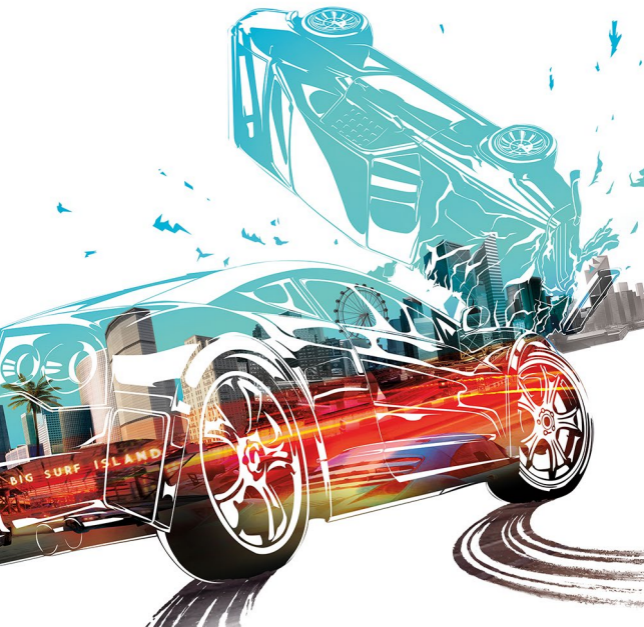




NINTENDO
SWITCH™

BURNOUT™ ***Paradise***

— REMASTERED



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INTRODUCTION

Welcome to *Burnout™ Paradise Remastered*, the biggest, baddest, and most feature-packed version of *Burnout* ever created. In addition to the complete *Burnout™ Paradise* game, *Burnout Paradise Remastered* includes all of the DLC cars, motorcycles, game modes from the original release, plus improved visuals, and much, much more. If you think you've already experienced Paradise, think again.

TIP: For a complete and detailed list of all the features included in *Burnout Paradise Remastered*, visit www.criteriongames.com.

CONTROLS

PLAYER CONTROLS

Steer/Lean	L stick
Camera controls	R stick
Accelerate	ZR button
Brake	ZL button
Boost/Select	B button
Back/Cancel	A button
Handbrake	Y button
Change camera view	X button
Start Showtime (cars only)	L button + R button (hold)
Look back	L button
Next music track	R button
Open Easydrive menu	Right button (use Up button / Down button / Left button / Right button to navigate menu)
Map	- button
Open Crash Nav	+ button

NOTE: Leaning forward while on a bike will increase your top speed, while leaning back will perform a wheelie. These same controls can be used while in Showtime to control the flight of the car.

WELCOME TO PARADISE

Grab your license, hop in your ride, and hit the streets. There's a whole city to discover out there—how and when you do it is up to you. From the main menu, select ENTER PARADISE CITY to hop into the game, START A PARTY for local multiplayer.

CARS AND BIKES

Burnout Paradise Remastered offers a wide range of cars and motorcycles to take onto the streets, including all of the DLC vehicles from the original version.

To ride a motorcycle (or choose another car), simply drive to one of the game's junkyards. You can then select Paradise Cars or Bikes from the menu. Once you have chosen your vehicle type, scroll left or right to view the vehicles. The new vehicle will then appear with a breakdown of its cruising speed, boost speed (if available), and strength statistics. A short description of its unique features will also be shown on the ticker.

Selecting a vehicle will then allow you to choose different paint options. Cars must be repaired at an auto repair shop before they can be painted. Bikes also allow you to choose the rider's gender.

At the start of the game you get to drive one of the cars—the Cavalry—and two of the motorcycles—the agile Nakamura FV1100 and the high-performance Firehawk V4.

Additionally, two new cars—the hulking 4x4 Hunter Olympus and the incredibly sleek Nakamura Rai-jin Turbo RWD—are available for selection in the junkyard during online games. Please note that these vehicles will appear in a separate menu, and only when playing an online game.

