



XBOX 360

XBOX  
LIVE

# FUZION FRENZY 2

## ⚠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.

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## INTRODUCING FUZION FRENZY 2

*Fuzion Frenzy 2* is an action game that takes place in Earth's future. Play with your friends and family to find out who is the strongest among you, or go online and challenge the world.

### — THE STORY —

Until four years ago, *Fuzion Frenzy* was the most popular tournament on Earth and was broadcast live to all corners of the world. However, due to the extreme competitiveness of the players, the leaders of Earth banned the competition, fearing a negative influence on the general population.

Recently, however, the world's leaders have struggled with the problem of overpopulation and have come up with a plan for the citizens of Earth to immigrate into space. To encourage immigration, the leaders have brought back the *Fuzion Frenzy* tournament, but with a change—they have set up game zones on various other planets. The people of Earth welcome this news, especially the announcement that the leaders have reinstated the six most famous players, who are returning with renewed enthusiasm!

## PLAYING FUZION FRENZY 2

*Fuzion Frenzy 2* has two modes of play.

### — MAIN BATTLE —

Play offline against friends, family, or A.I. opponents.

### — ONLINE BATTLE —

Compete over Xbox Live™ with rivals from around the world.

There are two ways to play online:

- **Ranked Matches**

A mode that lets you compete for ranking online.

Only tournaments allow these matches. The result of this game affects the World Ranking.

- **Player Matches**

A mode that lets connected players play however they like.

Rank has no bearing on these matches.

### INVITING A FRIEND TO THE GAME

Choose **Create Match** and create the session, then use the Xbox Guide button to invite your friends.



Whether you play *Fuzion Frenzy 2* offline or on, there are three ways to play.

### TOURNAMENT

Dominate the specified number of planets to win.

### MINI-GAME FRENZY

Freely choose to play whichever mini-games you like.

### CUSTOM

Create your own tournament using only the mini-games you choose. Note that custom tournaments do not include the DJ or Frenzy Cards (see the following section).

### — TOURNAMENT —

Play the game as a tournament participant.

The winner is the player who dominates the specified number of planets (between two and five, out of a total of seven).

To dominate a planet, score the highest total number of points in all the mini-games played there. The fourth and final mini-game on a planet is known as the Battle Royale.

### ROYALE POWER-UPS

For each of the three mini-games you win before a planet's Battle Royale, you will be awarded one of three power-ups:



- **Attack Up**  
Your attacks do more damage to your opponents.



- **Defense Up**  
Your opponents' attacks do less damage to you.



- **Double HP**  
When your HP reaches zero, it automatically replenishes to full.

Royale Power-ups are used in that planet's Battle Royale, where they will give you an advantage over your opponents.

### TOURNAMENT LENGTH

When you dominate a planet, you get to choose the next planet in the tournament. However, you can have this right stolen if another player uses an Attack Chance Card (see page 6).

Because of this, the actual length of a tournament may vary. For example, if three planets must be dominated to win, and you dominate two, another player can use an Attack Chance Card to replay one of those two. If you do not dominate the planet the second time, you lose a planet and must dominate two more to win, even though you have dominated twice.

### FRENZY CARDS

In a tournament, you can advance by using Frenzy Cards that are distributed throughout the tournament. The effects of these cards are divided into two major types:

1. Cards that tip the scales in your favor to win the mini-games.
  - You can use these before playing a mini-game.
  - They raise the points scored during a mini-game or change them in some way.
  - When a mini-game ends, points are divided up and awarded to each ranked player.
2. Cards that change the flow of the tournament.
  - One card lets you challenge a planet that has already been dominated.
  - There are also cards that give you the right to choose the next mini-game.

**NOTE:** Normally, you cannot choose a planet that has already been dominated either by you or another player.

There are two ways to get cards:

1. Fulfill conditions the DJ may set at random.
2. Win them in the Card Get games that take place at the DJ's whim.

## CARD GET GAMES

In these games, you run around the Main Studio floor and try to get various cards faster than any of the other players.

