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FROM SOFTWARE

SEGA®

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XBOX 360

XBOX LIVE

FULL AUTO™

TEEN T CONTENT RATED BY ESRB

SEGA®

⚠ WARNING

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

TABLE OF CONTENTS

QUICKSTART CONTROLS 02

DRIVING CONTROLS 02

INTRODUCTION 03
Owner's Manual Road Map 03

MAIN MENU: GAME MODES 04

BEHIND THE WHEEL 07

XBOX LIVE® 11

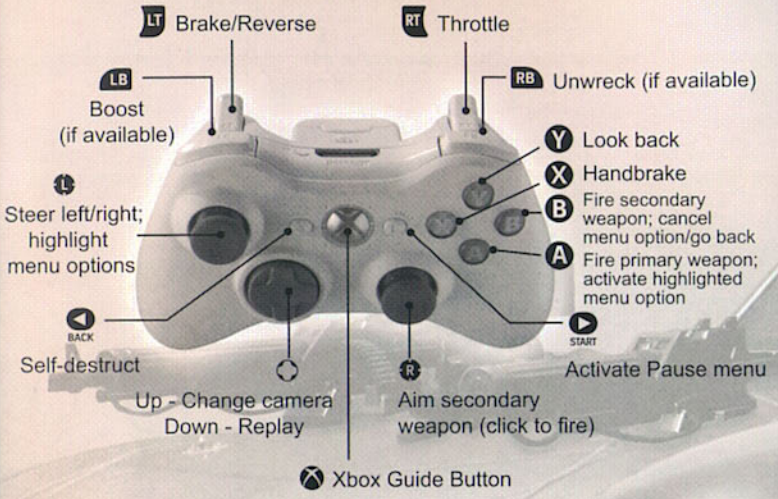
GEAR SPECIFICATION 13
Vehicles 13
Weapons 16

CREDITS 21

NOTES 25

WARRANTY 29

CONTROLS



DRIVING CONTROLS

Steer left/right	Left stick
Throttle	Right trigger
Brake (hold to Reverse when stopped)	Left trigger
Handbrake	X button
Fire Primary weapon	A button
Aim Secondary weapon	Right stick
Fire Secondary weapon	B button
Look back	Y button
Boost (when blue gauge is charged)	Left Bumper
Unwreck (when yellow gauge is charged)	Right Bumper
Start/exit **One-Touch Replay** (see p. 08)	D-Pad down
Cycle gameplay **Camera**	D-Pad up
Pause game (see Pause Menu on p. 09)	START button
Self-destruct and reset at current location	Back button

INTRODUCTION

Welcome to the most destructive racing game ever created. *Full Auto* is designed to give you everything you want in a racer: stunning graphics, intense speed, massive destruction, sleek, customizable vehicles, innovative features, and tough competition. If *Full Auto* was limited to the twenty-one customizable metal machines (muscle cars, exotics, SUVs, tuners, classics, and more) racing through three destructible environments packed with high-speed action, the game would rock pretty hard.

But it rocks harder than that. Way harder. That's because *Full Auto* takes those glossy speedsters and lets you add machine guns, rockets, mines, smoke screens, and cannons in every combination. So you can blow stuff up—just about everything in the game is destructible—in addition to smashing it up with your bumper. Explosions, fire, and mayhem ensue.

And the fun doesn't stop there. In keeping with its pedal-to-the-metal ethos, *Full Auto* rewards guts and daring over caution at every turn. The more style you show behind the wheel, the more Boost you earn to dust the competition. And the more things you blow up, the more of the revolutionary Unwreck time-reversing energy you earn so that you can bounce back a few seconds in time to cheat death. So stomp on the gas, flex your trigger finger, and drive faster than fear—and your competitors—can follow.

Owner's Manual Road Map

- If you're looking for the basic controls, turn back to the Quickstart and Driving Controls tables immediately preceding this introduction.
- To decipher your options at the Main game menu, see Main Menu on p. 04.
- When you're ready to roll from the starting line, see Behind the Wheel on p. 07 for a few features not listed in the basic control descriptions.
- To take your game online, see Xbox Live on p. 11.
- Finally, if you want to check out the specs on all the vehicles and monster weapons in the game, see the Gear Specification sections toward the end of this Owner's Manual.

MAIN MENU

In *Full Auto*, you can compete in Career Mode for an in-depth combat racing experience, or jump into Arcade, Head-to-Head, and Xbox Live® to pick-up-and-play single races.

