PSP
FULL AUTO 2
BATTLELINES
RATING PENDING
RP
CONTENT RATED BY
ESRB
SEGA

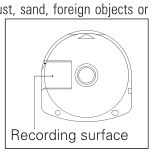
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

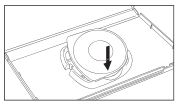
Health precautions

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PSP® system, may trigger an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play. When operating the unit, play in a well-lit room and keep a safe distance from the screen. Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. Do not use the system when you are tired or short of sleep. When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms: Lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Use and handling precautions

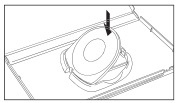
• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.





Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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ULUS-10220

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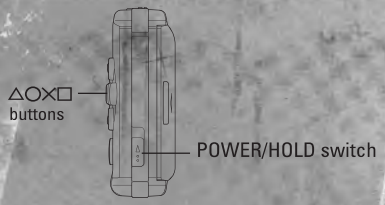
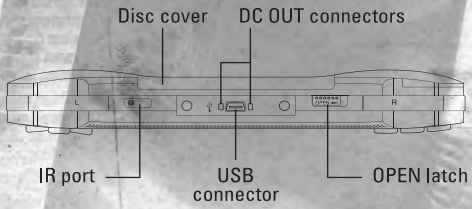
Welcome to the world of Velocity Death Battles, (VDBs). These battles have turned the world into chaos, where a group called the MSO now runs the streets. You will have to use every car, weapon, and even the city itself in order to beat them at their own game.

Welcome to Full Auto™2: Battlelines.

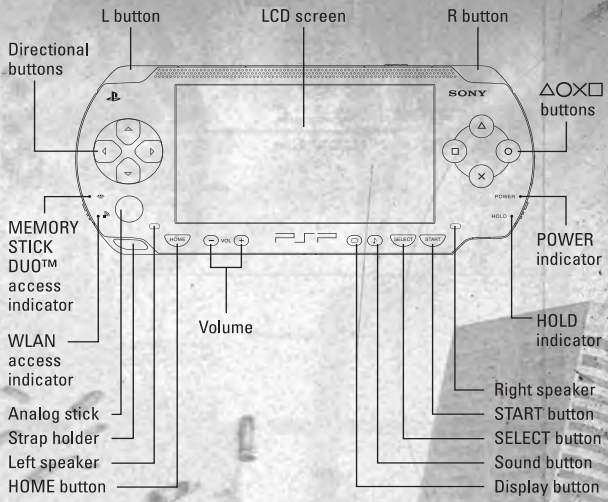
Right side view



Front view



PSP® (PlayStation®Portable) system configuration



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *FULL AUTO™2: BATTLELINES* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

CONTROLLER INPUT	MENU
Directional Buttons or Analog Stick	Navigate through menu options/ adjust settings
⊗ / START	Select / confirm changes
◉	Back

Note: You can change the driving control configuration by selecting CONTROLLER SETTINGS from the SETTINGS menu.

CONTROLLER INPUT	DRIVING CONFIG A (DEFAULT)
Directional Buttons Left/Right or Analog Stick Left/Right	Steering
Directional Buttons Up	Unwreck
Directional Buttons Down	Look Back
Analog Stick Up	Not used
Analog Stick Down	Not used
⊗	Accelerate
▣	Brake/ Reverse
▣ (Tap, Tap & Hold)	Handbrake
△	Target Lock
◉	Boost
R	Fire Primary Weapon
L	Fire Secondary Weapon
START	Pause

CONTROLLER INPUT	DRIVING CONFIG B
Directional Buttons Left/Right or Analog Stick Left/Right	Steering
Directional Buttons Up	Unwreck
Directional Buttons Down	Look Back
Analog Stick Up	Not used
Analog Stick Down	Not used
⊗	Fire Primary Weapon
▣	Brake/ Reverse
▣ (Tap, Tap & Hold)	Handbrake
◉	Fire Secondary Weapon
△	Target Lock
R	Accelerate
L	Boost
START	Pause

In *Full Auto™2: Battlelines*, you can compete in a variety of game modes for devastating, white-knuckle combat racing. At the Main Menu, choose in-depth challenges in Career, jump straight into a match in Event Attack, or play up to three other players using Ad Hoc for fast paced races or deadly arena battles.
Use the directional buttons to cycle between gameplay modes and settings. Press the ⊗ button to select and confirm your choice, and press the ◉ button to go back to the previous menu.

PROFILE

Before you begin, you will have to create or load a profile for your *Full Auto™2: Battlelines* data.

