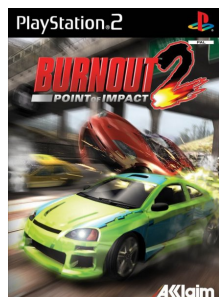


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[Burnout 2: Point of Impact Hints \(PS2\)](#)

Get a quick start

Burnout 2: Point of Impact is a video game developed by Criterion Studios and published by Acclaim Entertainment Inc. It was released in 2002 for the PlayStation 2 gaming consoles from Sony but also for the Game Cube and for the original Xbox. The title is classified as being a racing and driving game which can be played from a first person and a third person perspective. As far as racing simulators are concerned, Burnout, the second game in a series which still gets updates, more than seven years since release, is more on the arcade side. It bears some striking similarities to Test Drive and to Need for Speed. There is traffic in the game and the physics are coherent, even if a little forgiving towards the player. The game is offering a single player campaign as well as multiplayer modes. The second title in the series is more focused on aggressive driving and encourages the player to go out and drive on the wrong lane and slide his way around corners. As the game progresses, the player can unlock 20 cars, with highlights being a Nascar car, a gangster car from the 1920's, a Japanese muscle car with neon lights added. A player can also get parts and custom paints together to create his own custom car. The game retains the Burn Meter from the first title in the series, basically a gauge that fills up as you perform stunts and as you race into the incoming traffic. If the meter gets filled, the car you are driving gets speed boost.

GAMEPLAY HINTS

Cheats in championship mode As you unlock any of the cheats, normally you cannot use them to win championship mode. To get around this simply use the cheat to come in first until the last race. Go to the main menu and disable the cheat. You will have all the medals, and all you have to do is win the last race.

Quick start At the countdown, when the view is at the back of your car, hold X. Then, tap Square while holding X and smoke should start coming out of your tires. Keep holding X. A split second before "GO!" appears, release X and immediately press it again. This should give you a boost. Before the countdown ends at beginning of a race, quickly press the brake, then the gas. You should take off with a sudden burst off energy as soon as the race begins, and be ahead of everybody else. Hold Brake, then press Gas to cause your tires to peel out. When "One" appears at the top of the screen, release Gas and immediately press it again when "Go!" appears. If done correctly, you will get a boost that will almost always put you in front of the other vehicles. Here's a trailer: