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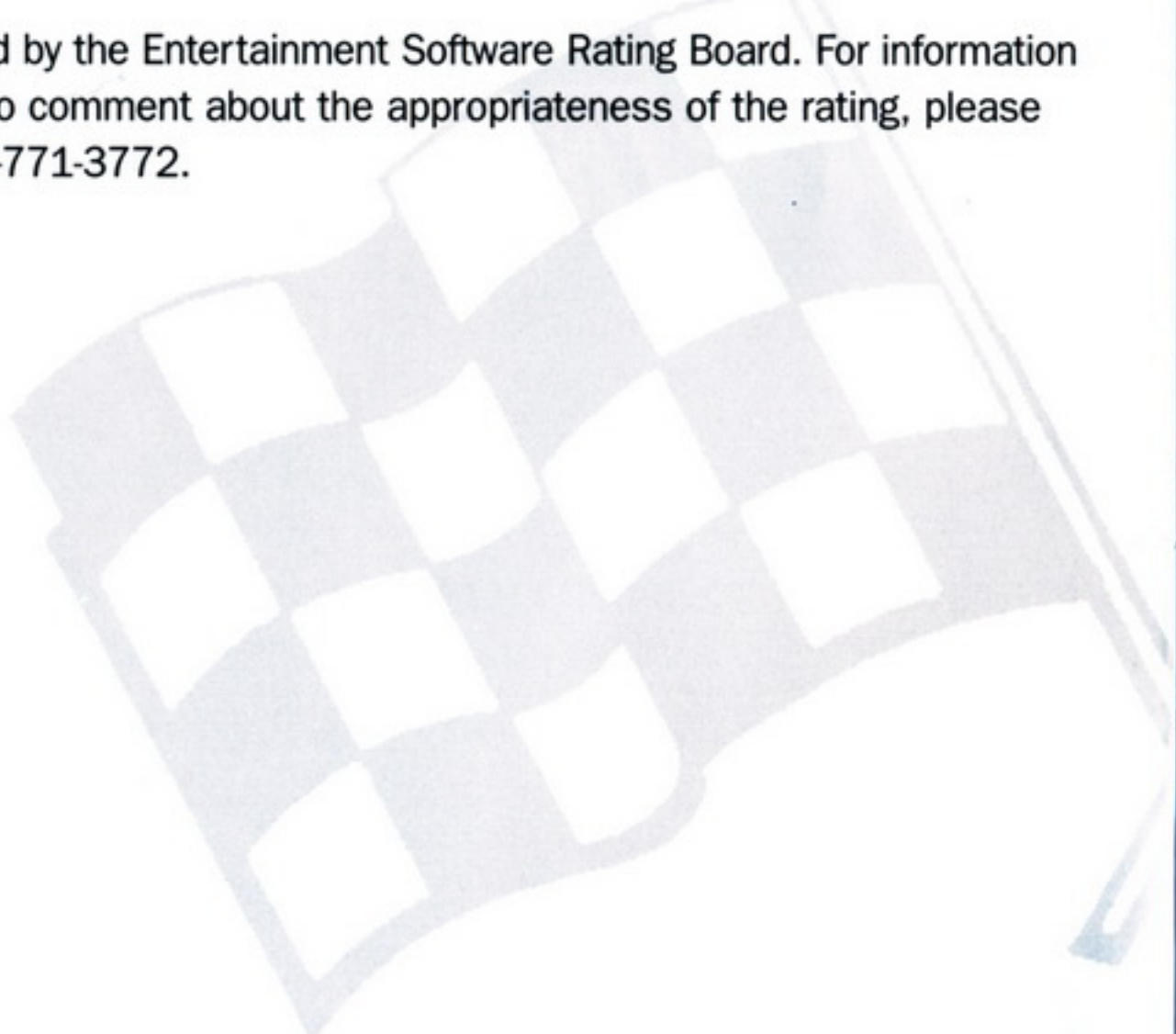
PLEASE! PAY TO PLAY, OR EVERYONE LOSES...

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WELCOME!

