their PSP® system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system instruction manual.

GAME CONTROLS

Command	Menus	In-game
Analog stick /Directional buttons	Navigate menu options	Steer left/right *Aerobatics
× button	Select menu option	Accelerate
□ button	–	Brake (hold for reverse)
△ button	Go back a screen	Reset car
○ button	–	Handbrake
R button	–	Nitro / *driver launch
L button	–	Look behind
Select button	–	Change camera
Up button	–	Player's list toggle
Start button	–	Pause

*Rag Doll Stunts Only

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 **Up** button.

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 the **R** button to use the nitro.

Reset

If you flip your car, crash, come off the track, or your driver crashes through the windscreen, press the **△** 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.

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 **R 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 **analog stick** or **directional buttons** to “steer” your driver in the desired direction. This additional control should be used to fine-tune your launch. Use the **R 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 Head On.

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

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



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 Head On 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.

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 **Up or Down button** to change the paintwork 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 view your Career Progress from here.

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:

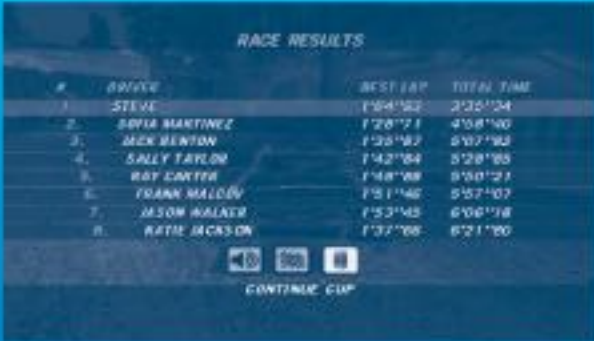


1st	10 points
2nd	8 points
3rd	6 points
4th	5 points
5th	4 points
6th	3 points
7th	2 points
8th	1 point

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 Stunts. 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.

Race Results



#	DRIVER	BEST LAP	TOTAL TIME
1.	STEVE	1'04"52	2'35"24
2.	BOYD MARTINEZ	1'20"21	4'08"00
3.	MICK BENTON	1'25"52	5'07"50
4.	SALLY TAYLOR	1'42"54	5'28"55
5.	RAY CARTER	1'48"08	5'50"21
6.	FRANK MALDON	1'51"40	5'57"07
7.	JASON WALKER	1'53"45	6'06"18
8.	KATIE JACKSON	1'37"08	6'21"00

CONTINUE CUP

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.

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.

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.

Carnage Race

A Carnage Race, as the name suggests, is a mix of Carnage and Racing. 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 for 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 the 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 then select your car.

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 then select your car.

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.

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 PSP™ system.

Multiplayer

WLAN

Play against your friends with up to 4 players in Races and Derbies.

Note: The WLAN switch must be on for multiplayer functionality.

Create Game

Create a Single Race or a Tournament. From the Create Game screen you can change:

Session Type (Single Event, Tournament)

Car Type (Any, Derby, Race, Street, Same as Host)

Upgrades

Nitro Multiplier

Players (2-4)

Race Damage Level

Derby Damage Level

Press the **X** to create a game then chose a track and a car.

Join Game

Search for games to join and select a game from the Game List. Once you have joined the game, you can change change your vehicle.

Options

Game Options	Variable	Description
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 OF
Show Stunt Tutorials	ON/OFF	Turns the stunt tutorials ON or OFF
Autosave	ON/OFF	Turns the Autosave feature ON or OFF

Sound Options	Variable	Description
SFX Volume	0-100%	Adjust the SFX volume
Music Volume	0-100%	Adjust the music volume

Controller Options	Variable	Description
Presets	1-2	Changes the button configuration to one of two presets