XBOX 360

XBOX LIVE

Instruction Booklet

THQ

⚠ 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

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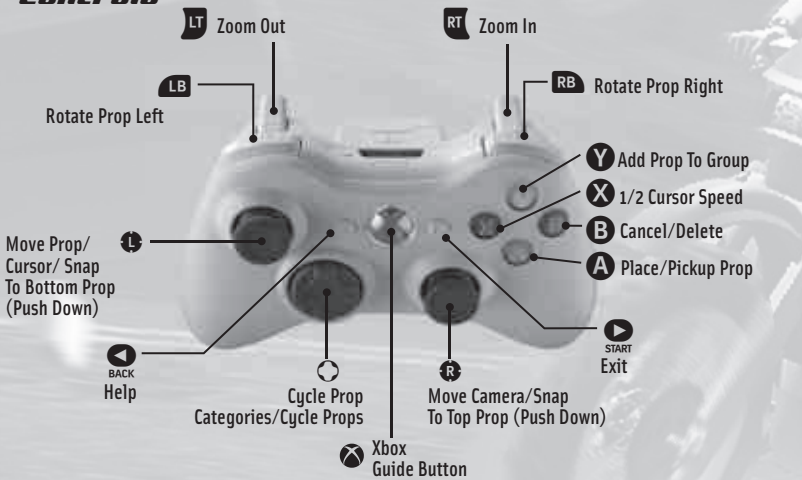
GAME CONTROLS

Driving Controls

Constructor Controls



CONNECT TO 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.

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.

INTRODUCTION

From "Lights, Camera, Action" to "Cut, it's a Wrap," you are immersed in a non-stop action adventure that places you in the driver's seat. As the Stuntman, ignite the screen with high risk, eye-popping maneuvers that become more death-defying scene after scene. In ***Stuntman: Ignition***, not only do you smash into burning buildings, fly off exploding bridges and jump over massive objects while activating your nitro; you also get to accomplish these fantastic stunts in a variety of vehicles on lavish sets staged in different parts of the world.

GETTING STARTED

Sign In - Before you begin ***Stuntman: Ignition***, you must sign in. The game will use any profile that is currently signed in with the Xbox Guide, and will inform you of the sign in name. If you do not have a profile, or wish to change to a different profile, open the Guide with the Xbox Guide button on your controller and follow the instructions. If you do not have a gamer profile, the game will not be able to save your progress, and some features, such as Xbox LIVE, will not be accessible.

Select Device - Select an available storage device for saving game progress.

Note: *This option will only appear if both a storage device and a Memory Unit are attached*

MAIN MENU

The Main Menu consists of eight options: Career, Multi Clash, Constructor, Quick Fix, Accomplishments, Options, Extras and Marketplace.

Career

This option follows you from one movie set to another. You must successfully complete each scene in order to unlock the next scene. When all the scenes in a particular movie are completed, you'll be able to view the trailer of that movie.

The following movies are unlocked by earning stars and improving your ranking:

- **Aftershock** – A disaster movie filmed in British Columbia.
- **Whoopin' and a Hollerin' II** – A car-chasing adventure filmed in Tennessee.
- **Strike Force Omega** – A military action thriller filmed in Kyrgyzstan.
- **Overdrive** – A street crime feature filmed in San Francisco.
- **Never Kill Me Again** – A high-risk spy operation filmed in Beijing.
- **Night Avenger** – A superhero movie filmed in a gritty metropolitan city.
- **Odd Jobs** – Perform commercials on movie terrains or carry out specific stunts in the Stunt City Arena.
- **Rehearsals** – Rehearse those tricky stunts on a secluded backlot.

Easy Mode

Activating Easy Mode allows two extra strikes per scene, for a total of seven possible mistakes. In Easy Mode you can also continue through the entire scene if you strikeout, letting you preview the rest of the scene and practice for your next big run. Any scene completed in Easy Mode is worth half the points and is difficult to earn more than a single star. So learn the level in Easy Mode, then turn it off to really rack up points. Easy Mode can be selected at the start or end of any scene, but remains on only for that scene.