NOTE: All of the included DLC cars are available from the start as well, including Cop car variants for the online Cops and Robbers mode.

PARTY PLAY

When playing a *Burnout Party* game, players take turns in a series of games that are designed to test your *Burnout* driving skills. They are also a great way to see some of the cars and locations of *Burnout Paradise*.

There are three different categories of games: Stunt games where players succeed or fail at performing a stunt, Skill games where players try to get the highest score, and Speed games where the fastest time will win.

To start a Party game, select START A PARTY from the main menu. You can then choose the number of rounds and players.

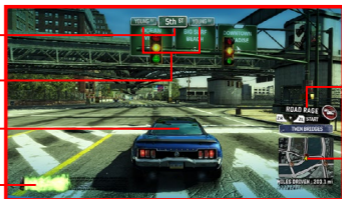
FREEBURN THE STREETS

Current Street

Streets at
Next Junction

Your Car

Boost Bar



Event available
(only appears
at junctions)

Current area of
Paradise City

SMASHES (CARS ONLY)

Keep your eyes peeled for barriers marked with yellow Private Property signs—crash straight through them to uncover secret shortcuts and hidden areas.

TIP: If you are driving around Paradise City in a car, then keep a look out for the following collectibles. Your progress in finding these various objects and locations is referred to as Discovery, and they will not only help you navigate through Paradise City, but finding them all will unlock some very special cars.

BILLBOARDS (CARS ONLY)

The easy part is finding the Burnout billboards posted around the city. The hard part is figuring out ways to crash through them.

SUPER/MEGA JUMPS (CARS ONLY)

Paradise City's most dangerous ramps and jumps are marked with bright blue warning signs and lights. Launch off these at insane speeds to fire up the Super Jump camera. Once you've mastered Super Jumps, test your aerial superiority on the more difficult Mega Jumps, found only on Big Surf Island.

POWER PARKING (CARS ONLY)

To power park your car, hit the e-brake to spin your car into the space between two parked vehicles. To bag a good score, park as neatly as you can without any dings. If you do hit a parked vehicle, then you will need to find somewhere else to power park.

ROAD RULES

When driving a car, every single street in Paradise City has two Road Rules waiting to be broken. Each one has been set by another *Burnout* driver. The Time Road Rule is the fastest time driven down the length of the road. The Showtime Road Rule is the highest total scored in a Showtime crash started on that road.

To switch to Road Rules, press the **Up** button to toggle between Best Time and Best Showtime information, or by selecting ROAD RULES on the Easydrive menu.

When Time or Showtime Road Rules are on, the road name sign(s) at the top of the screen turn red, indicating Road Rules that need to be beaten. Break one Road Rule and the street sign turns silver. Break both to Rule the Road and turn the street sign gold.

TIME ROAD RULES

Start the clock by driving onto a road from either end. Stop the clock by driving to the other end of the road as quickly as possible. When riding a bike, each road has a unique Day and Night Time road rule to beat. At night the traffic will be lighter so the times should be faster.

NOTE: If an online friend has set a Road Rule target, their record appears under Friend's Best.

NOTE: Road Rules can also be shown on the map—switch the display to Road Rules, then toggle between Offline and Online information for each road.

SHOWTIME ROAD RULES (CARS ONLY)

If you have won at least four offline events you can activate Showtime at any time. Smashing into vehicles will then earn boost and Showtime score. Using boost whenever you smack the pavement will bounce your car into another vehicle. Hitting a bus will add one to the score multiplier. Aim for the highest total Showtime score by causing maximum damage and traveling as far as you can. When your wreck comes to a halt, Showtime's over.

NOTE: Switching to Showtime quits any current Event or Time Road Rule you are competing in.

EVENTS (CARS ONLY)

Almost every junction is the starting point for a new event—and winning events is the way to upgrade your license. Pull up to any junction and check the name above your mini-map to find out what type of event it hosts. If you have already completed the event, a tick will be shown in the event icon.

