



PREVIEW CODE BRIEFING NOTES

Welcome to all-new FlatOut engine designed exclusively for the Xbox 360 game console! Please be aware that this is a 'Preview' copy of code that is still being developed and as such there will be a number of areas that are being worked on particularly with regards to game balancing and final polishing. This should however, give a very good impression of the technical proficiency of the game and provide a good grasp at what the final product comprises of.

Not Final Features

UI: In the last stages of being finalised.

AI: The computer controlled characters are not balanced, which will become particular evident in the Carnage Mode races as some racing cars will be observed not racing and acting strangely. As the rubber banding has not been put into effect the races will not be very competitive and the race pack will branch out quite considerably.

Carnage Mode: Currently the Carnage Mode points system is in final testing, but not included here, with the points not being balanced or tallied correctly.

Music: There are still a few tracks in the process of being licensed

Sound effects: Still needs tweaking

Lighting: Still being adjusted

Instructions

Please remember that FlatOut Ultimate Carnage looks its best on a Widescreen High Definition screen with the Xbox 360 set to **720P**.

The easiest way to see the technologies employed is to load up particular tracks that have had the most work done, and instructions are as follows:

1. Select **Single Events** from the main menu

The Single Event menu also serves as the portal for the classic destruction racing '**DEATHMATCH DERBY**', '**BONUS**' tracks (which are more symmetrical tracks like the figure of 8 and NASCAR style oval track) and the newly implemented '**TIME TRIAL**'.

Play these and then come back to the top level menu again for more race mode choices and racing styles.

2. Select **Canal** from the theme selection screen
(Which brings up a list of the 6 available themes, Forest, Field, Canal, Desert, City and Race.)
3. Select **Canal 1** from the track select screen
(The player can also adjust the number of laps, change the time of day and toggle other such options by pressing X before selecting a track.)
4. Select a Race class car like **Sunray** (far to the right) from the 46 selectable vehicles
Now race!

Technology and High definition textures!

Upon loading the track the player will observe, quite easily, the real time environment mapping (reflections of every object on the car), dynamic shadow mapping and normal mapping (realistic looking 3d textures on the road and every surface) on each of the **8000 persistent track objects**.

20,000 polygons per vehicle!

Once the race starts the carnage will get under way with the **12 vehicles** (which is a **50% increase** from FlatOut 2), each with **20,000 polygons** (that's half a million polygons in the cars alone!), jostling for position.

Calculated destruction!

FlatOut is adrenaline filled destruction and there's no better way to illustrate this by crushing an opponents car to see any of the **40 panels deform**, smash into an object head on and the bonnet will be deform accurately, smash at a high speed and the driver will be flung out of the front window – which is the basis for all the stunt games.

The player can build up their **NITRO** by smashing into other vehicles, causing damage to the scenery and by gaining air time via ramps and other such inclines – in Carnage Race the overall winner of a race is determined not just by position but by damage performed as well! The opponent who is nearest to the player has their profile appear in the bottom left of the screen with their damage bar indicating how much they can take still – in FlatOut Career Mode it may prove essential to keep an eye on who's top of the leader board, take them out and you may still finish first! The more destruction you cause the better the chance you have of becoming the Best Wrecker which then means more money to upgrade you car with!

Alternative Routes

Each track has a number of different routes to plough through, some more difficult than others but risks in taking a particular route could give the reward of much needed NITRO. In Canal 1 there is a segment which has 3 distinct branch offs – with the player able to go up a steep incline (with a scary jump at the end of the route), through the housing backstreet or simply through an easier and more direct route in the middle (albeit without the reward of NITRO).

To view a contrasting track it would be good to load a track which really shows off the colour richness of the rural scenes, set in the late afternoon with animated water and its reflective properties. Please follow these instructions:

1. Select **Single Events** from the main menu
2. Select **Field** from the theme selection screen
2. Select **Farmlands 1** from the track select
3. Select a car like **Road King** (far to the right)

Parallax mapping (realistic looking skid effects) can be observed by performing skids on dirt surfaces.