The Frenzy Cards available in this game are divided into the following types:

- **2x Points Cards**  
Double the amount of points you receive at the end of a mini-game.
- **4x Points Cards**  
Multiply the number of points you receive at the end of a mini-game by four.
- **6x Points Cards**  
Multiply the number of points you receive at the end of a mini-game by six.
- **Choice Cards**  
Give you the right to choose the next mini-game.
- **Steal Point Effect Cards**  
Allow you to steal the effect when another player uses a point multiplier card.
- **Reverse Multiplier Cards**  
Reverse the effect of point multiplier cards used by other players. For example, if an opponent plays a Quadruple Points Card, and you play a Mathematics Change Card, that opponent's total points will be divided by four instead of multiplied.
- **Attack Chance Cards**  
Give you the right to choose the next planet, including ones that have already been dominated by other players.

**NOTE:** You can have a maximum of three cards at any one time. If you get a new card when you already have three, you will be prompted to discard one.

## — MINI-GAME FRENZY —

Choose to play any mini-game in *Fuzion Frenzy 2*.

Practice the mini-games you may not be good at, or widen the gap between you and your rivals.

You can also choose to play only the mini-games that you like.

## — CUSTOM —

Assemble an order of mini-games and hold your very own tournament.

There are three types of play.

## STANDARD

Gain one point for every mini-game you win.

Upon completing all the mini-games, the winner will be determined by the total number of points earned.

## GRAND PRIX

Gain different points depending on rank for every mini-game.

Upon completing all the mini-games, the winner will be determined by the total number of points earned.

## POINT MATCH

Gain one point for every mini-game you win.

When a player gains the number of points (from one to five) specified before the tournament, the game is over.



## — STARTING AND PRACTICING — MINI-GAMES

An instruction screen will appear before a mini-game.

If you press **A** at this screen, you will be able to play the game.

If you press **X**, you will be able to practice playing the game, but the results will not be registered.

You cannot practice during Online Battles, so you may want to practice in Main Battles before you challenge the world.

## — LOCKED MINI-GAMES —

There are six locked mini-games in *Fuzion Frenzy 2*. To unlock these games, you must win tournaments using different characters.

## GAME SCREEN

*Fuzion Frenzy 2* includes a variety of mini-games, each of which has different gameplay, rules, and goals. Mini-games may utilize one or more of the following.

### — TIMER —

Shows the amount of time remaining for the mini-game.

When the timer reaches 0, the mini-game ends and the winner will be determined (usually by the number of points).

### — HP GAUGE —

Displays your current energy level. Every time you're hit, you lose HP. When your HP runs out, you are eliminated from the mini-game.



### — POINT DISPLAY —

Displays the number of points a player has. In many mini-games, the goal is to score the most points. In some games, certain actions can cause players to lose points—or even steal them from opponents.



## POWER-UPS

Certain mini-games feature special items called power-ups to help you defeat your opponents.

Try to get as many power-ups as possible to achieve victory.

### — GAS TANK —

Appears in Flamethrower Madness.

Pick up one and you can fire your Flamethrower one time.

You can hold two Gas Tanks at once!



### — ITEM BOX —

Appears in Tube Racer.

Protects you from electrical attacks.

Has a random effect of accelerating your bike as well.



### — RECOVERY CAPSULE —

Appears in Electric Rumble.

Sometimes falls from the sky in place of electrical attacks.

Pick one up to restore a set amount of HP.



## FUZION FRENZY CHARACTERS

In *Fuzion Frenzy 2*, you can control the six unique characters that earned feverish support in the original *Fuzion Frenzy*.

Choose which character to control from the **Character Select** screen.

### — TO PICK A CHARACTER —

- Use **L** to move the cursor to your preferred character, then press **A**.
- When playing against the game's A.I., you will be able to select the difficulty: Easy, Normal, or Hard.

Each of the characters is colored differently, so you can easily tell them apart in a fast-paced game.

You can choose from among the following characters.

### DUB

Dub always wears headphones and is famous for listening to everything from bass-pumping mainstream jams to online underground podcasts.

That much hasn't changed, but now he has earphones implanted in his ears so he can listen to music from morning to night, even when he's sleeping.

The music sold by his record company shouts his feelings to the world.







