

## **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](http://www.xbox.com/support) or call Xbox Customer Support (see inside of back cover).

## **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 television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- 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

## **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](http://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](http://www.xbox.com/familysettings).

### **About System Link**

Fatal Inertia allows you to play with up to 8 players using a system link. In order to use system link, the following conditions must be met.

- ▶ Each player has a separate Xbox 360 and a copy of this game.
- ▶ Each Xbox 360 is connected to a separate TV.

#### **■ A network device (router, hub) with enough slots to connect all players, and sufficient LAN cables are available.**

◆ Connecting two Xbox 360 consoles for system link play.

1. Turn off both Xbox 360 consoles.
2. Connect the ethernet ports at the rear of each console with a LAN (Local Area Network) cable.
3. Connect each XBOX 360 console to a separate TV. Turn on both consoles.

#### **■ Connecting more than two Xbox 360 consoles for system link play.**

◆ To connect more than 2 consoles, in addition to LAN cables, you will need an ethernet hub, switch, or router. Please contact your local online computer store for information concerning LAN cables and networking devices.

1. Turn off all Xbox 360 consoles.
2. Connect each XBOX 360 console to a separate TV.
3. Using LAN cables, connect each Xbox 360 console to the hub.
4. Turn the hub on. Then turn all Xbox 360 consoles on.

#### **■ Using Wireless Connectivity**

You can also use the Xbo 360 wireless LAN adaptor to take advantage of system link play.

◆ Even without a wireless router, the adhoc network capabilities of the console allows you to enjoy system link play. An adhoc network allows for up to 4 Xbox 360 consoles to be connected.

**This game requires at least 80KB of free space in order to save.**

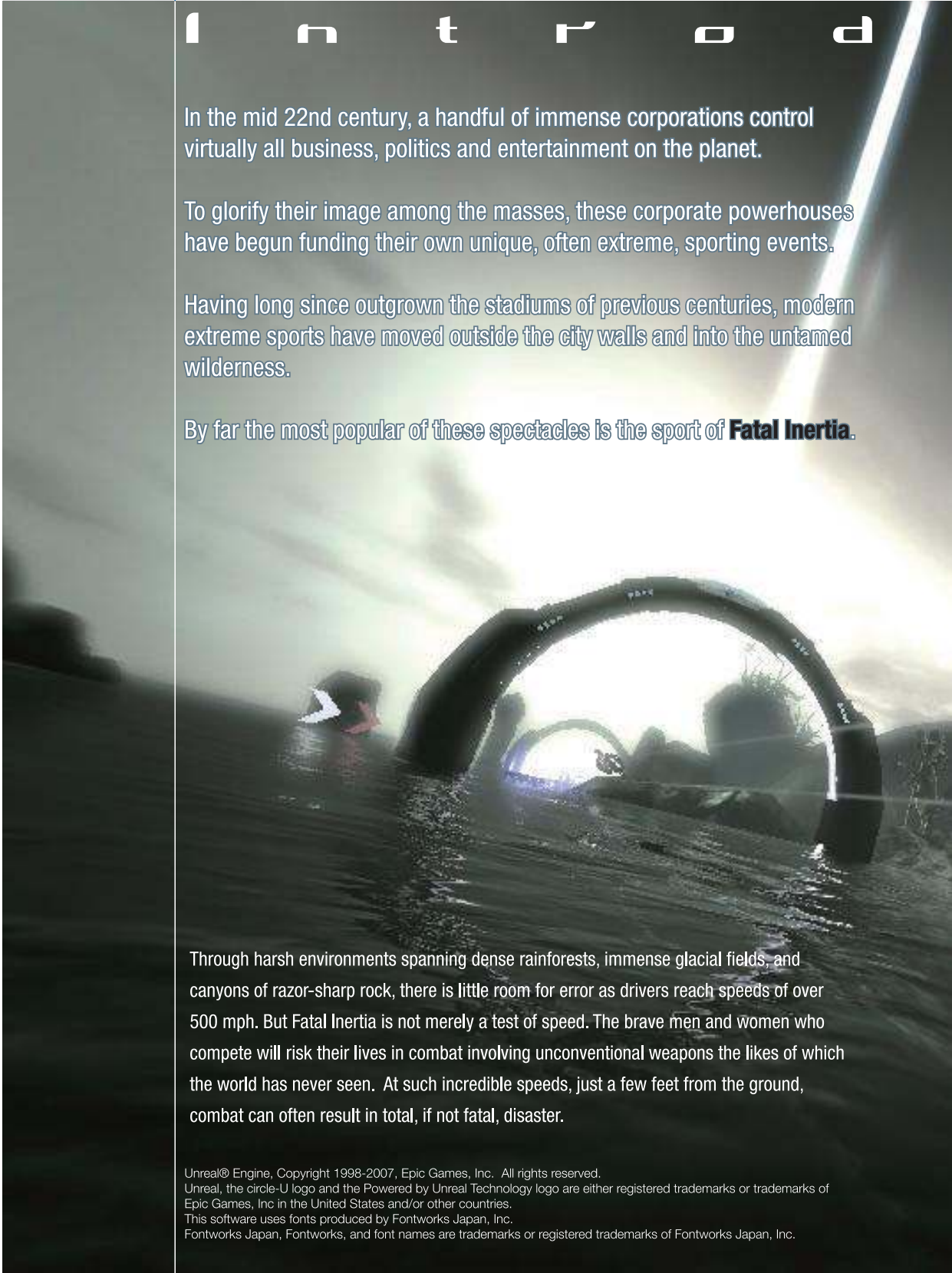
# I n t r o d

In the mid 22nd century, a handful of immense corporations control virtually all business, politics and entertainment on the planet.

To glorify their image among the masses, these corporate powerhouses have begun funding their own unique, often extreme, sporting events.

Having long since outgrown the stadiums of previous centuries, modern extreme sports have moved outside the city walls and into the untamed wilderness.

By far the most popular of these spectacles is the sport of **Fatal Inertia**.



Through harsh environments spanning dense rainforests, immense glacial fields, and canyons of razor-sharp rock, there is little room for error as drivers reach speeds of over 500 mph. But Fatal Inertia is not merely a test of speed. The brave men and women who compete will risk their lives in combat involving unconventional weapons the likes of which the world has never seen. At such incredible speeds, just a few feet from the ground, combat can often result in total, if not fatal, disaster.

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u c t i o n

Beyond the limits of pavement  
and rubber, the landscape blurs  
into the future of extreme sport.

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C o n t e n t s

Manual Design: Matsui Jun (Plus Plan)

# Xbox 360 controller

*(Default Control Scheme)*

## [ Left Trigger ]

Strafe to the left.

## [ Double-Tap Left Trigger ]

Barrel Roll to the left.  
Shakes off weapons attached to your craft and repels incoming enemy fire.

## [ Left Bumper ]

Weapon - Secondary Fire.  
For most weapons, the secondary fire is used to fire the weapon behind you.

## [ BACK Button ]

Change camera.

## [ Left Stick ]

Craft steering.

## [Direction Pad ]

Press Down on the directional pad to discard a weapon.

### [ START Button ] Pause Menu


<b>Return to Race</b>	Return to Race
<b>Forfeit</b>	Forfeits the current race (Series race only)
<b>Restart Race</b>	Retry the race (Quick race only)
<b>Quit to Menu</b>	Return to the previous menu
<b>Options</b>	Change the game settings (P.28)

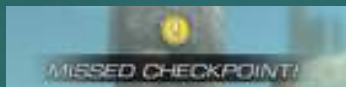




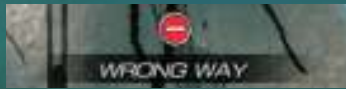
# Screen Guide

## [ Alert ]

These two alerts indicate that you have strayed off the defined course. In both cases, pressing the  button to reset your craft is often the best move.



Missed a checkpoint



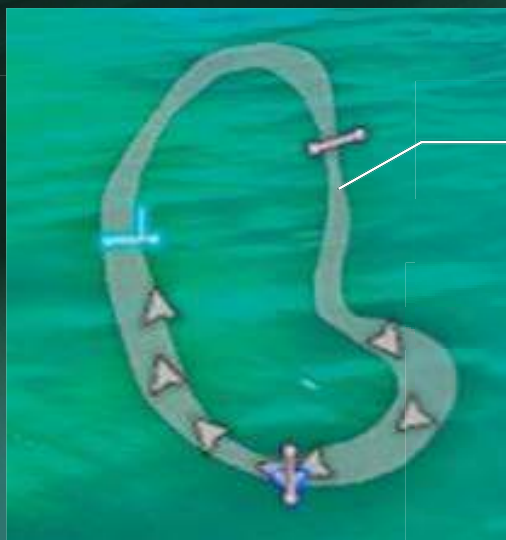
Going the wrong direction

## [ Combat Points ]







Points earned from a successful attack on an enemy craft during the race (P.13).

## [ Course Map ]

Course mini-map



Race Course

-  Player 1 Craft (1P)
-  Enemy Craft
-  Player 2 Craft (2P)
-  Checkpoint
-  Next Checkpoint
-  Starting Gate  
(The line indicates the direction of travel around the course.)



**[ Time ]**

This displays the total time elapsed. Each time you pass through the starting gate, your lap time will also be displayed.

**[ Lap Number ]**

Current Lap/Laps Remaining

**[ Split Time ]**

The time difference between you and the next AI in front (or back) of you will be displayed here each time you pass a checkpoint.

**[ Weapon Icon ]**

Your current weapon. The number of disks represent the number of shots you have remaining. In the case shown below, you can fire 3 times.



**[ Boost Gauge ]**

This shows the amount of brake-boost charge. Over-filling the gauge will temporarily stall your craft.

**[ Rank and Speed ]**

Your current rank is displayed here. Your current speed is displayed directly below your rank.

**[ Checkpoint ]**

You must pass each checkpoint in the correct order. The next checkpoint is marked by a bright blue beam shooting from the top of the checkpoint.



**[ Weapon Pad ]**


Fly over this device to equip your craft with a weapon. You never know what kind of weapon you'll get.





## How to Start a Game



Follow the Xbox 360 Console Guide to begin. Push the  START button during the opening or at the title screen for the Main Menu.

### MAIN MENU

Single Player	Play alone. Choose from Quick Race, Training (P.10), and Career Mode (P.11).
Multiplayer (P.16)	Race against other players online, networked or in splitscreen.
Garage (P.18)	Customize and create racecraft. Note that this option cannot be selected until you start a career.
Options (P.28)	Change game settings.

## Saving / Loading Data

Race times, career progress, and customized crafts are automatically saved in your gamer profile during the game. This data is automatically loaded based on your gamer profile at the start of the game.

### Xbox Gamer Profiles

Fatal Inertia saves game data for each Xbox gamer profile. Using different profiles when running the game will allow you to have different saved data.

\* You must sign in to your gamer profile in order to save your progress through the game. You can play the game without a profile. However, your data will not be permanently saved. Signing in or out during play will automatically return you to the title screen.

\* For more details, please refer to the Xbox 360 Console guide.

# Advancing through the Race

## 1 Starting Gate!

When the countdown ends, START will be displayed on the screen and the race will begin.



## 2 Pass through checkpoints in the correct order.

There will be an indicator above the next checkpoint you must pass through.

If you have missed a checkpoint, or have gone off course, push the **Y** button at any time to return to the course.



## 3 Attack the enemy crafts with weapons

Successful attacks on enemy crafts will earn combat points (P.13)

### NOTE

New weapons cannot be acquired while already carrying a weapon, even if your craft passes over a weapon pad. If, during the race, you need a new weapon, use your current weapon or press Down on the directional pad to discard it.



## 4 After completing the set number of laps, passing through the starting gate will end the race.

The number of laps vary with each Course (P.10) (with the exception of [Knock Out] (P.12))

### NOTE

Colliding with other craft and obstacles, or being affected by enemy weapons (ex. Magnet) will damage your craft. Your craft will blow up when damage become critical, and you will be forced to retire.



Underwater Mines and Gas Bombs. Colliding with these will result in damage.



A craft in imminent danger of exploding.



## Quick Race

Great for just playing around.

### Main flow of the Quick Race

#### 1 Race settings

Move the Left Stick up/down to choose a race setting to edit. Move the Right Stick left/right to change the setting. Push the **Y** button for random settings. Push the **A** button to continue.

#### 2 Choose a craft

Choose either one of your customized crafts or a stock craft to race with. Push the **Y** button to switch between these two groups of crafts.

#### 3 Starting the race

(With the exception of Time Trials, ) Races are conducted between 8 craft. At the end of the race, the results will be displayed.

#### Race Settings

League	Difficulty level. Opponents become increasingly difficult as you advance through the following leagues ; [ Exhibition ] -> [ Professional ] -> [ Elite ].
Event	The type of race that you will compete in (P.12).
Location	The location of the race (P.26).
Course	The course that will be raced on. Each location has multiple courses available to race.
Condition	The conditions under which the race occurs. These will vary with each location. Conditions Variety Morning / Noon / Evening / Sunset / Night / Clear / Cloudy / Blizzard / Stormy

## Training

Learn the rules and how to control the craft while actually playing.



Flight Training	Learn racing and flying basics.
Combat Training	Learn how to use weapons and their characteristics.
Event Training	Learn the rules and tricks of each event type (P.12).

# Career Mode

Compete in various race series, earning upgrades along the way, in a quest to ultimately become the Fatal Inertia World Champion. Series consist of 4 events in a row in which competitors will earn series points based on their finishing positions. The winner of a series is the pilot with the most points at the end.

## Progressing through Career mode

### 1 Choose a league to play in

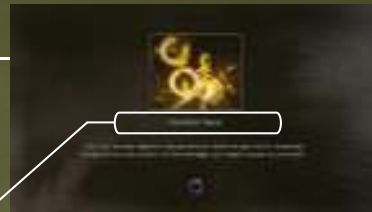
At the start of your career, you will race a single "Invitational" event. Winning this will unlock the first FI league of competition. As you progress through the game, you will be able to choose from several leagues that vary in difficulty.

### 2 Choose a craft to race with

The first time you begin Career mode, a craft will be chosen for you (Mercury class). As you win and advance, you will be able to choose a craft of your liking and customize it in the garage. You can enter the garage from the main menu.

### 3 Starting the race

The loading screen before each race in a series will tell you what event type you will be playing. There are 8 craft competing in every series event.



### 4 Race results

You will receive points based upon your rank at the end of the race.



Rank	Series Points (1 race)
1st	10 Points
2nd	8 Points
3rd	6 Points
4th	4 points
5th	3 points
6th	2 points
7th	1 point
8th	0 points

### 5 Series Results

The racer with the most points at the end of four races will become the champion. If there is a tie in series points, the racer with the most combat points is the victor. Finishing in the top 3 allows you to race in a new series, and earns you parts to customize your craft. Race results and acquired parts are automatically saved.



### 6 Combat point recognition

The player with the most combat points accumulated during the series will receive a special reward of either a new set of paints or emblems for their racecraft.

## Combat Race

This is the primary event type in Fatal Inertia. You have access to every type of weapon and must use them to rout your opponents and win.



There are no special restrictions. Play this game type until you become accustomed to the game.

## Knock Out

This event is played over seven laps. As each lap is completed, the lowest ranked craft is destroyed.



The last craft remaining wins the race. You must never be in last place at the end of a lap.

# Velocity

In this event, weapon pads only supply Rockets, Force Blasts (P.23), and Time Dilators (P.25), making for races of insane speeds.



You'll need lightning fast reflexes to avoid objects in a Velocity race.

## Combat Points

You will earn combat points for each successful use of weapons on an opponent. At the end of a series in Career mode, the pilot with the highest combat point total will gain access to new paints and emblems for their racecraft.

Action	Combat Points
Attaching a Magnet to an opponent	1 point
Hit an opponent with a Rocket	10 points
An opponent flies through the smoke from your Smoke Bomb	1 point per opponent
Hitting an opponent with a Force Blast	5-10 points per opponent
Pushing an opponent with a Force Field	20 points per opponent
Connecting a Cable to an opponent	5 points
Connecting 2 opponents with a single Cable	20 points
Anchoring an opponent to the ground with a Cable	10 points
Hitting an opponent with an EMP blast	10 points per opponent
Destroying an opponent	100 points

## Magnet Mayhem

In this event, there are no weapon pads on the track. Instead, every craft is automatically replenished with Magnets at a certain rate. This leads to some hectic battles and often results in many destroyed crafts.



Controlling your craft will become quite difficult when it gets burdened by many Magnets. Good use of rolling and brake-boosting is essential to rid yourself of them.

### Differences in Magnet payload between craft types

The number of Magnets that a craft can fire in one shot varies between craft types.



Magnet

Titan Class

x 3

Phoenix Class

x 2



Mercury Class

x 1

Aurora Class

x 1



# Time Trial

Try to improve on your course records as you race through a course alone.



Time Trial is excellent for learning a course before racing on it with other pilots.



Using the brake-boost from the starting gate is vital for optimal times.



Memorize your racing line to shave off every bit of time that you can!



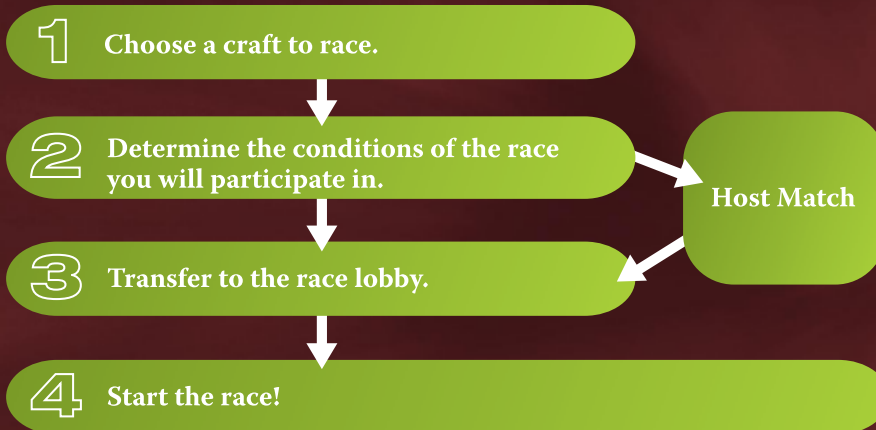
# Multiplayer Menu

Splitscreen Quick Race	2 players play the same race. The screen will be divided.
Splitscreen Series	2 players compete to earn the most series points over four races. The screen will be divided.
Xbox LIVE	Race online.
System Link	Race over a network using a LAN.
Leaderboards	View the current world TrueSkill™ rankings.

## Network Racing (Xbox LIVE, System Link)

In a network game, you can race up to 7 other players.

Even if you don't have 7 other players to race against, computer controlled opponents will be used for the missing players.



### Xbox LIVE

Connect with and race against players in different locations through Xbox LIVE (P. 1).

Quick Ranked Match	Quickly jump into an online single event against other players of the same skill level as you. This game mode will affect your TrueSkill™ ranking.
Quick Player Match	This is the same as Quick Ranked Match except that the outcome will not affect your TrueSkill™ ranking.
Find Custom Match	Search for an existing game matching certain specifications.
Host Match (P.17)	Become a host (race administrator), determine race conditions and wait for players to join.

## Hosting a Match

After choosing [Host Match], you may choose from the following settings in preparation for your race.

Ranked / Player	Choose whether or not TrueSkill™ rankings will change following the race (Xbox LIVE only).
Private / Public	Choosing [Private] will only allow participants that have been invited (Xbox LIVE only).

### Game Lobby

The race lobby is where the host and the participants gather before a race. The Host can start the race only after all other players have signified that they're ready.



<b>START button</b>	(Host only) Start the race. This may be selected when there are 2 or more players and they have indicated their readiness.
<b>START button</b>	(Excluding the host) Indicates to other players that you are ready to start the race.
<b>B button</b>	Withdraw from the lobby. The lobby disappears should the host choose to quit.
<b>Y button</b>	(Host only) Change the race settings.
<b>Press A while selecting a player</b>	Opens a popup window that allows you to kick the player from the game (Host only), view a gamer profile, or send a player review.
<b>X button</b>	Select a racecraft that you will use for the match.

### System Link

Use a LAN (Local Area Network) Cable to connect two or more Xbox 360 consoles, and compete over a network.

Join Match	Look through a list of races and choose a race to participate in.
Host Match	Become a host (race administrator), determine race conditions and wait for players to join.

# Customize

After you win the first race in Career mode (Invitational), you will be able to customize your first craft in the [Garage]. After continuing your career, you will gain access to four standard crafts, increase their power and efficiency, and change their appearance. You can use your customized craft in any competition in Fatal Inertia.

## There are several ways to gain access to more customized parts:

\*Finish in the top three in career mode series.

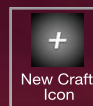
\*Earn the most combat points in a career mode series.

\*Complete specific requirements(P.28)

## How to Customize

### 1 Choose a craft to customize.

Selecting the new craft icon will display the four standard crafts. Selecting one with the **A** button will add it to your garage and allow you to customize it. Press the **X** button to erase a customized craft.



### 2 Customize your craft

Use acquired parts, change colors, etc. The performance of the craft may increase or decrease when attaching parts that affect performance (ex. Wings). Keep an eye on performance level while customizing.

Refer to the "Basic Introduction to Crafts"(P. 20) for tips about craft performance.



In the performance bar graph, blue indicates an increase in value and red indicates a decrease.

### 3 Saving a customized craft

When finished customizing, choose [Done]. Your customized craft will automatically be saved.



### Upgrades

There are parts that affect a craft's performance and parts that affect its appearance.

#### Performance Parts

<b>Engine</b>	This will affect the top speed and acceleration of the craft.
<b>Brake</b>	This will affect the braking and brake-boost strength of the craft.
<b>Hull</b>	This affects the strength, mass, and acceleration of the craft.
<b>Wings</b>	These affect the handling, acceleration, and top-speed of the craft.

#### Appearance Alterations



### Paint

There are many paint jobs to choose from in Fatal Inertia, from gloss to metallic, to special pattern paints. These do not affect the craft's performance.

### Emblem

Affix an emblem to the front of the craft. Emblems will not affect the craft's performance.

Moderate performance in all disciplines make this class a match for any pilot.

DATA

Top Speed	C
Acceleration	B
Handling	B
Braking	C
Mass	B
Strength	C

Balanced functionality makes Phoenix class crafts preferred by many advanced and novice pilots.

**Phoenix**  
C L A S S



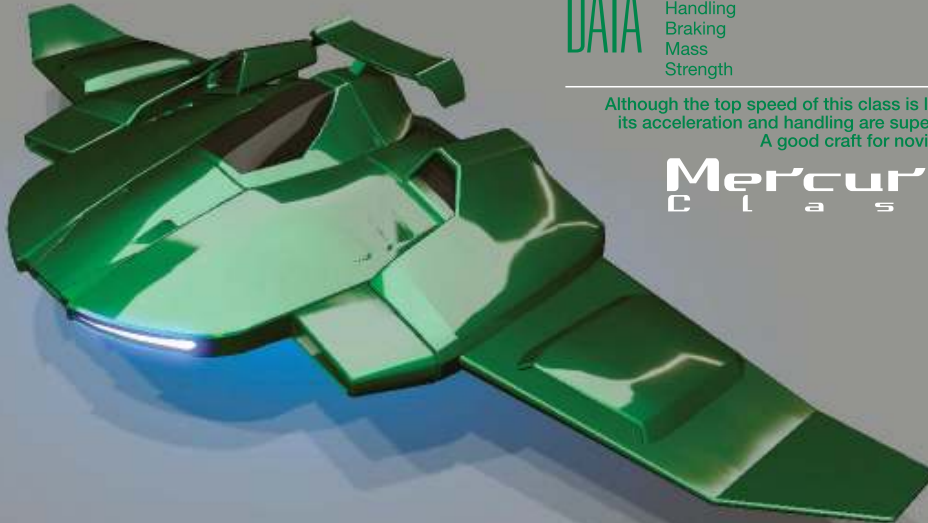
## Craft Type

DATA

Top Speed	D
Acceleration	A
Handling	A
Braking	D
Mass	D
Strength	B

Although the top speed of this class is low, its acceleration and handling are superior. A good craft for novices.

**Mercury**  
C L A S S



Unparalleled acceleration and maneuverability.

\*Performance levels are those found at the start of the game. Performance is ranked by A,B,C, and D, with A being the best (or heaviest when dealing with "Mass").

Blazing speed and questionable integrity is not  
a combination for beginners.



## Aurora C L A S S

DATA

Top Speed	A
Acceleration	C
Handling	C
Braking	B
Mass	C
Strength	D

While capable of astonishing top speeds,  
Aurora designs can be highly unstable  
and vulnerable to damage.



## titan C L A S S

DATA

Top Speed	B
Acceleration	D
Handling	D
Braking	A
Mass	A
Strength	A

This class is strong against impacts, and is not affected much by weapons.  
It is weak in contests of speed, but displays its power well in battle.

Pity any pilot caught  
in the way of the massive Titan.

## Magnet



The definitive weapon of Fatal Inertia, Magnets are attracted to the metal hulls of racecraft. Once attached, they weigh down a craft and throw off the balance, making piloting difficult. After a short time, the Magnet will overload and explode if the pilot cannot remove it from the hull.

### **RB** button Shooting forward

Magnets will be attracted to anyone nearby. Magnetism isn't enabled until you let go of the fire button, so to target a specific opponent in a group, you can hold the button and release it when you like.

### **LB** button Shooting rearward

Dropping a Magnet behind you is a good way to get an opponent off your tail.



Shooting forward

## Cluster Magnets



A Cluster Magnet is a proximity triggered canister of Magnets with a sensor. When a metal object is detected in its vicinity, the Cluster Magnet explodes, releasing a storm of magnets.

### **RB** button Shooting forward

Avoid narrow places like caves, use in wide straight places. Most effective when used where enemies are bunched together.

### **LB** button Shooting rearward

Definitely effective as a trap. Be aware of using when you are going slow, as it will attach to your craft.



Shooting rearward

## Rocket



The Rocket is essentially a magnetic rocket booster. After attaching to an opponent's craft, the booster ignites, exerting a tremendous force at the point where it's attached.

**RB**  
button

### Shooting forward

Shooting the Rocket forward works much the same as firing a Magnet. The Rocket is attracted to any craft nearby and will ignite when it attaches to a hull.

**LB**  
button

### Shooting rearward

Rear fire will allow players to "drop" a Rocket onto their own tail, providing a massive burst of speed.



Shooting rearward

## Force Blast



Unleashing a powerful wave of energy, the Force Blast will shift the heading of any ships or weapons in close proximity and can disengage any weapons attached to a craft's hull.

**RB**  
button

### Shooting forward

Although this weapon is difficult to aim, the power of its explosion is tremendous. It can clear out a massed group of enemy craft.

**LB**  
button

### Shooting rearward

Firing a Force Blast to the rear will cause it to detonate immediately behind you. This will give you a sudden burst of acceleration so be careful when you trigger it.



Shooting forward



## Smoke Bomb



Create a smoke screen. Time it right, such as just before a sharp turn, to send opposing drivers crashing blindly into the wall.

**RB**  
button

### Shooting forward

Fire a projectile forward that explodes in a ball of smoke on impact.

**LB**  
button

### Shooting rearward

Immediately detonate the Smoke Bomb behind your craft.



Shooting rearward

## Cable



The cable can be used to tie up opponents, slingshot around corners, or even give your vehicle a boost with its elastic properties. Each end of the cable is fired separately.

**RB**  
button

### Firing a Magnetic End

This will attach the cable to a craft in front of you.

If there are multiple craft in front of you, quickly pushing the **RB** button twice will allow you to link two craft together.

**LB**  
button

### Firing a Spiked End

This will allow the cable to be shot into the ground ahead of you.

Done well, your craft will pick up speed by being pulled along. Also, after you attach the cable to a craft using a magnet end, pressing the **LB** button will allow you to snag your opponent.



## Force Field



When activated, the Force Field provides temporary protection from all enemy attacks and also deactivates any weapons attached to the racecraft.

LB or RB  
button button

**No difference between primary or secondary firing.**

Since the force field is impenetrable, you can focus freely on flying.



## EMP



Temporarily disrupt all magnetic and electrical forces in the vicinity of your craft. This weapon will instantly disable any nearby enemy craft, and cause them to lose control. It will also detach any weapons attached to your craft.

LB or RB  
button button

**No difference between primary or secondary firing.**

The screen will flicker for an instant upon discharging this weapon. Do not lose sight of the course.



## Time Dilator



The time dilator slows the speed of time down to a crawl for everyone except you. Take advantage of the momentary shift in time to blow past the other vehicles in the race.

LB or RB  
button button

**No difference between primary or secondary firing.**

This weapon rarely appears, but can be used for a come from behind victory. Be careful not to bump anything when traveling at such high speeds!





## Lost Canyon

The passage of time goes virtually unnoticed amidst the towering arches of the Lost Canyon. Abandoned since the closing of a mining operation in the early 20th century, this canyon has remained largely unchanged over the past two centuries. Relics of the operation remain abundant. Racers must be wary of these obstacles as they are not quite as sturdy as they once were.



## Deepwoods Pass

Once an active logging camp, Deepwoods Pass has returned mostly to its natural state. One of the most challenging locations in Fatal Inertia, Deepwoods Pass will see drivers racing headlong at 400kph into thick fog, flying through waterfalls, and reacting to avoid the massive timber that can come crashing down at any time.

Somewhere in the South Pacific lies a group of uninhabited islands with breathtaking scenery replete with the vivid colors of tropical flora and shimmering waters. The courses in Paradise Isle may seem relatively less constricting than those of other locations, but shipwrecks and other hazards that have washed up on the shores make for very challenging races.

## Paradise Isle





## Devil's Summit


Devil's Summit was given its name after its last major eruption decimated a section of nearby Echo City. The remnants of this formerly prosperous industrial region are scattered throughout the area, from the skeletons of superstructures to massive oil pipelines. The mountainous terrain and vertical drops make Devil's Summit extremely treacherous.



## Glacier Bay


Glaciers float in abundance on the waters off the coast of Glacier Bay, a snow-swept region in the northern Rockies. Racers must navigate their way through forests of evergreens, ice caves and blinding snowstorms. The ability to handle these conditions separates the elite drivers from the rest of the pack.

# Settings

Choose [Options] at the main menu, or press the  START button during the game to alter the settings.

(\*) indicates a setting that can be changed during a game. **Yellow** text indicates the default settings when starting a game.

## Display

Minimap (*)	A minimap is displayed on the bottom right of the screen. [ <b>On</b> / Off ]
Alerts (*)	Warning messages will be displayed at the top of the screen. [ <b>On</b> / Off ]
Speedometer (*)	Speedometer units. [ <b>KPH</b> (kilometers) / MPH (miles) ]
Default Camera	Choose a camera view. <Change views using the  BACK button> [ <b>Trailing</b> (normal view) / Near (Right behind the craft) / Hood (view from cockpit) ]
Opponent Labels	Choose how to display opponent information [ Off / Ranks / <b>All</b> ]

## Control

Controller Settings	Change the button assignments.
Pitch Control (*)	<b>Normal</b> (pushing the stick downward elevates the craft) / Inverted (pushing the stick downward lowers the craft)
Vibration (*)	Vibration settings. [ <b>On</b> / Off ]

## Sound

Music Volume (*)	Adjust the volume of the music during play.
Effects Volume (*)	Adjust the volume of the sound effects.

## Profile

Reset FI Save File	Delete all saved progress, craft, times, etc.
Change Storage Location	Change the device where data is stored.
Load Game Data	Choose a storage device and load any saved game data off of it.

## Achievements

Results can be verified using the Xbox 360 Console's Dashboard. There are a total of 50 different Achievements that can be obtained, and they will affect your Gamerscore and allow you to obtain parts to customize your craft.

## Credits

A list of the development team members that worked on the game.

## Dolby® Sound Setup

This game is presented in Dolby® Digital 5.1 surround sound. Connect your Microsoft® Xbox 360™ to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video AV Cable. From the "System" blade of the Xbox 360 Dashboard, choose "Console Settings", then select "Audio", then "Digital Output" and finally select "Dolby Digital 5.1" to experience the excitement of surround sound.



## **VARNING**

Innan du spelar detta spel bör du läsa igenom den viktiga säkerhetsinformationen i Xbox 360 instruktionsbok och bruksanvisningar till eventuell kringutrustning. Behåll alla bruksanvisningar. De kan behövas vid ett senare tillfälle. Om du behöver ersätta en bruksanvisning kan du gå till [www.xbox.com/support](http://www.xbox.com/support) eller ringa till Xbox kundstöd (information finns längst bak i instruktionsboken).

## **Viktig hälsovarning om att spela videospel**

### **Anfall orsakade av ljuskänslighet**

En mycket liten andel av befolkningen kan drabbas av epilepsiliknande anfall som kan utlösas av vissa visuella bilder, inklusive blinkande ljus eller mönster som kan finnas i videospel. Även människor som aldrig tidigare har drabbats av liknande anfall eller epilepsi kan lida av en icke diagnostiserad åkomma, som kan utlösa dessa "ljuskänslighetsanfall" medan de tittar på ett videospel.

Dessa anfall kan uppvisa olika symptom, inklusive yrsel, synstörningar, ryckningar i ögon eller ansikte, krampryckningar eller skakningar i armar eller ben, förvirring, oklarhet, eller tillfällig medvetandeförlust. Anfällen kan även orsaka medvetlöshet eller krampanfall, som kan leda till personskador vid fall eller hopstötning med föremål i närheten.

Sluta omedelbart att spela videospel och konsultera läkare om du upplever något av ovan nämnda symptom. Föräldrar ska hålla uppsikt över eller fråga sina barn om de upplevt något av ovan nämnda symptom – det är vanligare att barn och ungdomar drabbas av dessa anfall än vuxna. Risken att drabbas av epileptiska anfall som orsakas av ljuskänslighet kan minskas genom att vidta följande försiktighetsåtgärder:

- Sitt längre från TV-skärmen.
- Använd en mindre TV-skärm.
- Spela i ett väl upplyst rum.
- Spela aldrig när du är sömnig eller trött.

Rådgör med läkare innan du börjar spela om du eller någon släkting tidigare haft anfall eller lider av epilepsi.



# Svensk snabbguide Xbox 360-handkontroll

(Standardkontroller)

## [ **LT** Vänster avtryckare ]

Sidledsförflyttning åt vänster.

## [ **LT** LT Tryck snabbt två gånger på vänster avtryckare ]

Roll åt vänster.

Skakar av fiendevapen från skeppet och stöter bort fiendeeld.

## [ **RT** Höger avtryckare ]

Sidledsförflyttning åt höger.

## [ **RT** RT Tryck snabbt två gånger på höger avtryckare ]

Roll åt höger.

Skakar av fiendevapen från skeppet och stöter bort fiendeeld.

## [ **LB** Vänster kantknapp ]

Vapen - andra vapenfunktion.

För de flesta vapen används den andra vapenfunktionen för att avfyra bakre vapen.

## [ **RB** RB Höger kantknapp ]

Vapen - primär vapenfunktion.

För de flesta vapen används den primära vapenfunktionen för att avfyra främre vapen.

## [ Vänster styrspak ]

Styr skepp

## [ Styrknapp ]

Tryck ned styrknappen för att kasta ett vapen.

## [ **BACK** Button ]

Ändra kamera.

## [ **START** Button ]

Pausmeny

## [ **Y** ]

För tillbaka skeppet på banan.

## [ **B** ]

Bakre kamera

## [ **X** ]

Broms

## [ **A** ]

Gas

## [ **START** Button ] Pausmeny

Tillbaka till lopp	Tillbaka till lopp
Ge upp	Avsluta nuvarande lopp (endast serie)
Starta om lopp	Börja om (endast Quick race)
Avsluta till meny	Tillbaka till huvudmeny (sid 8)
Alternativ	Ändra spelets inställningar (sid 28)

## [ **X + A** ] Broms-gas

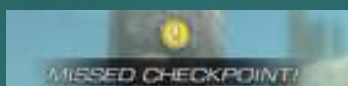
Om du håller ned **X** medan du gasar minskar skeppets hastighet men din boost-nivå ökar. När du sedan släpper **X** får ditt skepp en extra skjuts framåt. Detta knep är användbart i snäva kurvor där du måste bromsa och det skakar även av motståndarvapen och fiendeeld. Var försiktig så att du inte laddar boosten för mycket, då får skeppet motorstopp.



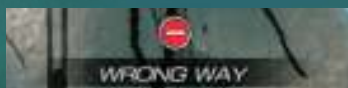
# Skärmguide

## [ Varningstecken ]

Dessa två tecken visar att du kommit ifrån banan. Det är oftast bäst att trycka på **Y** för att återföra skeppet till banan.



Missat en kontroll



Färdas i fel riktning

## [ Stridspoäng ]


Poäng som fås vid lyckad attack mot motståndarskepp under lopp (sid 13).