The **CARNAGE MODE** screen will have just four challenges unlocked in the beginning which include the new modes '**BEAT THE BOMB**', '**CARNAGE RACE**' and the mayhem of '**DEATHMATCH DERBY**'. As points are accumulated more challenges will become unlocked. There are more than 30 in total. All of them have an upload to Xbox Live to compare you scores and times with other racer around the world

POWERUPS and FRAGS!

In **DEATHMATCH DERBY** there are numerous different powerups that appear on the radar (displayed in the bottom left of the screen) that the player can pickup. One of the powerups increases the vehicles armour, whilst others cause double the damage or increase the weight of a car so it has the force of a truck!

As well as these arcade challenges the game has the classic Career mode for those who like to buy new cars, upgrade existing ones and race against the AI through all the terrains for the ultimate cup winning glory.

This **FLATOUT MODE** (career mode) features 30 Cups with over a hundred races offering 20+ hours of gameplay in itself! There are 3 cup types and the player is free to change which cup type they wish to race in, provide that they can afford cars from the **Derby**, **Street** and **Race** class cars.



FEATURES GUIDE TO FLATOUT ULTIMATE CARNAGE

“Maximum fun, maximum chaos, and all in eyeball searing high definition; FlatOut Ultimate Carnage is Xbox 360’s most extreme destruction racer!”

FlatOut Ultimate Carnage is an Xbox 360 EXCLUSIVE title. It will not be launched on PS2, PSP or PS3. If you want the ultimate FlatOut, then this June on 360 is your answer.

Feature Comparison between Xbox (FlatOut 2) and Xbox 360 (FlatOut Ultimate Carnage)

	FLATOUT 2	FLATOUT ULTIMATE CARNAGE
GAME FEATURES		
Number of Cars	40 + 6 bonus	42 + 6 bonus
Number of Tracks	30 + 9 bonus	30 + 9 bonus
Downloadable Cars / Tracks	NO	YES, post launch
Number of Rag Doll Stunts	12	12
Number of Derbies	6	6 Plus Deathmatch
Live Online Play	8 Players	8 Players
New Game Modes	-	5 new single player - Arcade races - Time Trial - Beat The Bomb - DeathMatch Derby - FlatOut Career 2 new multiplayer - Head On - DeathMatch Derby
TECHNICAL FEATURES		
Number of cars on Track	8 Single Player	12 Single Player
Average polygons per car	7,000	25,000
Average objects per track	5,000	8,000
Normal Mapping (3D Textures)	NO	YES
Parallax Mapping (3D Skid Marks)	NO	YES
True Widescreen Support	NO	YES
High Definition Support	NO	YES (720p)
Real-time shadow maps	NO	YES
Real-time environment mapping	NO	YES

High Dynamic Range Lighting (HDR)	NO	YES
High Resolution Textures	NO	YES
Water rendering with animated ripple and real-time reflections	NO	YES

Xbox 360 Key features

Developed by Bugbear Entertainment, *FlatOut Ultimate Carnage* is rebuilt from the ground up and specifically developed to take advantage of the additional feature sets and improved processing ability of the Xbox 360 to produce an entirely new, breathtaking **FlatOut** experience.

The following technical items are included/supported in FlatOut Ultimate Carnage:

- High Dynamic Range (HDR) lighting
- Advanced shaders, normal mapping and bump mapping for increased realism and detail
- Real-time environment mapping on cars and reflective surfaces
- Real-time shadows for all dynamic objects for added realism (to be tested). If real-time can't be achieved from an overall frame-rate point of view, a more basic system will be employed or some items won't have shadows
- Higher quality SFX. SFX will be used at their full sample rate of 44kHz
- 16:9 Widescreen support
- 1280x720 (720p) HD resolution support
- 640x480 (480p) SD resolution support
- PAL-60 support in Europe
- Anti-aliasing to smooth out the appearance of jagged edges in-game (at least 2x multisampling)
- Dolby Digital 5.1 surround sound support
- "Rich Presence" – detailing what the player is doing to other players via the Dashboard, e.g. "playing Race class, 5th Cup"
- Improved water visuals
- Improved particle effects e.g. Dust, dirt, smoke, water splashes etc.
- Added particle physics (bouncing sparks)
- Post Processing effects to create a grittier more realistic appearance to the game
- Memory Unit support for core systems (no hard drive)