To start an event, stop at an event junction and spin your wheels by accelerating while the brakes are on. To end an event early, either come to a halt, enter Showtime, or access the Easydrive menu.

RACES

Buckle up for a point-to-point race in either Paradise City or Big Surf Island. There's no fixed route but the road signs at the top of the screen and the vehicle's indicators will flash to inform you which way to turn at the next junction. Every finish point has a large red banner which you have to drive under to finish the race.

ROAD RAGE

The aim is simple—take down the opposition! Smash enough rivals off the road within the time limit to hit the Takedown target. Every car you Takedown will add 10 seconds to the time limit.

MARKED MAN

In this point-to-point race, you're the prey—and the other drivers are aiming to smash you off course with a takedown. Reach the finish point in one piece to win.

VEHICLE DAMAGE

If you take too much damage in Road Rage or Marked Man events, your car enters a critical damage state. Crash or get taken down one more time after that, you lose the event. Keep your eye out for an Auto Repair shop to restore your ride to full health.

STUNT RUN

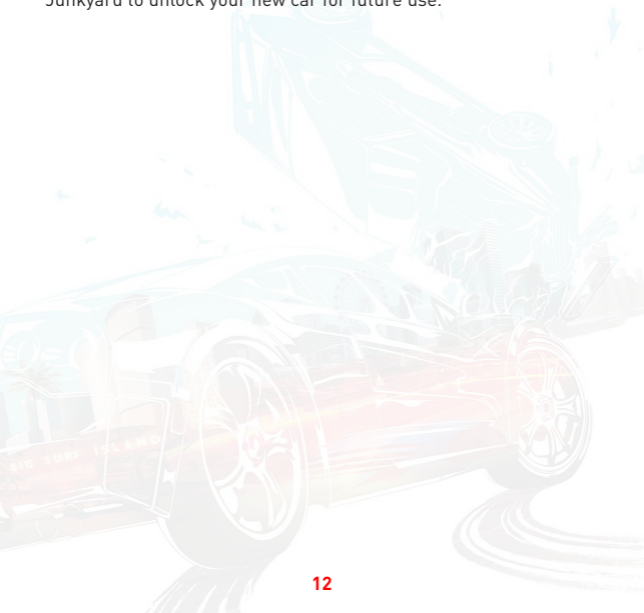
Use your boost to link stunts in order to rack up points and beat the target score within the time limit. Once you've started using your boost or pulling a stunt move, a countdown timer appears at the top of the screen. To combine moves in a combo, quickly start another stunt move or boost before the timer runs out. Stunts and combo scores are added to your overall score.

NOTE: Land flashy moves like Super Jumps, Billboard Smashes, or Barrel Rolls to earn a score-boosting multiplier.

BURNING ROUTE

When you approach a junction, occasionally a car name pops up instead of an event name. This means you've just been challenged. If you happen to be in the car that's named, spin your wheels to enter a Burning Route race. Speed from point to point and beat the time limit to earn yourself a brand-new ride.

NOTE: After winning a Burning Route event, you need to visit a Junkyard to unlock your new car for future use.



EVENTS (BIKES ONLY)

Thirty-eight special Burning Ride events are setup around the city and are only available when riding on your bike. Unlike cars, these events can be attempted on any of your available bikes.

BURNING RIDE

Some of these events are point-to-point races, while others will see you following a series of checkpoints around the world. They are only available during the day time (8am to 8pm).

MIDNIGHT RIDE

The same as Burning Rides, except only available during the night time (8pm to 8am).

LICENSE AND SHUTDOWNS

Upgrade that embarrassing learner's permit by winning events around the city.

LICENSE

Every event you win adds another point to your license. Although you can compete and win in any event as many times as you want, winning it only counts as one point towards your upgrade. Once you earn a license upgrade, the status of all events is reset, so you can compete in previously-won events again to earn points.

Press the + button to view your license at the Driver Details screen.

SHUTDOWNS

Winning events will get you recognized in Paradise City, so be prepared for other drivers coming after you. Look out for rivals buzzing the streets, then take them down to win their wheels.