Welcome to the high-speed world of *ROAD & TRACK® Presents: The Need for Speed™*! Here you'll find spine-tingling action coupled with awesome graphics. As you race down an alpine road in your choice of eight high performance cars, you'll be amazed by the detail and realism. The sophisticated physics model recreates the feel of the cars themselves; you'll notice the difference in handling, braking, and just plain power. Plan your strategy for each track—there are six to choose from during regular play, and each demands a different style of driving. There's also a bonus track if you win the Tournament. There are four game modes to try, with an option to compete against another driver over a modem. With different cars, different tracks, and different styles of racing fueling your need for speed, you'll find your addiction growing to a fever pitch. No need to worry—when you crash and burn in this game, there's always another day.

- ⌚ Four game modes to play.
- ⌚ Two player modem play available.
- ⌚ 7 Tracks—3 open road tracks, 3 closed circuit tracks, plus 1 bonus track.
- ⌚ Multiple camera angles and replay to see a spectacular crash in full detail.
- ⌚ Beautiful graphics to improve the sensation of speed.
- ⌚ High Resolution game play supported.

COMMAND SUMMARY

In Control Central and Other Menus

| ACTION | JOYSTICK | KEYBOARD | MOUSE |
|---|-----------------------------------|---|--|
| Highlight option | ↓ | ↑↓ | Move cursor to the option |
| Cycle/toggle highlighted option | ↔ or Button press | Spacebar (Only when triangular icon is highlighted) | Left-click on triangular icons, or just left-click |
| Select highlighted option | Button press | Enter or Spacebar | Left-click |
| Return to previous screen and cancel selections | Select CANCEL, and press a button | Use keyboard arrows to highlight CANCEL and press Enter, or Esc | Left-click CANCEL |
| Return to previous screen and accept changes | Select DONE, and press a button | Use keyboard arrows to highlight DONE, and press Enter | Left-click DONE |



NOTE: Joystick Control: If the game detects a compatible joystick, the first screen requests calibration. The calibration information is saved, so future calibration is not required. Pressing **Esc** at the calibration screen disables calibration input. To re-calibrate or re-select the joystick, use the keyboard or mouse to select **CALIBRATE JOYSTICK** from the **Controls Setup** screen (see “Joystick Controls” on page 22).

Default Gameplay Controls
On The Road

| ACTION | JOYSTICK | KEYBOARD | MOUSE |
|----------------------------|----------------------|----------|--|
| Pause game | N/A | Esc or P | N/A |
| Steer the Car | joystick ↔ | ←→ | Move the mouse left/right |
| Accelerate/Brake | joystick ↑ | ↑↓ | Left-click/Right-click |
| Shift Gears (up/down) | joystick Buttons 1/2 | A Z | Left-click/Right-click (if not already used to Accelerate/Brake) |
| Cycle through Camera Views | N/A | C | N/A |
| Hand Brake | N/A | Spacebar | N/A |
| Horn | N/A | H | N/A |

Function Key Commands

| | | | |
|----|--------------------------|----------|--|
| F1 | Toggle window size | F2 | Toggle image quality |
| F3 | Toggle view distance | F4 | Toggle horizon on/off |
| F5 | Mute the sound | F6 | Turn opponent's car identification arrows on/off |
| F7 | Toggle status bar on/off | F8 | Toggle status bar display |
| F9 | Toggle dashboard on/off | Ctrl F10 | Hang up modem connection (before gameplay) |

STARTING THE GAME

1. Insert *The Need For Speed* CD in your CD drive.
2. At the DOS prompt, move to the directory where the game is installed.
By default, it is installed in C:\NFS, so you would type:
c:
cd \nfs
3. To start the program, type **nfs** . An Electronic Arts screen appears, followed by the title video sequence.
- ⌚ At each screen, press any key to advance to the next screen. Control Central appears.