HEAD-TO-HEAD

In Head-to-Head, you can race against a friend (or enemy) via split-screen, competing on any tracks that you've unlocked in Career Mode. Except for the fact that there are two players, the mechanics are the same as Arcade Races, described below.

XBOX LIVE

If you're connected to Xbox Live, take the skills you've honed in offline racing and put your reputation on the line in single races for up to 8 players online. For more information, see Xbox Live on p. 11.

ARCADE RACES

Arcade Mode provides quick, pick-up-and-play access to all the tracks, cars, weapons, and events that you've unlocked in Career Mode.

STARTING A RACE

There are five race types:

DOWN-AND-BACK	Race to a point and back to the Start Line.
RAMPAGE	With guns blazing, destroy a specified quota of bystanders before time runs out.
POINT-TO-POINT	Cross the finish line first on a linear racetrack.
CIRCUIT RACING	Race to the finish line in a multiple lap circuit race.
LAP KNOCKOUT	Complete each lap ahead of the last car to continue. Finish last on any lap and you're eliminated from competition.

MAIN MENU

Once you've selected a race type, the Track Menu screen appears. From here, select any unlocked track and proceed.

- To change opponent type, number of opponents, AI difficulty, and the start direction of the selected track, press Ⓧ and change settings from the menu that appears.

Once you've chosen the event type and the track, the Car Menu screen appears.

- To select the car model, move Ⓛ left/right.
- To change the color of the selected car, move Ⓛ up/down. (To toggle alternate skins, press Ⓧ.)
- To learn more about the vehicles in *Full Auto*, see Vehicles on p. 13.
- You can't select vehicles, colors, or skins that are locked.

Once you've selected your vehicle, you can choose its weapons package from the Weapon Select screen.

- To select one of the unlocked weapons packages, move Ⓛ left/right. You can't select packages that are locked.
- To tune the currently highlighted weapons package, if unlocked, press Ⓧ.
- To learn more about the available weapons, see Weapons on p. 16.

Once you've selected a weapons package, the race begins. See Behind the Wheel on p. 07 for more information on driving your vehicle during the race.
After the race, you can Restart the race to race the track again with your selected vehicle or return to the Main Menu to choose another race.

CAREER

Career Mode is the heart of the *Full Auto* single-player experience. Career Mode comprises 16 Series that gradually increase in difficulty to complement the selection of faster, more powerful cars and weapons that you unlock through your accomplishments.

Since Career Mode unlocks cars, weapons, and tracks for use in the single race modes, it's a good place to start. When you select Career from the Main Menu, the Career screen appears.

MAIN MENU

- Select a series using L left/right. Higher level series will remain locked until you win the preceding series.
- To select an event for the currently selected series, use L left/right. You can't select events that are locked (to unlock an event you must meet its entry requirement, often meaning you must win the previous race in the series).

When you select an event, the Car Menu screen appears.

- To select the car model, move L left/right. For some events, especially at the beginning, only one car will be available.
- To change the color of the selected car, move L up/down. (To toggle unlocked alternate skins, press X.)
- To learn more about the vehicles in Full Auto, see Vehicles on p. 13.

Once you've selected your vehicle, you can choose its weapons package from the Weapon Select screen.

- To select one of the unlocked weapons packages, move L left/right. You can't select packages that are locked, and for some events only one weapons package is available.
- To tune the currently highlighted weapons package (if tuning is available), press X.
- To learn more about the available weapons, see Weapons on p. 16.

Once you've selected a weapons package, the race begins. See Behind the Wheel on p. 07 for more information on driving your vehicle during the race.

After the race, you can select CHOOSE NEXT EVENT to start a new event or TRY AGAIN if you want to restart the race to try for a better result. You can also adjust game settings or return to the Main Menu.