Stunt Glossary

While the game is paused, you can view stunt terms and their descriptions.

Completion Screen

At the end of a successful movie scene, you have the option to Play Again, view an Instant Replay, Save a Replay file, view any Awards given or move on to the Next Scene. The Completion Screen also displays the Movie Stars (0-5 stars) obtained and the total Score which is collected by the Stunt Points, Time Points, Director and String Bonus Points. At the end of a scene that was not executed successfully, you have the option to Play Again, view an Instant Replay or return to the Main Menu.

Save/Load Replay Files

At the end of the level you can select Save Replay. This will save a replay of your last run in the level. You may also Load a saved replay file at the beginning of a level, and watch how the level was played. Replays can be updated on any run.

MultiClash

Selecting this option allows the player to challenge other opponents through Local Play, System Link and Xbox LIVE.

Local Play

You have three options to choose from:

Backlot Battle

The goal here is to get the highest points possible. There are three simple rules - hit all the director stunts, complete all the laps and stunt as much as possible. If you miss too many director stunts, your score will be reset to zero. If you feel bold, try "String Stealer" which allows you to gain your opponent's string by ramming into your challenger and stealing the points away.

Backlot Race

Here the winner is determined by the fastest time, not the points. Use your Nitro to catch up to other drivers or, if leading, to increase the gap between you and your opponents. If you run out of Nitro, continue performing stunts to earn more boosts. Keep your eyes open, because there are a lot of short-cut opportunities to give you the upper-hand.

Within the Backlot Battle/Race you can adjust an array of options, including:

- **Class** - Light, Muscle & Sport.
- **Mirror Mode** - All players use the host-selected vehicle.
- **Laps** - Number of laps from 1-15.
- **Nitro** - Number of Nitro charges from 0-5 or Unlimited.
- **Multipliers for Nitro** - Multiplier threshold to earn one Nitro charge (applies to Backlot Battle only).
- **Max Strikes** - Number of strikes from 0-7.
- **Max Players** - 1-8.
- **Director Stunts** - Select if you want Director Stunts on or off.
- **String Stealer** - Select if you can steal your opponents String Multiplier on or off.

Note: *The options can only be adjusted if you select a non-ranked match. In a ranked match, the options are set to default and you are unable to change the settings. Ranked races are tracked by Leaderboards. Select the track(s) to complete the scene and what lobby to play in.*

Stunt Tourney
Essentially a "party mode." Up to eight players can use a single Xbox 360 controller to play through a "Tourney" of up to six missions. The Stunt Tourneys can be selected or determined randomly. The High Score at the end of the Tourney determines the winner.

System Link
Search for a Match or Create a Match from a System Link.

Xbox LIVE
Select from Ranked Match, Player Match and Leaderboards options.

Constructor
This option allows you to set up your own stunts in the Stunt City Arena.

- **Freestyle Arena**

Construct your own freestyle arena by choosing from a wide selection of props and vehicles (unlocking more as you play through the game). The Props include ramps, smackables (objects that can be hit, knocked around and broken), cameras for recording your runs and special props (animated chickens, hoops of fire, Nitro Zones). You can then play inside your newly constructed arena and score points as in any other regular arena. The constructed arena can be saved and re-edited until you feel the arena is perfect.

- **Share Your Freestyle Arena**

You have the option to share your newly constructed arena through Xbox LIVE.
The arenas can be submitted to the Xbox LIVE Leaderboards, which uses an internal scoring system to determine whether they are eligible for posting. If deemed eligible, the arena (with the replay) will be uploaded to a Leaderboard where other players can view and download for their own gameplay. The new owner of the arena can now edit and resave it as their own.

Note: *These newly acquired arenas will not be eligible to be resubmitted to the Leaderboard.*

• **The Leaderboards are:** All Time (Never Reset) and Reset Monthly. The menus in-game will guide you through the upload and download process.