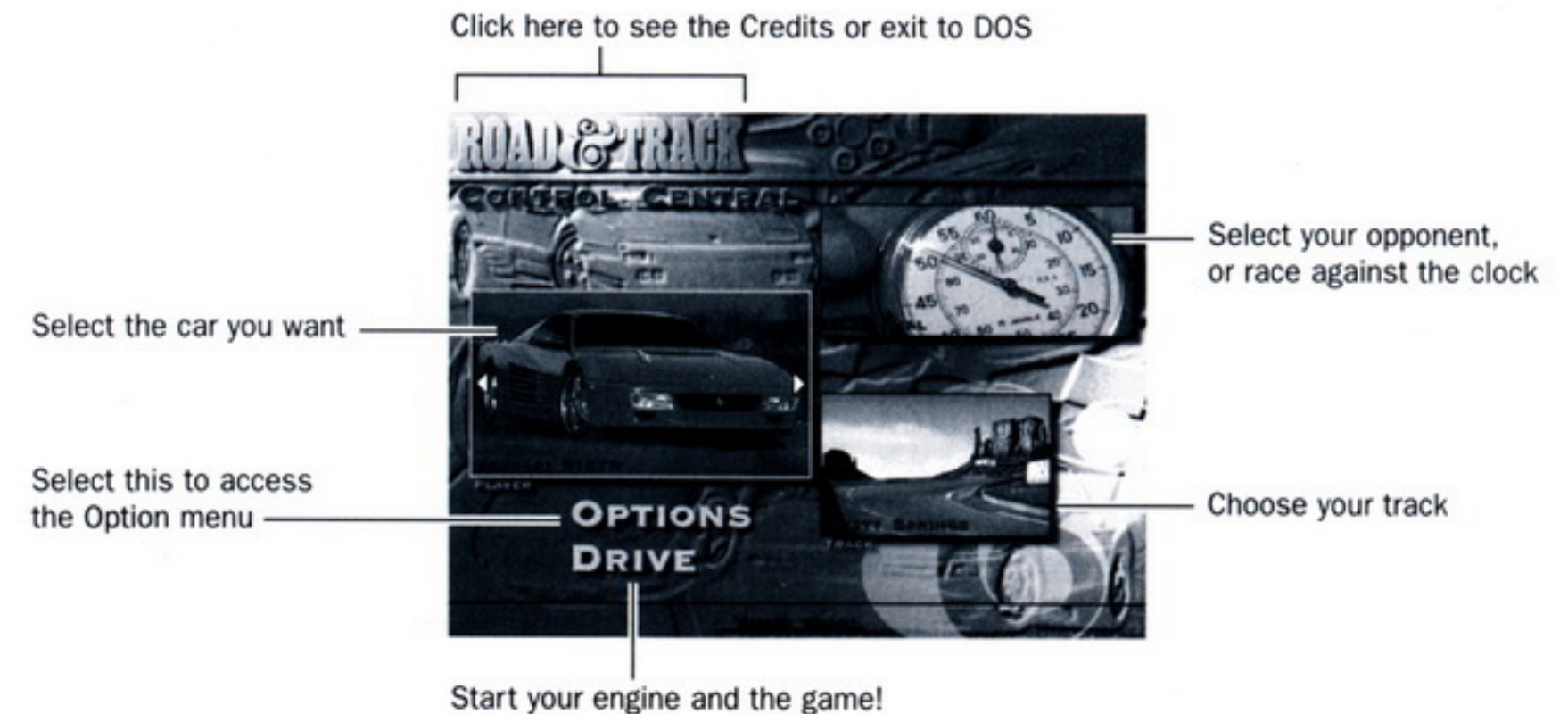
For System Requirements, Installation, and Trouble Shooting, please consult the enclosed Technical Reference Card.

NOTE: If you are a Windows® 95 user, please see the enclosed reference card for installation and operational instructions specific to Windows 95.

CONTROL CENTRAL

Control Central is just what it sounds like—the place where you choose your car, your track, and your race type, or customize your game through a number of options.

NOTE: All control instructions in this manual assume you're operating with the default control configurations. See "Configuring Your Controls" on page 22 for information on changing your keyboard, mouse, or joystick configuration.



Three option windows and two text options appear on the game screen at Control Central. You can make quick choices from Control Central and begin to race at once, or you can select an option to discover detailed information and customize your controls and game type.