STATUS

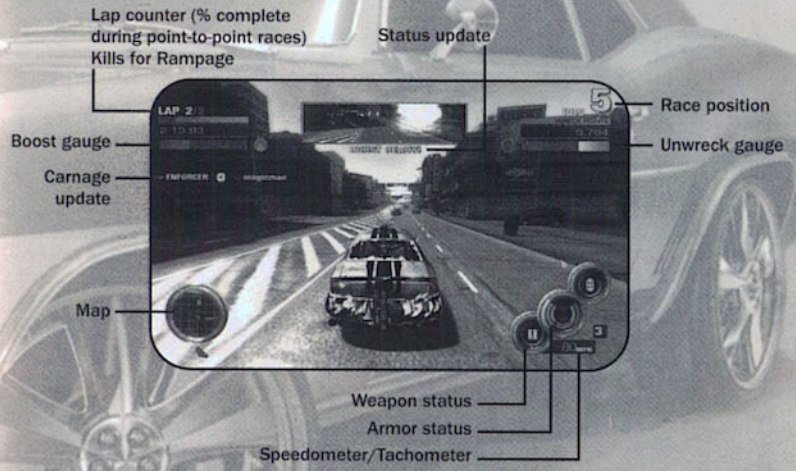
Select this option to view your stats and records.

BEHIND THE WHEEL

This chapter walks you through the basics you need to survive your first race, from the vehicle's HUD to the One Touch Replay feature.

HEADS UP DISPLAY

While racing, your Heads Up Display keeps you up to date with the information you need to see at a glance. The HUD is the same no matter what vehicle you're driving.



BOOST

Boost gives you the nitro juice you need to burst ahead of the competition. Earn boost by performing stunts such as jumps and power slides. The flashier you drive, the more boost you get, as indicated on the blue Boost meter on the left side of the screen. Boost is only available when the meter is completely full, so be sure to refill the gauge as often as possible by sliding and jumping at every opportunity.

- To use Boost, press L1.

UNWRECK

There's only one bad thing about the crazy-fun driving that earns you maximum Boost. Sometimes you wreck, big time. That's where *Full Auto*'s revolutionary Unwreck feature comes in. Unwreck lets you turn back time a few seconds to that branching point in the time continuum just before "daring" turned into "dumb." You can build up the Unwreck Meter on the right side of the screen by destroying the environment and taking out competitors. So don't be shy with your guns, missiles, and bumper—earn enough Unwreck time so that you can rewind your way out of trouble. Skilled players may find additional uses for Unwreck, such as correcting faulty aim or undoing a botched turn.

- To rewind time with Unwreck, press and hold RB or tap to use all available Unwreck.

SELF-DESTRUCT

If you get in a bad situation or simply want to deprive a competitor of a kill, you can self-destruct your vehicle and re-start at your current position after a brief delay. Your first option should always be to Unwreck, but if your meter is empty sometimes it's quicker to blow your vehicle up than try to get it sorted out (when it's stuck in a pile of debris, for instance).

- To self-destruct, press BACK.

ONE-TOUCH REPLAY

Full Auto features One-Touch Replay at all times during offline racing, allowing instant access to cinematic replays of every moment of glorious destruction or sublime driving maneuvers as they happen. Who wants to wait for the end of the race to see the good stuff?

Activate/Deactivate One-Touch Replay	D-Pad down
Slow down/Speed up playback	LT Left/Right RT triggers
Toggle time bar overlay	■ or X button
Return to game	B button (or D-Pad down)

BEHIND THE WHEEL

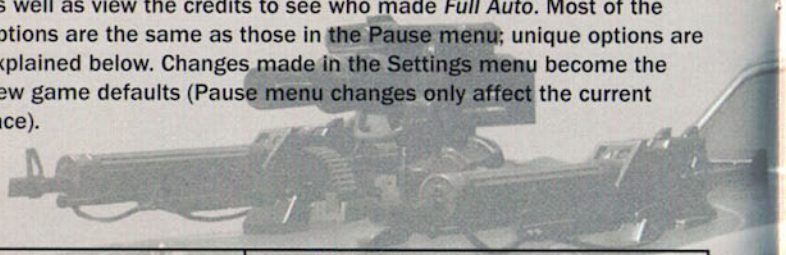
PAUSE MENU

To access the Pause menu during gameplay, press START. The following options appear:

RESUME GAME	Return to gameplay.
RESTART RACE	Start the current race over from the beginning.
SETTINGS	Change audio, camera, and controller options from the Settings menu that appears: GAME MUSIC: Move slider to set music volume. GAME SFX: Move slider to set game sound effects. DEATH CAM: Toggle cinematic camera for player deaths ON/OFF. JUMP CAM: Toggle cinematic cameras for jumps ON/OFF. KILL CAM: Toggle cinematic camera for player kills ON/OFF. CONTROLLER CONFIG: Cycle through game controller setups. VIBRATION: Toggle controller vibration ON/OFF. PITCH: Toggle reticule Y-axis (vertical) control between NORMAL (up moves camera up) or INVERTED (up moves camera down). SENSITIVITY: Set controller sensitivity to LOW, NORMAL, or HIGH.
QUIT RACE	Exit the game and return to the Main menu.