## [ Bankarta ]

Ban-minikarta

Tävlingsbana



 Spelare 1:s skepp

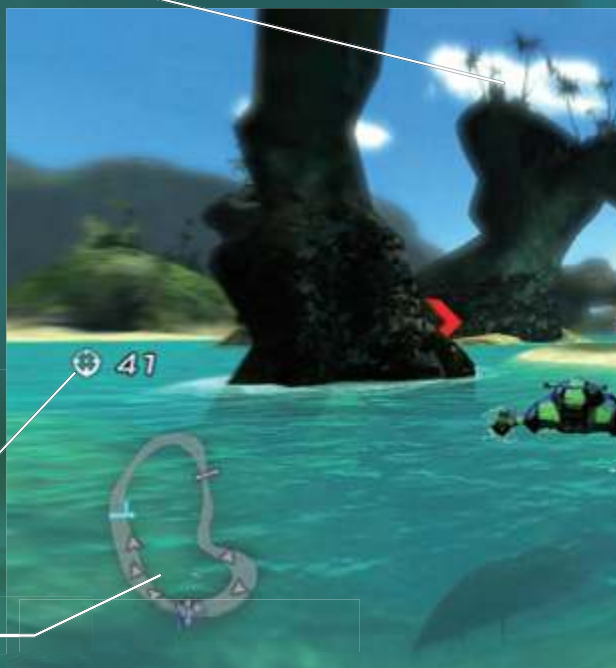
 Fiendeskepp

 Spelare 2:s skepp

 Kontrollpunkt

 Nästa kontrollpunkt

 Startområde  
(Linjen visar banans riktning)



## Xbox LIVE

Spela mot vem som helst, när som helst och var som helst på Xbox LIVE. Bygg upp din profil (dina spelarfakta). Chatta med dina kompisar. Hämta innehåll på Xbox LIVE Marketplace. Skicka och ta emot röst- och videomeddelanden. Anslut dig nu och gå med i revolutionen.

## Ansluta dig

Innan du kan använda Xbox LIVE måste du ansluta Xbox-konsolen till Internet med en höghastighetsanslutning och registrera dig för Xbox LIVE-tjänsten. Du kan se om Xbox LIVE finns där du bor och hur du ansluter till Xbox LIVE genom att gå till [www.xbox.com/live](http://www.xbox.com/live).

## Family Settings

Med dessa enkla, flexibla verktyg kan föräldrar bestämma vilka spel unga spelare ska få tillgång till beroende på spelets innehåll. Det finns mer information på [www.xbox.com/familysettings](http://www.xbox.com/familysettings).



### [ Tid ]

Här visas loppets totala tid. Varje gång du kör förbi startområdet visas även varvtid.

### [ Varvnummer ]

Nuvarande varv/Kvarvarande varv

### [ Tidsskillnad ]

Skillnaden mellan dig och framförvarande eller bakomvarande motståndare visas här vid varje kontrollpunkt.

### [ Vapensymbol ]

Ditt nuvarande vapen. Antalet cirklar visar antalet kvarvarande skott. Här kan du avfira 3 skott.



### [ Boostmätare ]

Din nuvarande placering visas här. Din hastighet visas direkt under placeringen.

### [ Placering och hastighet ]

Din nuvarande placering visas här. Din hastighet visas direkt under placeringen.

### [ Kontrollpunkt ]

Du måste passera kontrollpunkterna i rätt ordning. Nästa kontrollpunkt är utmarkerad med en ljusblå stråle som lyser upp från kontrollpunkten.



### [ Vapendepå ]

Flyg över denna för att förse skeppet med ett vapen. Du vet aldrig vilket vapen det blir.



## **VAROITUS**

Lue ennen tämän pelin pelaamista Xbox 360-konsolin ja oheislaitteiden käyttöohjeet sekä käyttäjän turvallisuutta ja terveyttä koskevat keskeiset ohjeet. Säilytä kaikki ohjeet tulevaa käyttöä varten. Saat kadonneen ohjeen tilalle uuden osoitteesta [www.xbox.com/support](http://www.xbox.com/support) tai ottamalla yhteyden Xbox-asiakaspalveluun (lisätietoja on takakannessa).

## **Tärkeä videopelien pelaamista koskeva terveysvaroit**

### **Tietoja valoyliherkkyyden aiheuttamista epileptisistä kohtauksista**

Hyvin harvat ihmiset voivat saada epileptisen kohtauksen tiettytyyppisistä visuaalisista kokemuksista. Tällaisia kokemuksia voivat olla esimerkiksi vilkkuvat valot tai videopeleissä esiintyvät kuviot. Jopa henkilöillä, joilla ei aiemmin ole ollut kouristuskohtauksia tai epileptisiä kohtauksia, saattaa olla taipumus "valoyliherkkyyden aiheuttamiin kouristuskohtauksiin" videopelejä pelatessaan.

Kohtauksilla voi olla useita eri oireita, kuten huimaus, näkökentän muuttuminen, silmien tai kasvojen nykiminen, käsien tai jalkojen nykiminen tai vapina, keskittymiskyvyn puute, sekavuus tai hetkellinen tajunnan menetys. Kohtaukset saattavat aiheuttaa tajunnan menetyksen tai kouristuksia, jotka voivat johtaa loukkaantumiseen esimerkiksi kaatumisen tai esineisiin törmäämisen seurauksena.

Lopeta pelaaminen heti ja hakeudu lääkärin hoitoon, jos sinulla on joitakin näistä oireista. Vanhempien on tarkkailtava lapsiaan näiden oireiden varalta ja kysyttävä lapsilta oireiden ilmaantumisesta. Lapsilla ja teini-ikäisillä on aikuisia suurempi todennäköisyys saada epileptinen kohtaus.

Voit vähentää epileptisten kohtausten vaaraa toimimalla seuraavasti.

- Istu kauempana televisiosta.
- Käytä pienempää televisiota.
- Pelaa hyvin valaistussa huoneessa.
- Älä pelaa väsyneenä tai rasittuneena.

Jos sinulla tai sukulaisillasi on ollut aiemmin tällaisia kohtauksia tai epilepsiaa, neuvottele lääkärin kanssa ennen pelaamista.

# Pikaohje Xbox 360-ohjain

(Pelin oletuskomennot)

## [ LT Vasen liipaisin ]

Liu'u vasempaan.

## [ LT Vedä vasenta liipaisinta kahdesti ]

Tynnyrikioppi vasemmalle.  
Ravistaa alukseesi kiinnittyneet ammuksset irti ja suojaa sinua vastustajien tulitukselta.

## [ LB Vasen bumper-painike ]

Ammu (aseen toissijainen tulimuoto).  
Suurin osa aseista ampuu taaksepäin toissijaista tulimuotoa käytettäessä.

## [ RT Oikea liipaisin ]

Liu'u oikeaan.

## [ RT Vedä oikeaa liipaisinta kahdesti ]

Tynnyrikioppi oikealle.  
Ravistaa alukseesi kiinnittyneet ammuksset irti ja suojaa sinua vastustajien tulitukselta.