To Select Options from Control Central with the Mouse:

- ⌘ Use the mouse to move the on-screen cursor to each option. An option becomes highlighted as the cursor passes over it. Left-click to select the highlighted option.
- ⌘ To cycle through the different options available under a highlighted option, left-click on the two arrow icons that appear at the sides of the option window.

To Select Options using the Keyboard:

- ⌚ Use the **↑↓** keys to highlight an option, and use the **←→** keys to cycle through the different highlighted options available.
- ⌚ Press **Enter** or **Spacebar** to select the highlighted option.

To Select Options using the Joystick :

- ⌚ To highlight an option, press the joystick \uparrow .
- ⌚ To cycle through the different options available under a highlighted option, press \leftrightarrow . Press one of the joystick buttons to select the option.

NOTE: In the other menus in the game, you must press a joystick button to cycle through the options available.

NOTE: If your joystick is plugged in when you start the game, the Calibration screen automatically appears first before the EA title screen. See “Configuring Your Controls” on page 22.

The selection of options throughout the game follows the process above. Two other rules you need to know when you arrive at different option screens are:

- ⌘ Select **DONE** to accept the option selections you’ve made and return to the preceding screen.
- ⌘ Select **CANCEL** or press [Esc] to cancel the option selections you’ve made and return to the preceding screen.

When you’re ready to race, select **DRIVE** from Control Central.

Enter Player Name

An Enter Player Name window appears. Type in a name and press [Enter]. Performance statistics are recorded under the name.

You will be taken to the track in the car of your choice.

GAME MODES

Each Game Mode offers different challenges and lets you race against different opponents on various tracks. (See “Options Selection” on page 14 for more information.)

To Select A Game Mode:

1. Select **OPTIONS** at Control Central. The Options menu appears.
2. Select **GAME MODE** from the Options menu.
3. Press [Enter], [Spacebar], click **DONE**, or press a joystick button to select the mode you want and return to Control Central.

Time Trial

Single player only, your opponent is the clock. You can race on any track and in any car. This is a flat out duel against time. There are no cops or traffic to distract you.



EA TIP This is a great mode to use for practicing and for learning the cars and tracks. Start with Rusty Springs Raceway and Autumn Valley Speedway, as they are easier to learn on than the more windy tracks.

When you set records in this mode, they are marked by a T.T. to distinguish them from records obtained during a race.

5th Wheel Performance Tests

If you select **RUSTY SPRINGS RACEWAY** as your track, you can record ROAD & TRACK “5th Wheel” performance statistics. These statistics include: top track speed, acceleration times from 0 to 60 mph, 0 to 100 mph, and the quarter mile, as well as braking distances from 60 and 80 mph.

Performing Tests

Top Track Speeds: Your top speed is calculated automatically as you race.

Acceleration Times: To measure acceleration times, the car must be completely stopped. Rev the engine, shift into gear, and accelerate as quickly as possible. The time it takes to reach 60 mph, 100 mph, and a quarter mile are calculated automatically.

EA TIP Acceleration times vary depending upon your effectiveness at launching the car into motion. Spinning the tires, engaging traction control, or selecting automatic transmission will yield slower times.

Braking Times: To measure braking times you must bring the car to a complete stop from either 80 or 60 mph. Distances are calculated automatically.

NOTE: ROAD & TRACK measures straight line braking distances only. Using the hand brake, locking the wheels, or sliding sideways produces inaccurate braking distances.

EA TIP Since acceleration and braking statistics can only be accurately recorded on level and straight track, you may need to stop the car immediately after the last turn (turn 4) to have enough track to complete these tests with all cars. Tests performed in corners or on varying elevation will not be recorded.

Displaying the Results: To see the results of the 5th Wheel performance tests while racing, press [F8] to toggle the status bar to the 5th Wheel data bar. (See “Status Bar” on page 10.) Once the race is over, select **LAP TIMES** from the Game Standings screen to see a summary of the best results obtained for each completed test.