CAREER

Work your way through each series of races and complete events to unlock cars, tracks, weapons, and more. Begin with the basics and then conquer the Americas, Asia, and Europe as you fight your way through the MSO. For more information on Career, see page 10.

EVENT ATTACK

Jump straight into a single-player match with access to all of the events you have unlocked in Career. Try for the gold!

MULTIPLAYER

Challenge your friends to a race, or face them in a duel on the battlefield. Play up to three of your friends using the PSP system's Ad Hoc functionality. For more information, see Multiplayer, pg. 10.

OPTIONS

Adjust the game options such as controls, audio or save data. Use the directional buttons to highlight a setting and press the ⊗ button to confirm your choice.

Note: You can access the Settings Menu during gameplay via the Pause Menu by pressing START and then selecting SETTINGS.

EXTRAS

Check out credits and bonus features!

All events are broken down into **type of event** and **win conditions**. Each event consists of only one type of event and a combination of win conditions.

TYPE OF EVENT

All game modes are broken down into these simple categories:

CIRCUIT
Race a predetermined number of laps to the finish line.

All competitors start at one start line, race in the same direction for a number of laps and cross the same start line to finish.

POINT TO POINT
The track starts in one corner of the city and snakes its way through the neighborhoods to the finish line in another corner.

ARENA
All competitors start at different points and hunt each other down, looking for kills in an arena environment.

WIN CONDITIONS

Win conditions are similarly broken down into these categories:

FINISH A CERTAIN POSITION
The player must finish in a certain position or better (i.e. 3rd place or better).

OPPONENT KILLS
The player must achieve a number of opponent kills.

TARGET DESTRUCTION
The player must destroy a number of targets like overpasses. Note: These are items that will be identified by the TARGET LOCK button.

OBJECT DESTRUCTION
The player must destroy a number of world objects like fruit stands.

TRAFFIC DESTRUCTION
The player must destroy a number of traffic targets like buses.

Before you can compete in a Velocity Death Battle, you will need to choose your car and weapons.

VEHICLE SELECT

Once you've chosen an event, you must select your vehicle. Use the directional buttons UP and DOWN to cycle through the available cars. Press the ⊗ button to select a vehicle.

After selecting your car, you can change the car's paint job. First select the category of the paint job by using the directional buttons UP and DOWN, and then press the ⊗ button to select. Now, you can cycle through the different paint jobs in that category using the directional buttons LEFT and RIGHT. You can also change color by pressing the directional buttons UP and DOWN. Press the ⊗ button once you have made a selection or press ◉ to go back.

Note: You can use the Analog stick to rotate the car.

WEAPON SELECT

You must choose a Primary and Secondary Weapon to mount on your vehicle. Use the directional buttons UP and DOWN to cycle through the available weaponry. You can select the specific mounting point by using the directional buttons LEFT and RIGHT. Press the ⊗ button to select. You will always choose two weapons.

Note: Some weapons have mounting restrictions due to their class.

BEHIND THE WHEEL

HEADS UP DISPLAY

While racing or battling, the Heads Up Display (HUD) updates you on key information. The HUD is the same no matter which vehicle you're driving, however, some information may change depending on the game mode that you are playing.

1. **Energy Gauge**: Displays how much energy your vehicle has stored. Using Boost and Unwreck costs energy. You can earn energy by destroying objects and opponents.
2. **Position**: Your current position in the race or battle.
3. **Targeting Reticule / Heat Gauge**: Use this to target enemies and environmental objects with target lock. When the reticule turns yellow, press the TARGET LOCK button to lock-on to the closest target.
4. **Radar**: Displays your competitors' positions
5. **Lap Counter / Event Time**: Displays the laps completed, the total laps, and the total elapsed time for the event.
6. **Armor Gauge**: Displays your vehicle's armor status. As your vehicle takes damage on its front, rear, and sides, the respective section of the Armor Gauge will flash and ultimately turn red. Each area of the vehicle has two armor bars on the Armor Gauge. When both bars of an area have been depleted, your vehicle can quickly be destroyed.
7. **Speedometer**: Your current speed in miles per hour or kilometers per hour.
8. **Pick-ups**: Indicates if you have any pick-ups.

1. **Energy Gauge**
2. **Position / Score**
3. **Targeting Reticule / Heat Gauge**
4. **Radar**
5. **Lap Counter / Event Time**
6. **Armor Gauge**
7. **Speedometer**
8. **Pick-ups**

BOOST

Activating Boost gives your vehicle a burst of turbo speed for a chance to leave the competition choking on your dust and debris. Using Boost costs Energy. When your Energy Gauge is fully depleted, you won't be able to Boost until you recharge it through opponent and environment destruction.