SETTINGS MENU

The Settings menu, available from most menus by pressing RB, lets you change audio, controller, display, and game save settings, as well as view the credits to see who made *Full Auto*. Most of the options are the same as those in the Pause menu; unique options are explained below. Changes made in the Settings menu become the new game defaults (Pause menu changes only affect the current race).



AUDIO SETTINGS	From this submenu, select menu and in-game music and sound effects volume levels.
CONTROLLER SETTINGS	Select any of the five controller presets according to taste or change vibration, pitch, and stick sensitivity options.
DISPLAY SETTINGS	Select the default drive camera, cinematic camera, rearview mirror and HUD options.
GAME SAVE SETTINGS	Select the media device that games are saved on (if you have a hard drive, this is the default location) or save your current game to a different device (e.g., memory card).
EXTRAS	Enjoy the credits, other *Full Auto* videos, and other entertaining movies.

ABOUT XBOX LIVE

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

> Registration required to access online features.
> Internet connection required. Terms and conditions are found at **http://www.xbox.com/live**.
> You must be 18 to subscribe to Xbox Live.

Connecting

Before you can use Xbox Live, connect your Xbox360 console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to **www.xbox.com/live**.

Family Settings

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

PLAYING ONLINE

Up to eight players can race online together in *Full Auto*. Players may play events with up to seven other single competitors.

The race options are Down-and-Back, Circuit, and Point-to-Point.

XBOX LIVE®

GAMERCARD

The Gamercard is a brief player profile that other players may access via the Xbox Guide. The Gamercard contains up to 50 achievements, the total number of games played on Xbox Live, total points earned, any limited skins or other swag owned, and a list of prizes and records that have been achieved.

RICH PRESENCE

Rich Presence is seen when accessing a friend list on Xbox Live. At a glance, it shows if friends are online or not, online and playing another game, or online playing *Full Auto*. If a friend is online playing *Full Auto*, Rich Presence provides additional information for the viewer including the type of event being played, and the track.

PLAYER RANKS

Players achieve Ranks from 0-10 during online play. Aside from showing the world your achievements, Ranks determine scoring modifiers between players of differing rank to ensure match balance.

GEAR SPECIFICATION

VEHICLES

Enforcer		
	This highway patrol cruiser generates a high top speed, but comes up short on handling and durability. It's stable on dry pavement, but its weight makes acceleration sluggish. The Enforcer's armored front grill is good for ramming, but the rest of the car is not as durable.	Durability: 1 Handling: 5 Speed: 4
Phantom		
	This vintage sports car is strong on torque if a little weak on handling. While it's on the fragile side, it's plenty fast enough to leave younger cars in the dust.	Durability: 2 Handling: 3 Speed: 4
Wraith		
	This high-performance sports car has a low center of gravity and low profile tires. Extremely fast, it's spectacularly suited for drift racing through the corners.	Durability: 1 Handling: 3 Speed: 5
Streamline		
	The Streamline is a luxury coupe with excellent speed and power acceleration. Its short wheelbase and soft suspension give it body roll and a tendency to break loose in corners, and it is not the toughest car on the road.	Durability: 1 Handling: 5 Speed: 4
Demon		
	This hotrod drag racer generates awesome speed but the only thing worse than its handling is its durability. Its short wheelbase makes it maneuverable, but its strong acceleration gives it a tendency to fishtail and oversteer.	Durability: 1 Handling: 2 Speed: 4
Outlaw		
	This stock racer has excellent speed and average handling, but it is unrefined with a powerful engine that often outperforms its suspension. Its lack of durability makes the Outlaw a one hit wonder.	Durability: 1 Handling: 4 Speed: 5

Vulcan

This classic muscle car generates good power with its rear-wheel drive and fat tires. It is very balanced with great handling, decent speed, handling, and acceptable durability.

Durability: 2
Handling: 4
Speed: 4

TEC

A luxury tuner, the TEC S-2 has a good balance of speed, handling, and durability. It's better on paved roads than it is going cross-country.

Durability: 2
Handling: 3
Speed: 4

Magnus

An overall good car, this performance SUV is very capable with the handling. Its sticky, all-terrain tires are its strongest characteristic.