• **Constructor Challenge** – Take the challenge and let the stunt icons already placed in the arena be the blueprint to your track creation. As each challenge is completed, a new level is unlocked. There are three levels of difficulty: Easy, Tough and Insane.

Quick Fix

From here you can select eight different Quick Fix matches. The matches are concise and based around specific challenges. The matches are divided into two options:

• **Directed** – These matches include director stunts. Hit all the director stunts and stay below the maximum strikes allowed to pass.

• **Freestyle** – These matches are free from director stunts. The goal here is to acquire the most points possible.

Note: *Quick Fix races are not part of Career Mode.*

Accomplishments

Selecting this option allows you to view the Stats, Stunt Awards, Badges and Leaderboards.

• **Stats** – Lists the stats achieved from your career.

• **Taurus World Stunt Awards** – Earn Taurus World Stunt Award nominations for performing three stunts perfectly in a Movie scene (excludes Odd Jobs, Rehearsals & Quick Fix Matches). Every scene in the game has a Taurus World Stunt Award nomination in it. A HUD graphic will show you the three stunts that must be performed perfectly. This graphic will activate when the first of the three stunts is reached. If all three stunts are performed perfectly and the scene is completed successfully, you will earn a Taurus World Stunt Award Nomination for that level.

• **Badges** – Earn a variety of Badges for in-game accomplishments. Once they are earned you cannot earn them again. Some of those available are as follows:

  • **Drifter** – Badge is unlocked if you earn 500 or more drift points in a level.

  • **Threader** – String through an entire level.

  • **Turtle** – Roll your car on its roof for the first time.

  • **Hollywood** – Unlock all Taurus World Stunt Award Nominations.

Leaderboards

There are Leaderboards for the following:

• **All Career and Quick Fix Matches** – Separated by month and all time boards.

• **Constructor Mode** – Allows players to upload their constructed arenas with high scores, and others can download and play them.

Options

From here you can adjust the following Audio, Controller and Gameplay Options:

Audio

• FX Volume – Silent to High
• Menu Volume – Silent to High
• Car Volume – Silent to High
• Stunt Coordinator Voice – On/Off
• Voice Volume – Silent to High
• Music Volume – Silent to High
• Music in Replay Only – On/Off

Controller

• Trigger Gas or Button Gas

Gameplay

• Thrill Cams – On/Off
• Hide HUD – On/Off
• Arrows – On/Off
• Vibration – On/Off
• Force Feedback – Soft to Hard
• Auto Reverse Cams – On/Off
• HUD in Replay Only – On/Off
• Continue After Reshoot – On/Off
• Steering – Slow to Fast
• Brightness - Dark to Light

Extras

This option consists of the following:

• Movies
• Cheats

Marketplace

This is where you can connect to the Xbox LIVE Marketplace and download new content for the game.

VISUAL INDICATORS & TERMS

• **Directional Arrows** – Green arrows on the road that indicate the direction the driver must follow.

• **Free-Form Stunt** – A stunt not called for or marked by a director. The more elaborate the stunt, the more points earned.

HUD – Heads-Up Display

1. Stunt Score
2. Stunts
3. Stunt String Indicator
4. Director Strikes
5. Scene Time
6. Total Score

- **Level Score Meter (right side)** – Total points achieved at the current point in the game.
- **Level Time** – The amount of time allowed to complete the scene.
- **Movie Stars** – The rating that is given at the end of a scene and determined by how many points you made. You can earn up to five Movie Stars.
- **Point System** – The points earned throughout a scene. The more precise a stunt, the more points earned.
- **Score Zone** – The area in which the vehicle should be in order to perform certain stunts. It is usually framed by a rectangular or circular yellow line.
- **Stunt Score Meter (left side)** – The points being accumulated while performing a stunt.
- **String** – The accumulation of points when you perform any stunt (director or free-form) every two seconds. As you string more and more stunts, the multiplier increases one step for each stunt. Once you break the string (or the level ends), the string total is multiplied by the final multiplier and that total is added to your score. In short, longer strings are far more valuable than short ones.
- **String Stealer** – In multiplayer, ram into your opponent at high speeds and steal their entire "Stunt String."