Head to Head

You against one opponent, either the computer or another player linked by modem (see “Modem Play” on page 24). You can select any car or track. If you select an open road track (i.e., Alpine, Coastal, City), you’ll face traffic and cops to make things more challenging! When you set records in this mode, they are marked by an H.H. to distinguish them from records obtained during a race.

NO MERCY MODE

- ⌚ To disable traffic, cops, and any computer racing assistance between opponents: Select **HEAD TO HEAD**, press [End], and while highlighting head to head, left-click or press a joystick button to engage “No Mercy” mode.

Single Race

Select this mode to go against seven computer opponents, or six computer and one modem player. If you select the PACK as your opponent, you race against seven different cars. If you select a specific car for your computer opponent, then all seven cars will be the same model. For this event, the open road tracks have been blocked off to public traffic, and the cops are down at the local donut dispensary.

Tournament

This mode lets you participate in a Tournament where you must place first on all tracks to win the Championship and advance to a BONUS Track! Each track is rated for a particular performance class of cars. By selecting a track, you are assigned to the corresponding Tournament class a, b, or c. This defines the cars you can select. Your opponents are seven computer controlled cars in the same class.

Tournament Class C: City and Rusty Springs Raceway featuring the Mazda RX-7, the Acura NSX, and the Toyota Supra Turbo.

Tournament Class B: Coastal and Autumn Valley Speedway, featuring the Porsche 911 Carrera, the Dodge Viper RT/10, and the Corvette ZR-1.

Tournament Class A: Alpine and Vertigo Ridge, featuring the Lamborghini Diablo VT, and the Ferrari 512TR.

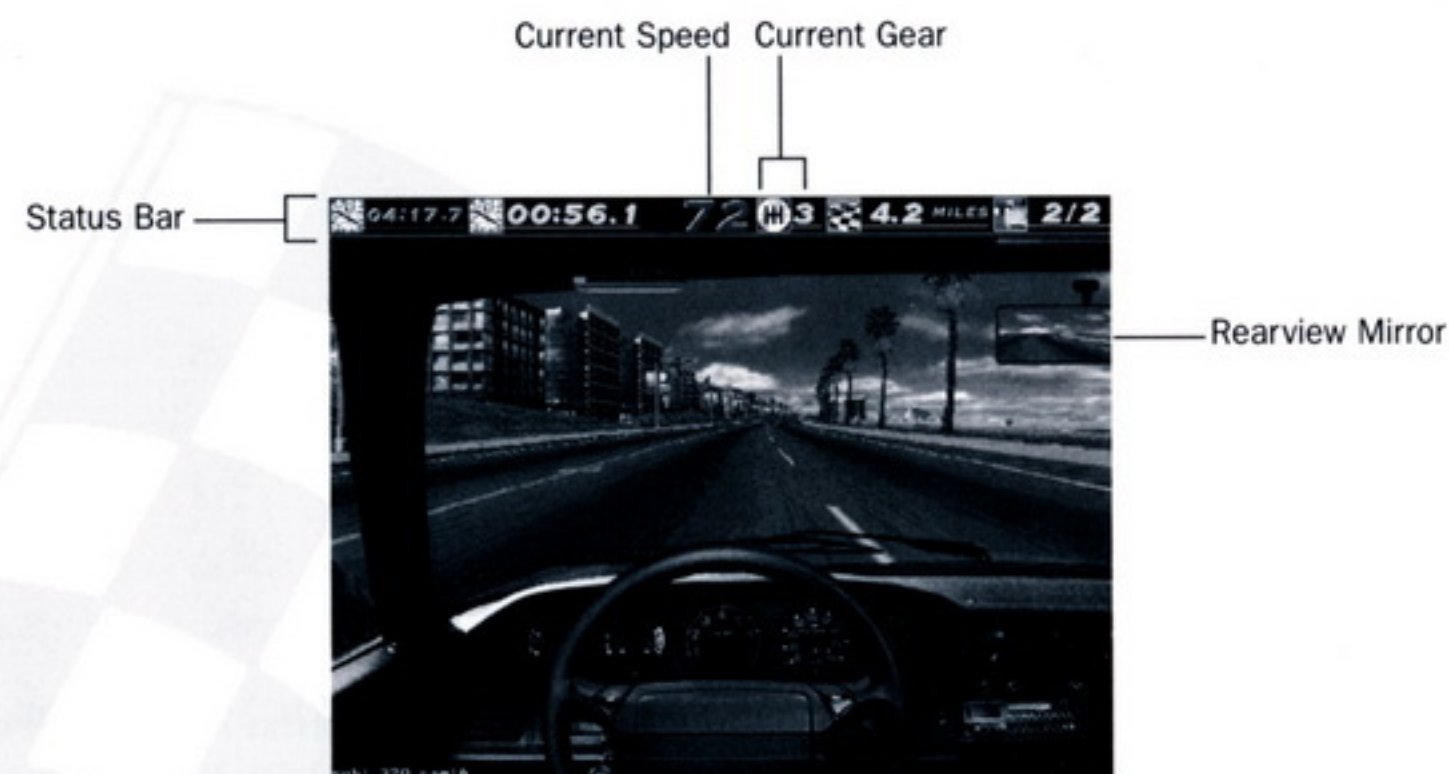
You may select the tracks in any order that you want to race. If you place 1st on any track, a win video plays and that track is marked with a checkered flag. When you place 1st on all tracks, you receive access to a Bonus track. The Bonus track becomes a permanent addition to the Track Selection option window.