Durability: 3
Handling: 2
Speed: 2

Opulent

This luxury sedan generates excellent speed thanks to its smooth aerodynamics. It also handles well due to its soft but sporty suspension.

Durability: 3
Handling: 3
Speed: 3

Ardent

A sleek sports coupe, the Ardent's handling is superb in the corners. Its top speed won't blow anyone away, but it's more than acceptable. The Ardent's small size makes it vulnerable to damage.

Durability: 2
Handling: 4
Speed: 3

Python

This classic has been tricked out and lowered for cruising. The Python's soft springs smooth out the bumps, but its low ground clearance and limited suspension travel limit its dampening ability. Its vintage Detroit steel gives it moderate durability.

Durability: 3
Handling: 2
Speed: 4

GEAR SPECIFICATION

Kodiak

This Baja-style truck is tough, and it's built to soak up every bump in the road, whether on asphalt or dirt. Its handling is best suited for off-road use, however.

Durability: 3
Handling: 3
Speed: 3

Jupiter

This classic was built before planned obsolescence was the modus operandi of the auto industry. It can take a beating and come through with hardly a scratch. Its weight takes a toll when it comes to acceleration and speed though.

Durability: 4
Handling: 2
Speed: 3

Honcho

A tricked-out SUV that's more show than go, the Honcho has excellent durability but poor speed and handling due to its wide girth and massive weight.

Durability: 4
Handling: 2
Speed: 2

Guardian

If you fancy a limo ride then the Guardian is for you. It's extremely tough due to its armor-plating and run-flat tires, but its speed and handling are not the best.

Durability: 5
Handling: 2
Speed: 2

Roughneck

This 4x4 is hard to damage—and also hard to handle. While it excels against other cars on uneven and slippery surfaces, its short wheelbase and high center of gravity make it skittish when cornering at speed.

Durability: 4
Handling: 2
Speed: 2

Hitman

Vintage luxury, excellent protection, and average handling and speed. Its long wheelbase makes it stable at full speed but also somewhat sluggish.

Durability: 4
Handling: 2
Speed: 3

Rampart		
	With its front-mounted plow, the Rampart is great for sweeping aside the competition. If you can catch up to them, that is. It handles well off-road and over bumpy terrain.	Durability: 4 Handling: 2 Speed: 2

Hookzilla		
	Did someone call a tow-truck? Hookzilla is as indestructible as a lump of iron—and almost as fast. Its wide stance and quad rear tires give it stability and excessive momentum. If you want to bully other cars on the road, Hookzilla is the vehicle for you.	Durability: 5 Handling: 2 Speed: 1

Warlord		
	This low-slung monster would be at home transporting any movie superhero. It's fast, heavily-armed, and literally the only car in its class.	Durability: 5 Handling: 4 Speed: 5

WEAPONS

Your Full Auto vehicle is not complete until it's equipped with an array of deadly weapons. Weapons are classified as forward mounting, rear mounting, or variable weapons that can be mounted front or rear. Each weapon is available in three Levels, with 1 being the least powerful and 3 being the most powerful.

GEAR SPECIFICATION

FORWARD MOUNTED WEAPONS

Twin Machine Guns	
	This heavily armed vehicle is loaded with twin machine guns that spray shots at a very high rate of fire. Shots cause light damage individually, but in a hail they can be deadly.
Level 1: .30 cal forward-firing Machine guns are standard.	
Level 2: .50 cal Machine guns: longer range, and more deadly than Level 1.	
Level 3: .50 Cal High Velocity Ammo. More powerful than Level 2, these guns will chew the back-end off any vehicle.	

Mini-rocket Pod	
	This weapon fires a salvo of small rockets with each shot. The individual rockets cause only light damage, but as their numbers increase, damage escalates and splash damage is possible. When upgraded, damage potential increases and Blast effects become possible. Rockets become incendiary with Burn effects at Level 3.
Level 1: Standard; a salvo of four rockets, each only causing light damage.	
Level 2: As Level 1, but pod is now Aim-enabled and rockets now cause Blast.	
Level 3: Hellfire. As Level 2, but rockets now cause Burn at the point of detonation.	

Missiles
Missiles are larger, more powerful versions of the rocket pods. Even at Level 1, they cause heavy damage and are powerful enough to cause splash damage individually, with a greater radius than rocket pods.
Level 1: Standard. As described above.
Level 2: As above, but missiles now can be aimed.
Level 3: As Level 2, but missiles now track targets acquired at point of ignition.