Cars

- Real-time environment mapping
- Increased poly count where necessary for smoother curved surfaces (e.g. wheels, wheel arches etc)
- Proper fully modelled 3D wheels for added realism
- Progressive scratch marks (using Normal maps for increased detail)
- Progressive dirt – the more the cars race, the dirtier they get!
- High resolution textures

Tracks

- High resolution textures
- Normal maps (detailed textures for road surfaces)
- High resolution colour and light maps
- High resolution trees and grass

- Track intros (panning cameras, showing track highlights before the race starts)
- Different time of day settings for each track to create added variety
- Reversed tracks for added variety and content (roughly half of the tracks)
- Basic track animations, such as birds flying in the sky, flags flapping in the wind etc to give the tracks more ambient life.
- Additional ambient track effects such as steam, smoke and dust.
- Additional particles and debris such as leaves, paper, rubbish, cans, bottles, stones etc that get thrown up when cars pass near or over them.

Game Modes and Structure

Takes the trademark mayhem of FlatOut and FlatOut 2 and lifts it to a whole new level of bone breaking carnage. With three distinct game styles, an integrated career mode and intense in-your-face destructive action, FlatOut Ultimate Carnage will be the gaming world's most smash-tastic driving game to date.

FlatOut Ultimate Carnage is arcade destruction racing at its best and most extreme – **FlatOut's** peerless real world physics engine combines vehicles built from 40 plus deformable parts with over 8000 destructible objects per track – more than any other 360 game!

FlatOut Ultimate Carnage fully embraces and utilizes the Xbox 360 Live functionality and offers the player a wide variety of offline multiplayer options. All offline game modes are supported on Live!

FlatOut Career Mode

This is for the more serious racer. The FlatOut Mode gives the player a more familiar slice of FlatOut; this is where modes such as the Career and Quick Races can be found. But with more variety, longevity and options for the player. Consisting of three progressively tougher classes, the player competes in a series of compulsory Cups and voluntary events. Each Cup consists of a series of races in which the player can win championship points. A cup is completed when the player achieves a 3rd place or higher in the championship table. The voluntary events can be entered to earn extra money to purchase new cars and upgrades. Also included is the all-new Time Trial events where the player competes against set times to earn bronze, silver or gold medals.

Carnage Arcade Mode

The Arcade Mode gives the player many choices of different and new modes to play. Returning with even more painful screams in the Ragdoll Challenge (e.g. High Jump, Stone Skipping, Ring of Fire, Field Goal and Free Kick). All new destruction derby modes including a Deathmatch mode with added powerups where the player with the most kills is the winner! And The Challenge Mode sees a series of preset challenges e.g. races, stunts and derbies strung together to form a mini-tournament. The cars are pre-selected for the player and no upgrades or garages are needed – giving the player an Arcade slice of the main Career mode without any of the complexity.

Live

Some game modes have been specifically designed for Live play and are not available in the Single Player mode. Such as Hunter Derby, where the player is either hunter or prey and a tagging turns prey into hunter. Or Head-On races, where after a lap is complete all competitors have to turn around 180 degrees and race back in the opposite direction inevitably slamming into each other.

The Ragdoll Stunt game structure is simplified so the stunts are played simultaneously as opposed to turn based. This ups the pace so players are even more competitive.

Downloadable content

The game is setup to support downloadable content, with the aim being to supply additional FlatOut content post-release. These will include new cars and liveries and new tracks.

Microsoft Xbox LIVE MarketPlace

Demos, trailers, gamer pictures and dashboard themes will also be created and posted here.

Product details

Genre: **Arcade Destruction Racing**
Platform: **Xbox 360**
POV: **3rd person (with optional 1st person)**
Street Date: **1st August 2007**