You can save your place in a Tournament after you win on a track (see “Loading and Saving Games” on page 26).

TAKING IT TO THE STREETS

Now it’s time to satisfy a certain need—turn the ignition and smoke some tires.

- ⌚ To start the game, highlight drive and left-click, press [Enter], or press a joystick button. The game loads and you are taken to the cockpit of your car.



When the race begins you must shift out of neutral and into first to get the car moving. The default shift mode is Automatic (see “Options Selection” on page 14 for information on changing shift modes).

⌚ To shift up, press [A]; to down-shift, press [Z].

—or—

⌚ To shift up, press joystick button **1**; to down-shift, press joystick button **2**.

Watch the lights at the top of the game screen—when they change to green, shift into 1st and hit the gas!

Automatic Shift Mode

In Automatic, your shift range comprises Reverse, Neutral, and Drive. The car automatically shifts into a higher or lower gear, letting you concentrate on steering, braking, and accelerating.

Manual Shift Mode

In Manual, you shift by yourself. This takes concentration and dexterity. If you can make it through a race successfully at this level, you are a true master of the road.

Driving the Car

⌚ To accelerate, press and hold [↑].

⌚ To steer the car, press [←→].

⌚ To brake, press [↓].

⌚ To use the hand brake, press [Spacebar].

⌚ To honk the horn, press [H].

⌚ To toggle the dashboard on/off, press [F9].

While driving, you're given road monitoring and performance information, including a radar detector that lights up and beeps when a cop is near.

Status Bar

Racing to win requires great concentration, highly developed motor skills (pun intended), and constant feedback on your status. *The Need for Speed* gives you a built-in pit crew in the form of the Status bar. Running across the top of the game screen, the Status bar records and continuously updates a wealth of information. You can toggle the Status bar to display different time records.

The default Status bar displays from left to right: Best lap or segment time; current lap or segment time; current speed, gear, lap (or distance to checkpoint), and standing.

⌚ To toggle Status bar display between the default, the secondary Status bar, and the 5th Wheel performance data (see "Time Trial-5th Wheel Performance Tests" on pages 6 and 7), press [F8].

The secondary Status bar displays: Best total time; current total time, current speed, gear, split time, and standing. Split time lets you know how far ahead or behind (+/-) you are from the leading opponent. During Time Trials, it measures you against the time and position of the player who holds the best time for that track.

⌚ To toggle the status bar **ON/OFF**, press [F7].

Camera Views

There are three different camera views while driving in the game: an In-car Cam, a Tail-Cam, and a Heli-Cam.

⌚ To toggle through the camera views, press [C].