### SAMSON

In spite of his efforts in the last tournament, Samson ended up demonstrating his amazing strength more than his intelligence. But this time he's trying to change that.

Thanks to the latest advances in science, he is improving his intellect without sacrificing any physical prowess.

### GEENA

Geena has suddenly reappeared now that the tournament has returned. According to rumors, she has been seeking thrills in every kind of extreme sport known, such as Time Stream Surfing, Blackhall Bungee Jumping, and Warp Boarding.

Her prodigious sports skills will be put to good use in this tournament.



### ZAK

Zak became famous in the last tournament but soon became disenchanted with his success—despite his fame, the people around him were no closer to being happy.

Now the population explosion and technology have widened the gap between the rich and poor, and Zak has joined the new tournament in hopes of donating his winnings to help those in need. This young and once-poor player is a threat to all around him.



### NAOMI

The daughter of a famous corporation's president, Naomi became an idol in her hometown. In the last tournament, she exceeded her hometown roots and drew the attention of the entire world, making her overconfident.

Possibly due to her spoiled upbringing, her desires have developed into something new. She craves an even higher level of adrenaline and action.

The newly announced revival of *Fuzion Frenzy* is the only thing that can fulfill her...



### JET

Her brilliant exploits during the last tournament were more than enough to surpass the older sister she had been chasing. But even having surpassed her, Jet refuses to rest on her laurels.

She trains constantly, knowing that her legendary sister may one day challenge her. Jet will do everything she can to prevent her sister from surpassing her as she once again seeks fantastic play in the reinstated tournament.





## PLANETS AND MINI-GAMES

*Fuzion Frenzy 2* takes place on seven planets (Earth, Blazer, Moisture, Amuseth, Eternite, Machina, and Icicle), and the mini-games you find on each one reflect the environments and characteristics of that world. For example, the water planet Moisture primarily features contests that involve water.

The following is just a sampling of the many mini-games included in *Fuzion Frenzy 2*.

### — EARTH —

A planet where development is steadily progressing thanks to an advanced culture.

Although the people of Earth are free and prosperous, their good fortune has bred boredom, and they spend their days seeking ever more stimulating forms of entertainment.

#### LOADER MADNESS

Sprint around the game grid in supercharged robotic loaders, scoring points by picking up coins of different values. Touching any of the high-voltage currents surging around the stage will temporarily disable you. You can also disable opponents by attacking them with your loader's forks.



#### Controls

- **L** Move left / right
- **B** / **X** Attack
- **Y** Strong Attack

#### AMOEBA HUNTING

Use time-delayed pesticide bombs to eliminate amoebas and score points. Be careful when you pick up a bomb—when it explodes, it will temporarily disable any player caught in the blast, including you!



#### Controls

- **L** Move
- **A** Jump
- **X** Attack / Grab / Throw

#### ELECTRIC RUMBLE

In a tight cage surrounded by high-voltage electrical fields, players battle to be the last one standing. Knock your opponents against the walls to cause greater damage. Watch for the buildup of electricity on the floor, which signals a dangerous lightning strike—or maybe a Recovery Capsule, which will replenish a set amount of HP.



#### Controls

- **L** Move
- **A** Jump
- **X** Attack

## — BLAZER —

Blazer is a planet with intense volcanic activity. The constant eruptions on the planet's surface have created rivers and oceans of fiery molten lava.

### MAGMA ESCAPE

Pilot your souped-up jet boat away from an ever-approaching magma tsunami. The catch is to avoid the obstacles!

#### Controls

- **L** Move
- **A** / **RT** Accelerate

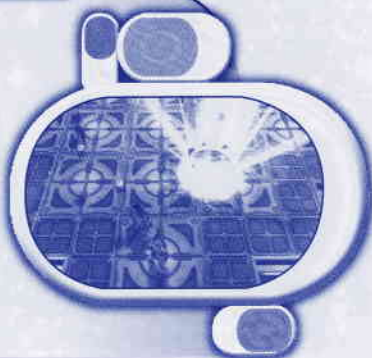


### THERMAL DETONATOR

While on a platform suspended over lava, attack other players using time bombs—up to three at a time. Exploding bombs can blast you into the lava, and will also damage the platform itself: the first bomb will crack a section; the second will destroy it. Players falling through these holes are eliminated. The last player remaining wins.