- **Strikes** – Failure to complete a director's stunt is indicated by a strike (an "X" symbol). If you reach the maximum number of strikes allowed, the scene must be re-shot.

- **Stunt Icons** – A yellow symbol that indicates what kind of stunt needs to be performed. If the symbol turns green, the stunt was completed successfully; if the symbol turns red, the stunt was unsuccessful.

- **Stunt String Indicator** – When a string is formed, you can keep track of it on this meter. Every stunt extends your string.

- **Time Gates** – Yellow countdown markers that are found throughout the scene. If you cross through them before time runs out, you will receive bonus points. The faster the scene is performed, the more bonus points will be obtained. They also count as stunts and can help you maintain a string.

NOTES

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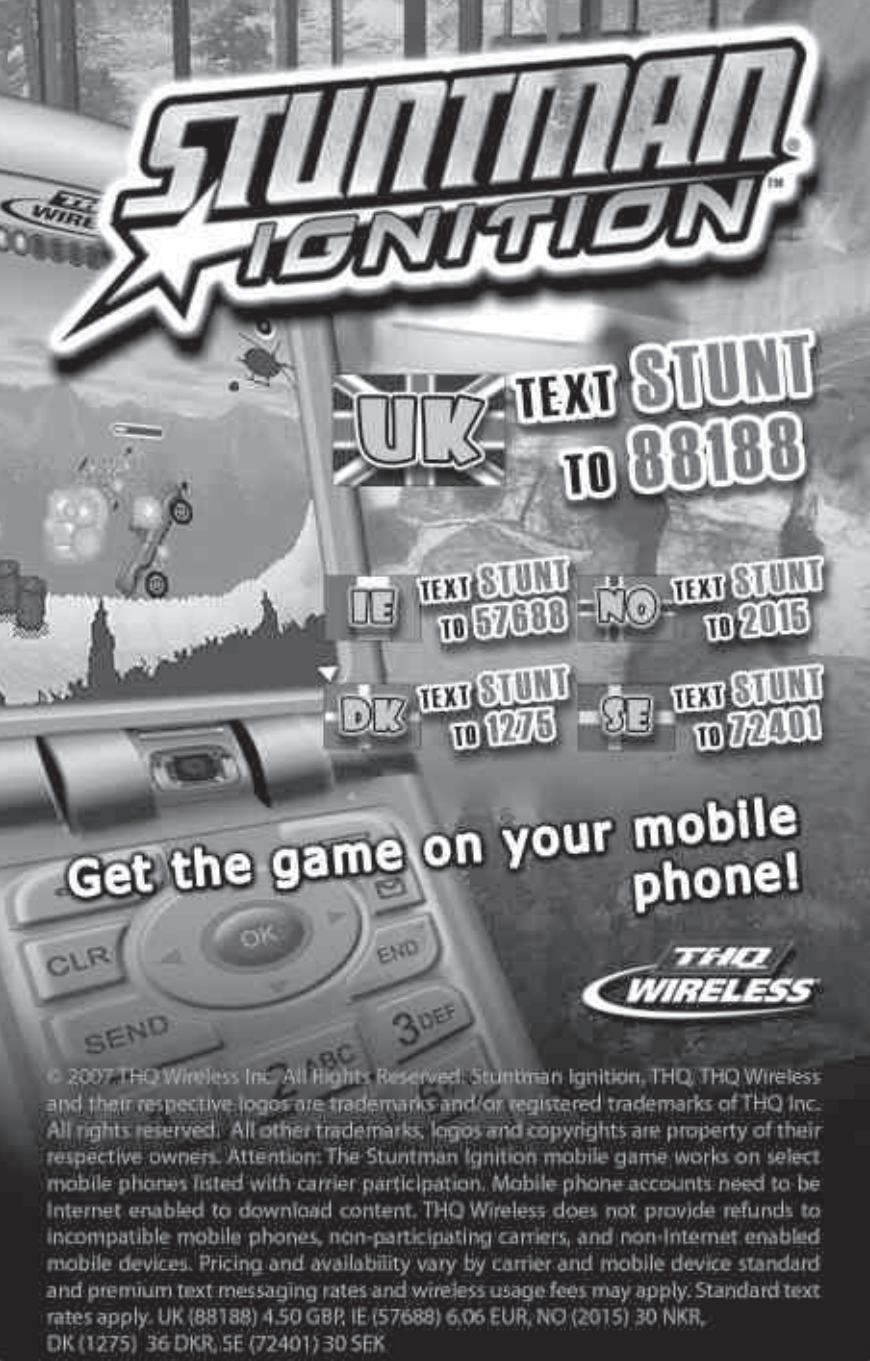