CAR SELECTION

Before you can smoke your tires and leave the laggards behind, you need a *fast* car. We've included eight high performance cars to choose from—the ones you've dreamed about taking out on the road. All performance and design statistics are in the game, but you can always check out a car's performance for yourself by taking it for a spin.

⌚ To select a car to drive, highlight the Car Selection window and cycle through the cars. Select **DRIVE** when you see the car you want.

⌚ To access the Car Showcase screen to view all the cool stats and specs, highlight the Car Selection screen and left-click or press [Enter]. The Car Showcase screen appears.

Car Showcase Screen



The Car Showcase screen displays the following five option windows:

- Performance:** Acceleration rate and top speed are just a couple of the performance statistics you'll read and hear about at this showcase screen. Statistics and voice over commentary are supplied by ROAD & TRACK.
- General:** Price, weight, wheelbase, and EPA are examples of the info you'll find here. Check out the classy shots of the car from every angle.
- Video:** Select this option to see a hot video of each car in action. Click or press any key to exit this video.
- History:** Like to get the whole story behind the development of your car? Select this option and you'll read and hear all about it. You'll also see a photo montage of early models.
- Mechanical:** Tranny specs, engine type, and chassis layout give you the information you need to select a car for a specific open road track or race type.

All statistics and voice-overs are provided by ROAD & TRACK, the premiere auto-enthusiast's magazine.

NOTE: From any Car Showcase screen you can click **DONE** to return to the preceding screen, or click on the triangular arrows to cycle to a different car for car to car comparisons.

TRACK SELECTION

Now that you have your car, it's time to select the track you want. Initially, there are six tracks from which to choose. Three are open road tracks and three are closed circuit tracks. A seventh, bonus track becomes available *only* after you've won on all six tracks in Tournament mode. The open road tracks are: Alpine, Coastal, and City. These tracks are divided into three segments, each segment ending with a Checkpoint. The closed circuit tracks are: Rusty Springs Raceway, Autumn Valley Speedway, and Vertigo Ridge.

NOTE: In Tournament mode, only certain cars can be driven on specific tracks (see "Tournament" on page 8).

Track Description Screen

The Track Description screen displays a map of the track, information on its length, and the best ten times placed on the track.



- ⌚ To access the Track Description screen for a given track, highlight the Track Selection option window, and press **[Enter]** or left-click.

If the Track you chose is an open road track, the Track Description screen displays a total Track map and a detailed Segment map. The Track Map is divided into three segments, as are the open road tracks themselves. Clicking on any segment of the Track map updates the corresponding Segment map to reflect that section.

If the Track you chose is a closed circuit track, you can change the number of laps you race.

- ☛ To change the number of laps, left-click on the **NUMBER OF LAPS** text at the bottom of the screen. Keep clicking until you arrive at the number you want.

—or—

- ☛ Use the keyboard arrow keys to highlight the text, and press **Enter** or **Spacebar** to cycle through lap numbers.

OPTIONS SELECTION

Before you put the pedal to the metal, you might want to customize your game. You can do this from the Options menu.

- ☛ To access this menu, highlight **OPTIONS** and left-click, or press **Enter**.



The options available are:

Default options (where applicable) are in bold type.

Game Mode: **SINGLE RACE**, TOURNAMENT, TIME TRIAL, and HEAD TO HEAD. Depending upon the Game Mode you select, your choice of car, opponent, and track may be limited. See “Game Modes” on page 6.

Transmission: **AUTO** and MANUAL. AUTO uses Automatic shift and MANUAL requires Manual shifting. AUTO is easier. See “Taking it to the Streets” on page 9.

ABS:

YES, NO, or N/A. This refers to the Anti-lock Braking System. If your chosen car does have ABS, you can choose to ON/OFF the system. If it doesn't, then N/A appears and this option can't be changed.

Traction Control:

As with ABS, your choices are YES, NO, or N/A Traction control prevents tire spin and may cause the car to respond less smoothly under hard acceleration.