#### Controls

- **L** Move
- **A** Jump
- **X** Throw bomb / Kick



### COOL YOUR JETS

While standing on a hovering platform that moves automatically above a lake of lava, score points by extinguishing flying fireballs with water cannons. Ascending fireballs are worth more than descending ones.



#### Controls

- **L** Turn
- **X** / **RT** Spray

### MAGMA RUMBLE

Struggle to avoid jets of scalding vapor as you leap from one rock to the next, trying not to get caught on one when it melts and sinks. Attack other players to eliminate them, and remember that knocking them into the lava is the surest path to victory.



#### Controls

- **L** Move
- **A** Jump
- **X** Attack
- **B** Guard

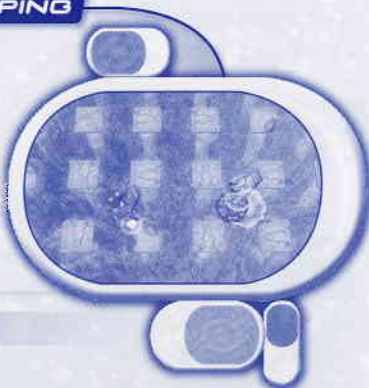


## — MOISTURE —

Moisture is a planet with 99% of its surface covered by water. Numerous ruins on this planet suggest that an ancient culture once thrived here, until sea levels rose dramatically and it disappeared beneath the endless waves.

### HOPPING NO STOPPING

Compete on automated jumping machines. The trick is to jump from one sea creature to another (as many as you can) as they poke their heads out of the water. Be careful not to land on a creature when it has opened its mouth to feed!



#### Controls

- **L** Move

### OVER THE FALLS

Above a rushing waterfall, a series of floating boards moves downstream toward the players, each board displaying A, B, X, or Y. Leap to the next board by pressing the appropriate button. Move too slowly and you will be swept over the falls! The last player remaining wins.



#### Controls

- **A** / **B** / **X** / **Y** Jump

### DON'T SINK THE BOAT

Players are positioned in stationary floating turrets equipped with high-pressure water pumps. Pump the water out of your turret and spray it at your opponents to sink them. The last player to remain afloat wins. Note that two players working together can sink an opponent twice as fast!

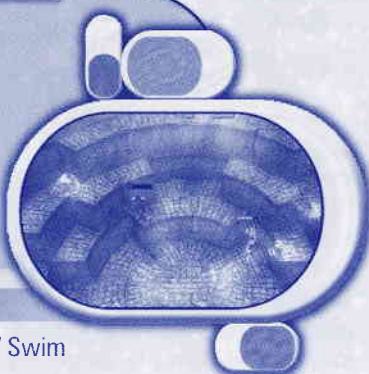


#### Controls

- **L** Turn
- **X** / **RT** Spray

### UNDERWATER RUMBLE

Battle other players in virtual slow motion on the ocean floor. Keep an eye on your air supply as well as your HP—if you run out of air, you will take damage. Replenish your air by swimming through the rising bubbles.



#### Controls

- **L** Move
- **A** Jump / Swim
- **X** Attack
- **B** Guard

## — AMUSETH —

Amuseteth is a planet that has been made into a gigantic casino. The combined light of the countless shimmering displays and spectacular attractions is so bright it can even be seen from outer space. This world attracts gamblers from all over the universe who dream of a huge score.

### HOT SHOT

Hit the balls thrown into the stadium to turn them your color and knock them off the stage. Each ball of your color that falls off earns you a point. Hitting another player's colored ball before it falls will turn it your color, robbing them of a point!



#### Controls

- **L** Move
- **X** / **RT** Hit fast ball

### PINBALL BATTLE

Attempt to be the last person standing by avoiding giant balls bouncing around the enclosed stage. As time passes, the number of balls increases and they become harder to dodge.



#### Controls

- **L** Move

### KALEIDOSCOPE SURVIVAL

Automatically accelerate along a tubular course, picking up capsules that damage the wall in front of you. The more capsules you pick up, the more sections of the wall are destroyed, allowing you to pass through. Colliding with the wall decreases your HP. The last player remaining wins.

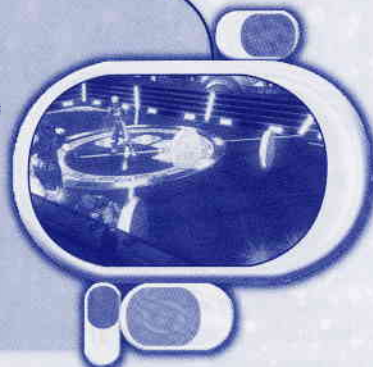


#### Controls

- **L** Move left / right

### CASH CLASH

A giant spinning roulette wheel displays the players' numbers. When the wheel stops, the selected player is equipped with a hammer. Anyone hit by the hammer drops coins that are worth points. This means that if you are hit, you actually lose points! The player with the most points when the timer expires wins.



#### Controls

- **L** Move
- **A** Jump
- **X** Attack



## — ETERNITE —

Eternite is a mysterious area of space with strange gravitational forces.

This harsh environment is home to numerous clusters of asteroids and black holes, and is admired far and wide by adventurers who love danger.

### SUPER SLAM DUNK

Compete to control a ball and put it in a hovering goal. Because of the weak gravity, movement is slow, and when you jump, you will get a lot of air time.

#### Controls

- **L** Move
- **A** Jump
- **X** Attack

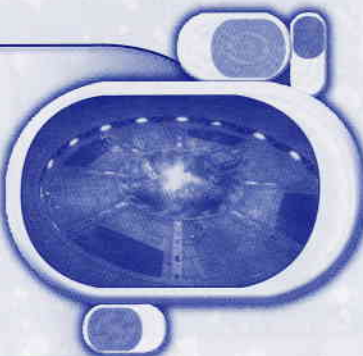


### CARGO CHAOS

This grueling battle takes place inside a spaceship's cargo hold. The hold's gate is open to the vacuum of space, so players are forced to fight under pressure. Avoid the moving cargo; getting hit increases your chances of being sucked into the void!

#### Controls

- **L** Move
- **A** Jump
- **X** Attack
- **B** Guard



### DEBRIS FIELD DERBY

Fly through an asteroid field using a jet pack and maneuver to avoid oncoming fireballs. Each collision with a fireball decreases your HP. The last player remaining wins.

#### Controls

- **L** Move



### MYSTERY LASER RUMBLE

In a small fenced arena, punch and kick other players. Watch for the glowing areas on the floor—the first player to step on the glow will recover HP, while the other players will be hit with one of three random negative effects! The last player remaining wins.

#### Controls

- **L** Move
- **A** Jump
- **X** Attack
- **B** Guard



## — MACHINA —

Machina is a desolate industrial planet whose surface is covered with thousands of factories.

These factories, which were built by unmanned machines, have polluted the surface so much that Machina's inhabitants are now starting to build underground.

### TURRET TERMINATION

Battle for supremacy in tanks. Capsules that appear on the stage may contain weapon or shield upgrades—or nasty surprises. The last player remaining wins. If no winner emerges when the timer reaches zero, all remaining players tie.

#### Controls

- **L** Move
- **X** / **RT** Attack
- **A** Reverse

### TURBINE COIN COLLECTOR

Play atop a spinning turbine! Score points by gathering coins in between two randomly moving laser beams, which shrink and expand the playing field. If you touch the lasers, or fall off the edge of the turbine, you lose points.

#### Controls

- **L** Move

### TURBINE JUMPER

Automatically run on a rotating turbine and dodge the rotating laser beams by jumping and ducking. Each collision with a beam knocks you back; if you are knocked all the way back, you are eliminated. The last player remaining wins.

#### Controls

- **A** Jump
- **B** / **X** Duck

### CONVEYOR SMASH

In this free-for-all, damage other players with punches, kicks, and hammers. You can find hammers of three different sizes in boxes on moving conveyor belts. Larger hammers do more damage, but take longer to swing. Boxes may also contain HP recovery items, or bombs, which will explode and damage all nearby players. The last player remaining wins.