TIP: When on a bike, you have a completely unique license progression to track your progress.

DRIVING

HIT THE DRIVE-THRU

Speed your way to one of Paradise City's Drive-Thrus for an instant service.

GAS STATION Drive through one of these for a boost refill.

AUTO REPAIR Your destination for speedy repairs. Very useful for surviving longer in Marked Man and Road Rage events.

PAINT SHOP Pay a visit for an instant spray job.

JUNKYARD This is where all your cars are stored. Drop in to change your current car's look, or pick out a new set of wheels.

NOTE: When riding a motorcycle, Auto Repair and Gas Stations are disabled. Similarly, Showtime mode is also disabled.

BOOST TYPES

All cars earn boost in the same way, however they each specialize in the way boost is used. Whatever your driving style, there's a type of car to match. Different car types offer different handling styles and use boost in different ways.

STUNT

Stunt cars are built for rolls, jumps, drifts, spins, and catching air. Pulling moves like these is the quickest way to max out their green boost bar.

AGGRESSION

Aggression vehicles allow you to build that rage-red boost bar quickly with hostile driving. The bad news? Every time you're taken down, your boost bar takes a hit.

NOTE: You can earn boost and burn it at the same time with the Stunt and Aggression boost types. Press the **B** button for an exhilarating burst of speed, then refill your boost bar as you go by engaging in some more dangerous driving.

SPEED

Fill your yellow boost bar by taking serious risks. And build it up quickly, because the speed boost can't be used until the bar is completely filled. Once it's full though, you can start boost chaining!

CHAIN BOOSTS

1. Use up your full boost bar in one burst of acceleration and you'll achieve a Burnout.
2. Achieving a Burnout automatically refills part of your boost bar.
3. If you have been driving dangerously enough the boost bar will be refilled completely, allowing you to chain Burnouts together.
4. Keep it up as long as you can—the boost chain ends either when you crash or run out of boost.



CRASH NAV

Press the **+** button to open your in-car Crash Nav system for instant access to all the info you need. Press the **L** button and the **R** button to switch through the Crash Nav menus: Driver Details, Big Surf Island Info, Under the Hood, Paradise City Online, and the Paradise City or Big Surf Island maps.

UNDER THE HOOD

This is the place to set up the game the way you want to play it. Here, you can save or load a game (see *Saving and Loading*), adjust game settings, tinker with your EA TRAX, see the game credits, or calibrate the screen.

TIME OF DAY

One of *Burnout Paradise Remastered's* greatest features is a 24-hour day/night cycle. The time of day not only affects how the game looks, but also traffic density and the available events.

To change the settings for this feature, select TIME OF DAY (Game Options) using the left stick and then press the **B** button. You can then set the time of day to cycle every 24 hours, every two hours, every 48 minutes, or every 24 minutes. Additionally, you can manually set and freeze the time of day, or for the ultimate in realism, set the time to match your current local time!

TIP: When playing an online game, the time will automatically be set to the host's time.

PARADISE CITY MAP

When you start out, there won't be much marked on the map—you'll need to find events and other drive-thrus to get them added. Different events are marked with different colored icons. Completed events are marked with a tick.

Use the left stick to explore the map and the **X** button to zoom in and out. You can also use the right stick to navigate the map. You can also navigate the map using the touch screen, tapping options to select them and using a pinch movement to zoom in on the map or a pull movement to zoom out,

Use the Easydrive controls (**Up** button / **Down** button / **Left** button / **Right** button) to filter what is displayed on the map; Events, Drive-Thrus, or Road Rules.

DRIVER DETAILS

As well as viewing your licenses for Paradise City and Big Surf Island, you can also check out your other achievements here. Select **RECORDS** to view your driving statistics, **DISCOVERY** to see how many Drive-Thrus, Billboards, Jumps, and Smashes you've found in each of Paradise City's five boroughs or on Big Surf Island.

ONLINE

PARADISE CITY ONLINE

To head online in a hurry, press the **Right** button during Freeburn to open the Easydrive menu.

PLAYING ONLINE

In order to play *Burnout Paradise Remastered* online, you must create an online account by following the on-screen instructions. If you already have an account, you are able to access online features automatically.

NOTE: Online multiplayer features require the use of a Nintendo Switch™ Online account.

FREEBURN ONLINE

Tear up Paradise City online with up to seven other drivers. On top of the usual Freeburn activities, you can also view Today's Best stats (shown at the top right of the screen), and join with other drivers to complete challenges.

NOTE: Only the same type of vehicles—cars or bikes—can play online together. If you join a game with a different vehicle than the one in play, yours will automatically be switched to the correct type.

ROAD RULES

Activate Road Rules for the chance to beat your friends' records.

ROAD RAGE

The online version of Road Rage is an eight-player, team-based event. One team must race through checkpoints throughout Paradise City, while the other team must smash them off the road to reach the takedown target. The racers win if they reach the finish line, while the chasers can claim victory by taking down every player on the racer team.

When a racer is taken out, their color is changed on the Today's Best list in the top right corner of the scene. This indicates they are no longer a part of the race and are now trying to prevent the chasers from taking down their allies.

NOTE: When you are on the racer team you have no access to boost.

MARKED MAN

In this event, a randomly-selected player is the prey, while the other players are the predators. The marked man earns points by surviving for the time limit and for taking out other players. Earn points while not marked by taking out the marked man yourself.

NOTE: When you are the marked man you have no access to boost.

STUNT RUN

Just like the offline version of Stunt Run, players must perform stunts to rack up as high a score as possible in the given time, though there's a twist: taking out an opponent kills their score and gains multipliers. All online players compete simultaneously.

COPS AND ROBBERS

Cops and Robbers is a team-based mode where two teams compete over shipments of gold. Players choose either the Cops or Robbers team, then try to take shipments of gold back to their base. If a player is taken down while carrying the gold, then the player that performed the takedown automatically receives the gold. The team that brings the gold back to their base wins the round, and the team that delivers the most gold wins.

Police variations for the 33 original *Burnout Paradise* vehicles are included. The new police vehicles are themed around police vehicles from around the world such as the USA, Japan, UK, Germany, France, and Italy, as well as a handful of *Burnout*-themed police cars.

CHALLENGES

Co-operate with other drivers to complete online challenges. The host can choose a Freeburn or Timed challenge from the Easydrive menu. Highlighting a challenge will show a brief description of the challenge. Selecting a challenge will start it. A challenge will end when all players have completed the challenge goals. Some challenges may end if one of the players leaves the room.

NOTE: The host can prevent additional players from entering by using Change Access in the Easydrive menu.

RACES

To start racing, select UNRANKED EVENT or RANKED EVENT from the Easydrive menu, then choose QUICK MATCH or CUSTOM MATCH to join a pending race (or select CREATE MATCH to start one). A Freeburn Online host can start a race by selecting CREATE MATCH from the Easydrive menu. They can then select a pre-designed Paradise Drive, or if in an Unranked Event, create a new one. They can also save and load routes they have raced before. Unranked Events also allow up to five races to be run back to back with GP style points being awarded for finishing positions in each race.

When racing a Ranked Event, players are ranked according to who they finish ahead of or behind. Finishing ahead of high-ranked players is the quickest way to improve your rank.

LEADERBOARDS

View your Race, Road Rules, and Showtime rankings.

SAVING AND LOADING

Burnout Paradise Remastered autosaves your progress at certain points during the game.

NOTE: Do not switch off the Nintendo Switch™ system when the arrow autosave icon (rotating arrow) appears in the top left-hand corner of the screen.

If you have previously played the game, *Burnout Paradise Remastered* autoloads your progress when you start.

To save or load your game manually, select SAVE/LOAD at the Under the Hood menu, then choose SAVE or LOAD and follow the on-screen instructions.

NEED HELP?

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