## [ RB Oikea bumper-painike ]

Ammu (aseen ensisijainen tulimuoto).  
Suurin osa aseista ampuu eteenpäin ensisijaista tulimuotoa käytettäessä.

## [ Vasen sauva ]

Ohjaa alusta.

## [ Suunta-alusta ]

Pudota ase painamalla suunta-alustaa alas.

## [ BACK-näppäin ]

Vaihda näkymää.

## [ START-näppäin ]

Pysäytysvalikko

## [ Y -näppäin ]

Palauta alus takaisin radalle.

## [ B -näppäin ]

Katso taakse.

## [ X -näppäin ]

Jarruta.

## [ A -näppäin ]

Paina kaasua.

### [ START-näppäin ] Pysäytysvalikko


Return to Race (Palaa kisaan)	Palaa kisaan
Forfeit (Keskeytä)	Keskeytä kisa (Vain Series race -urapelissä)
Restart Race (Aloita kisa alusta)	Aloita kisa alusta (Vain Quick race -pikapelissä)
Quit to Menu (Palaa päävalikkoon)	Palaa päävalikkoon (s. 8)
Options (Asetukset)	Muokkaa pelin asetuksia (s. 28)

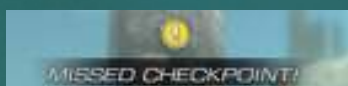
### [ X -näppäin + A -näppäin ] Jarruboosti

Kun pidät X-näppäintä pohjassa kaasuttaessasi, nopeutesi laskee, mutta boostimittarisi alkaa täyttyä. Kun vapautat X-näppäimen, aluksesi saa vauhtiboostin. Tämä temppu on hyödyllinen tiukoissa mutkissa, joihin joutuu hidastamaan. Se auttaa myös ravistamaan aluksestasi irti siihen kiinnittyneet ammuksset sekä välttämään vastustajien tulitusta. Älä kuitenkaan kuormita boostia liikaa, sillä moottorisi saattavat sakata.

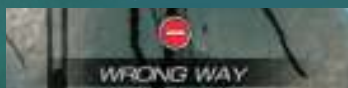
# Peliruutu

## [ Varoitus ]

Nämä kaksi varoitusta tarkoittavat, että olet ajautunut pois merkityltä radalta. Kummassakin tapauksessa aluksen palauttaminen radalle -näppäimellä on usein paras ratkaisu.



Ohitit väliaikapisteen.



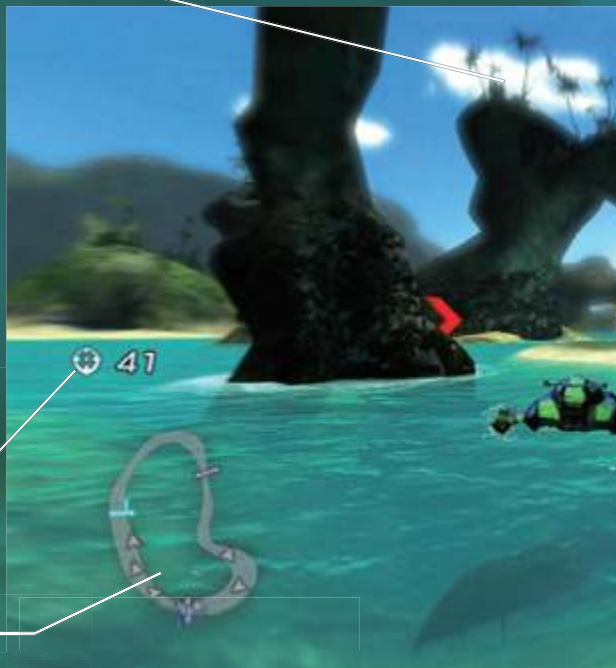
Ajat väärään suuntaan.

## [ Taistelupisteet ]

Ansaitset pisteitä, kun onnistut hyökkäyksessä vastustajan kimppuun (s. 13).

## [ Ratakartta ]

Radan pikkukartta.



## Xbox LIVE

Pelaa missä tahansa, milloin tahansa ja kenen kanssa tahansa Xbox LIVE -palvelun avulla. Laadi itsellesi profiili eli pelaajakortti. Juttele verkossa kaverien kanssa. Lataa sisältöä Xbox LIVE -kauppapaikassa. Lähetä ja vastaanota ääni- ja videoviestejä. Ota yhteys ja tule mukaan vallankumoukseen.

## Yhdistäminen

Ennen kuin voit käyttää Xbox LIVE -palvelua, yhdistä Xbox-konsolisi Internetiin laajakaistayhteydellä ja tilata Xbox LIVE -palvelu. Saat selville, onko Xbox LIVE -palvelu saatavilla alueellasi ja Xbox LIVE -palveluun yhdistämisestä käymällä osoitteessa [www.xbox.com/live](http://www.xbox.com/live).

## Family Settings (PERHEASETUKSIA)

Vanhemmat voivat näiden kätevien ja monikäyttöisten välineiden sisältöluokituksen avulla päättää, mitä pelejä nuoret pelaajat saavat käyttää. Saat lisätietoja käymällä osoitteessa [www.xbox.com/familysettings](http://www.xbox.com/familysettings).



### [ Aika ]

Kulunut kokonaisaika. Kierrosaika tulee näkyviin myös aloitusportin läpäistessäsi.

### [ Kierros ]

Kuluva kierros / jäljellä olevat kierrokset.

### [ Aikaero ]

Kun alitat väliaikapisteen, tässä näkyy sinun ja lähimmän vastustajan välinen aikaero. Vastustaja voi ajaa edessä tai takana.

### [ Asekuvake ]

Nykyinen aseesi. Kiekkojen määrä kertoo kuinka monta ammusta sinulla on jäljellä. Oheisessa kuvassa jäljellä on kolme ammusta.



### [ Boostimittari ]

Boostimittari näyttää kuinka paljon jarrubootissasi on latausta. Jos lataus ylittää mittarin, aluksesi sakkaa hetkeksi.

### [ Sijoitus ja nopeus ]

Tämänhetkinen sijoituksesi. Nopeutesi näkyy sijoituksen alapuolella.

### [ Väliaikapiste ]

YSinun on alitettava väliaikapisteet oikeassa järjestyksessä. Väliaikapisteen päältä lähtevä kirkkaansininen säde osoittaa seuraavaan väliaikapisteeseen.



### [ Asealusta ]

Varusta aluksesi aseella lentämällä asealustan yli. Etukäteen ei voi tietää, minkä aseensa saa.