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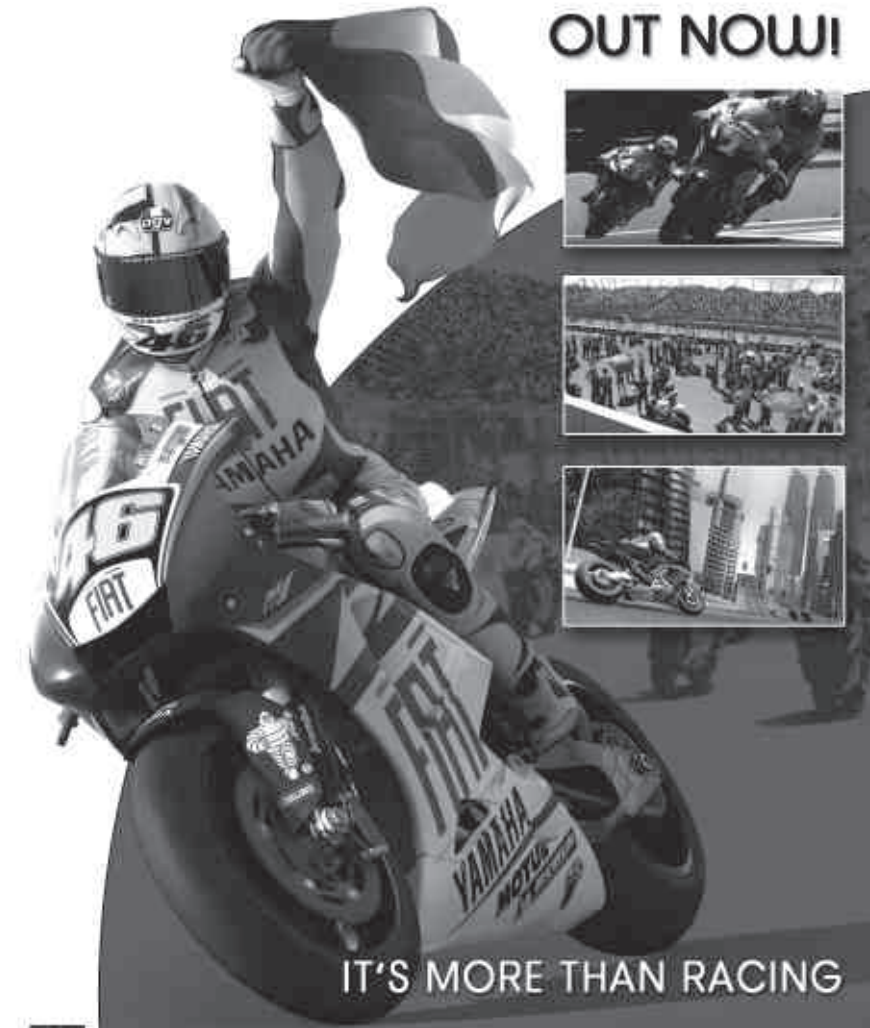

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