Tank Cannon
The Cannon is a very powerful single-shot gun. Its ballistic shot fires faster and hits harder than a missile. It is slow to reload, but really packs a punch.
Level 1: Sabot, an armor-piercing round that causes heavy damage and Force impact.
Level 2: H.E.A.T. (High Explosive Anti-Tank). An explosive shell that has the same punch as a Sabot, but now with Blast.
Level 3: Earth-shaker rounds. This cannon upgrade keeps the same effects as Level 2, but increases the radius of the Blast, and increases Force.

GEAR SPECIFICATION

REAR MOUNTED WEAPONS

Mines
Mines are canisters containing explosive charges that can be dropped behind the vehicle. They are disc-shaped and approximately 45cm in diameter. They are ejected behind a vehicle and initially detonate only upon contact with an enemy vehicle. An excellent defense against tailgaters, mines have all the ferocity of a missile, with none of the targeting concerns.
Level 1: Passive. As described above, passive mines sit awaiting enemy contact to detonate. The mine packs the same blast, splash, and damage of a standard missile.
Level 2: Large Blast. As Level 1, but with an increased radius blast force.
Level 3: Proximity. As Level 2, but upon detonation smaller explosives are released and scattered across the roadway.

Smoke Screen
Tear gas canisters are mounted with a high-speed fan turbine on the rear of a vehicle, giving this weapon the ability to project clouds of smoke behind it. These clouds of smoke make driving difficult for pursuing drivers as they are blinded while moving through them.
Level 1: Standard. This generates a cloud that is approximately 8' high and 10' wide. It continues to project this cloud until the trigger is released or ammunition is exhausted.
Level 2: Wide spread. As Level 1, but a second smoke nozzle adds to the width of the cloud from 10' to about 15'.
Level 3: Darkness. As Level 2, but with increased exhaust time and density.

GEAR SPECIFICATION

VARIABLE WEAPONS

Shotgun
The Shotgun fires a single cartridge at a time with great force, but a short range. The cartridge is comprised of many small pellets, making the weapon equally useful in the front or rear since the shotgun's wide range requires minimal aiming. On a substantial hit, the shotgun will inflict Force also.
Level 1: Double barrel. As described above, dumb fire front or back.
Level 2: Aim-enabled. As in Level 1, but if mounted front, the shotgun now has traverse and an aiming reticule.
Level 3: As in Level 2, but much more powerful.

Grenade Launcher
The Grenade Launcher fires timed fragmentation explosives. Although less powerful than mines, grenades have a better chance of hitting enemies due to their sheer numbers. A grenade detonates on a delay of roughly 2 seconds, or upon contact with a critical target. As the grenade launcher is a dual weapon, it can be used to good effect mounted either front or rear. In the rear, it is similar in effect to the mine dropper, but with a better area of effect.
Level 1: Standard. As described above, dumb fire front or back.
Level 2: Aim-enabled, High explosive. As Level 1, but if mounted front, the launcher now has traverse and an aiming reticule. In addition, the grenades are now more powerful.
Level 3: Cluster bombs. As Level 2, but now a salvo of grenades increases in number.

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Song List
Death or Glory
Witchman
Black Monday
Witchman
Blok Rok War
Witchman
Deliverance
Witchman
Last Man Standing
Witchman feat. Marz
Last Man Standing (Bitstream Dream remix)
Witchman feat. Marz
No U Turn
Witchman
Petrolhead
Witchman feat. Marz
Petrolhead (Bitstream Dream remix)
Witchman
Point Of No Return
Witchman feat. Marz
Predator or Prey
Witchman
Warlord
Witchman
Zero to Hero
Witchman
Asphalt Assassin
Bitstream Dream
Fully Automatic
Bitstream Dream
Messij Lost
Bitstream Dream
Scavenger
Bitstream Dream
Supercrazy
Bitstream Dream
Warrior of the Wasteland
Bitstream Dream
Burning World
Bitstream Dream vs. Beauty's Confusion
Vocals: Jenna Ferone
Lyrics: Skip Frederiksen
Diesel and Destruction
Bitstream Dream vs. Tod Law
Vocals & Lyrics: Tod Law
Backup Vocals: Kyla Phillips & Luna Phillips
Dieselhead
Witchman feat. Marz vs. Bitstream Dream
Road to Kill
Bitstream Dream

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Ami Blaire
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