#### Controls

- **L** Move
- **X** Attack / Open box
- **A** Jump
- **B** Guard



## ICICLE

Ice is an extremely cold planet covered in snow and ice. Many researchers from various fields are interested in the non-melting ice on this world, and they have built a number of research facilities on the planet's surface.

### ICE SCULPTURE

Spray water on an icy statue to break up the ice. **Hint:** To efficiently remove all of the ice, take advantage of the statue's tendency to turn when it's hit with jets of water.



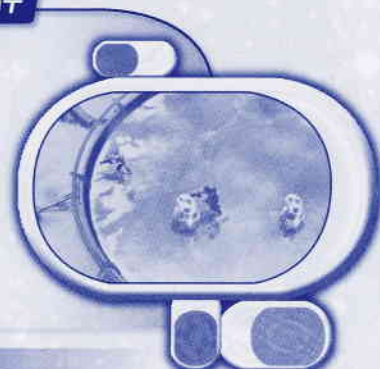
#### Controls

- **L** Aim
- **X** / **RT** Spray

### ICE TREASURE HUNT

Use flamethrowers to melt blocks of ice that contain coins and then cross the slippery ice to collect those coins. If another player tries to get to a coin before you, remember, you do have a flamethrower!

There are three types of coins, each of different point values.



#### Controls

- **L** Move
- **X** / **RT** Flamethrower

### ICE BILLIARDS

Try to keep your footing on the slippery rink as you punch and kick blocks of ice to slide them into your goal. Frozen into the blocks are coins of different point values. The player who scores the most points wins. Colliding with a moving ice block will knock you down, but if you guard, you can deflect the block.



#### Controls

- **L** Move
- **A** Jump
- **X** Attack
- **B** Guard

### ICE RUMBLE

Survive and compete on a frozen rink surrounded by icy spikes. The ferocious storms that batter Icicle's surface, coupled with the slippery surface of the rink, mean you must run against the constantly shifting winds to avoid being impaled. You can use hand-to-hand attacks to damage opponents and to throw them into the spikes. The last player remaining wins.



#### Controls

- **L** Move
- **A** Jump
- **X** Attack

## OPTIONS

To display the Options screen and change the game's settings, choose **Options** from the **Main Menu** screen.

### VOLUME SETTINGS

Adjust the in-game volume balance and turn the DJ's subtitles on and off.

- **BGM** To adjust the volume balance of the in-game background music, move **L**.
- **SE** To adjust the volume balance of the sound effects, move **L**.
- **DJ** To adjust the volume balance of the disk jockey's voice, move **L**.
- **Subtitles** To turn the DJ's subtitles on or off, move **L**.

### AUDIO PLAYER

Listen to the **BGM** played in-game.

- **Song Number** To choose the number of the song you would like to hear, move **L**.
- **Play Method** To set the song list to repeat all songs or one song, move **L**.
- To begin playing your currently selected song with your chosen **Play Method**, press **A**. To stop, press **X**.

**NOTE:** To change the Vibration setting, you must change it in your Xbox 360 settings.

## XBOX LIVE

### TAKE FUZION FRENZY 2 BEYOND THE BOX

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends list with other players, see when they're online, and receive invitations to play games. Invite your Friends to play and talk to them in real time as you play.

### CONNECTING

Before you can use Xbox Live, you need to connect your Xbox 360 console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see [www.xbox.com/connect](http://www.xbox.com/connect).



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GOOD JOB  
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## Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

### Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

### Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

### Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. **TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE.** Some states/jurisdictions 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 limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration  
Microsoft Corporation  
One Microsoft Way  
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

## Xbox Customer Support

Technical support is available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.  
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.  
TTY users: 001-866-251-26-21.
- In Colombia, call 01-800-912-1830.

For more information, visit us on the Web at [www.xbox.com](http://www.xbox.com)

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VIDEO



# FUZION FRENZY 2



**CONTROLS VARY DEPENDING  
ON THE MINI-GAME**

\*Press **B** to skip cinematics