UNWRECK

Avoid disastrous mistakes by activating Unwreck and rewinding the time to re-attempt that fatal curve, avoid an enemy, or get a better line on the competition. Activating Unwreck costs Energy, and when your Energy Gauge is fully depleted, you won't be able to Unwreck again until it's recharged through opponent and environment destruction.

Note: Unwreck is not available in Multiplayer.

TARGET LOCK

The world offers opportunities to change your surroundings. You can block or destroy your opponents and even discover shortcuts for yourself. Your target reticule will change color, indicating that an opportunity is near. Press the TARGET LOCK button to lock onto the opportunity, then shoot it with a projectile weapon.

PICK-UPS

These items can be found in every track. Drive over them to pick them up and get the upper hand, at least for a little bit!

THE PAUSE MENU

Press START during gameplay to pause the game and access the Pause Menu.

- **Resume Event**: Return to gameplay.
- **Restart Event**: Start the current event over from the beginning.
- **Quit Event**: Exit the current event and return to the Main Menu.
- **Options**: Access the game's settings. For more information, see Settings, pg. 5.

CAREER

The world is benevolently controlled by a super-computer named SAGE, but a rebellion has started to try and overthrow SAGE's control. The rebellion, run by the Master/Slave Organization (MSO), has taken over the world by staging Velocity Death Battles (VDBs). After many years of the barbaric VDBs, the MSO has been ravaged by these competitions. The MSO is no longer controlled by wisdom and cunning. Instead, control is given to the sole warrior who demonstrates superiority in battle through ultimate victory in the VDBs. You are just such a warrior in search of this great power. Explore the areas of America, Europe, and Asia as you work your way through the MSO to take down their leader.

CAREER BASICS

Career is the main game mode of *Full Auto™2: Battlelines*. By completing events, you can unlock weapons, cars, vinyls and new opponents. To begin, select CAREER from the Main Menu and then choose a region, event, vehicle, and weapon load out.

EVENTS

Each event has a variety of objectives you must complete to unlock more of the Career. The criteria list for each track is displayed at the Event Select Screen. You must complete all objectives in the event in order to move on.

UNLOCKS

Unlock cars, weapons, and extras by achieving event objectives.

MULTIPLAYER

Play all events with up to three other PSP systems through Ad Hoc connections. You need to be in range of other players in order to play. Once connected, select your game mode and objectives. The host PSP system will determine when the game will start.

You also have another option if other PSP system owners are around:

GAME SHARING

Share *Full Auto™2: Battlelines* with other PSP systems.

DEEP FRIED ENTERTAINMENT

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Steve Tolin

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Randall Foster
Robert Hawkey
Mike Schurman
Greg Vance
Phillip Weeks

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Chief Operating Officer
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Studio X Labs

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www.bitstreamdream.com

Story and Dialogue by
Cliff Dorfman

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Assistant QA Lead
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Stephen Akana

Compliancy Testers
Joe Floyd
Lawrence Mann
John Belcher
Eduardo Camacho

Mastering Lab Coordinator
Rhianna Kellom

Mastering Lab Technician
Rey Buzon

Music Supervision and Licensing
Randy Eckhardt

MUSIC

"30/30-150"
Performed by Stone Sour
Produced by Nick Raskulinecz
Mixed by Randy Staub
Music and Lyrics by Corey Taylor, James Root, Josh Rand and Shawn Economaki
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"Analog"
Performed by: Strung Out
Music by: Strung Out
Lyrics by: Jason Cruz
from the album: "Exile In Oblivion"
www.fatwreck.com

"Callbacks"
Performed by We Are Scientists
Writers: Christopher Cain, Keith Murray & Michael Tapper
Sony/ATV Tunes LLC (ASCAP) o/b/o Somewhat Neat Publishing Company

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Written by Myles Heskett, Chris Ross and Andrew Stockdale
Performed by Wolfmother
Published by Wolfmother P/L (BMI)
Produced by D Sardy
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"The Hardest Part"
Written by Stretch Arm Strong
All arrangements Stretch Arm Strong and James Paul Wisner
Performed by Stretch Arm Strong
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"No Reason"
By Deryck Whibley and Greig Nori
Performed by Sum 41
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By Dave Mustaine
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By Dennis Wolfe, Scott Stevens, David Walsh, and Fred Herrera
Performed by The Exies
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I'M SO RONERY SONGS, RADIOWHORE MUSIC, GENERAL MARMALADE MUSIC,
CUSTER STILL HAD IT COMING MUSIC
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By Tommy Lee
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Special Thanks
Mrs. Ernst, Marco Garcia, Marj Puruganan, Pod 9, TechExcel, Pseudo Interactive and our good friend Andy Gotard

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