Audio:

Select this option to access the Audio Setup menu. The Audio Setup menu contains the following options:

Music: Click and drag on the box here to raise/lower the music and speech you hear during the opening sequence and menus. You can also use the **←→**.

Sound Effects: The throaty roar of the engine, the squeal of tires, the sickening thud of metal against metal. Click and drag on the box here to raise and lower the sounds you hear while racing. You can also use the **←→**.

Speech: Toggle **ON/OFF** the voice-over in the menus and after a race or route segment.

Audio Mode: Select from 8-BIT MONO, **8-BIT STEREO**, and 16-BIT STEREO.

EA TIP For improved rendering performance during a race, select **8-bit mono** or **8-bit stereo**.

3D Enhanced Sound: Toggle **ON/OFF**. This setting expands the stereo image 'beyond' your speakers. For best results ensure your speakers are the same height and at the same distance from your seating position. Using headphones will also pronounce the effect.

To mute all sound in the game, press **F5**.

Graphics Detail:

Select this option to access the Graphics Detail menu. The Graphics Detail menu lets you configure the graphics display in a race to match the performance capabilities of your system. In general, selecting a lower detail level increases the rendering performance in a race. The following options are available:

Screen Resolution: **640x480** or 320x200.

Window Size: FULL, MEDIUM, and SMALL. While racing, press **[F1]** to toggle between the different sizes.

Image Quality: HIGH, MEDIUM, LOW, INTERLACED, AUTO MEDIUM, and AUTO LOW. **[F2]** to toggle during racing.

View Distance: FAR, MEDIUM, and CLOSE. **[F3]** to toggle during racing.

Car Detail: HIGH, LOW. No button command.

Horizon: ON/OFF. **[F4]** to toggle during racing.

NOTE: There are no default settings for Graphics Detail as the defaults are determined the first time the game is run on each system.

Controls Setup:

Select this option to customize your control configuration, or change to using a joystick. See "Configuring Your Controls" on page 22.

Modem Setup:

Select this option to set up a race against another engine jockey over the modem. See "Modem Play" on page 24.

Load & Save:

Select this option to load, save, or delete a Tournament, Replay or Highlight. See "Loading and Saving Games" on page 26.

CHOOSE YOUR OPPONENT

Depending upon the Game Mode you select (see "Game Modes" on page 6), you can choose your opponent.

⌂ To cycle through different opponents, left-click on the triangular arrows.

—or—

⌂ Press the **[Spacebar]** or the **[←→]** to cycle through the different opponents.

END OF RACE/CHECKPOINTS

At the end of the three closed circuit tracks you receive Game Standings. On the three longer, open road tracks, which are divided into three segments, each segment ends in a Checkpoint.

When you end a race or pass through a Checkpoint, your car screeches to a stop and you are taken to a Game Standings screen. This displays the current time, average speed, top speed, and a running total for the race/segment. If you get a Best Track Time or Top Speed, your name and statistics are entered automatically into the record and highlighted. You can also see a breakdown by lap.

⌂ To view your performance on each lap, left-click on **LAP TIMES**. A screen displaying each lap time, average lap speed, and the best lap time on record appears. If you got the best lap time, it's highlighted.

⌂ When you're done looking at your performance statistics, left-click **DONE**. A list of the top ten times for the track you're currently racing appears. If you made it, your name and stats are highlighted on this list. Left-click on **DONE** to continue.

After this screen, the Finish/Checkpoint menu appears.

The Finish/Checkpoint Menu

The Finish/Checkpoint menu gives you an opportunity to make changes and review your run.



Options available:

Continue:

If this is a Checkpoint, you return to your game in progress. If this is the end of the race, you return to CONTROL CENTRAL (the option reads control central in this case).

Replay:

Review a tape of the last segment you drove. Replay defaults to the last ten seconds of game play. It offers several camera angles, and you can view the tape in several ways to gain a greater understanding of the road and its hazards, or to watch a fantastic wipe-out in slow motion! The camera views available are: In-Car, Tail, Heli (as if the camera were in a helicopter), Sky, and Chase Cam. If an opponent or cop car is nearby, you can get a view from their perspective as well. The Replay controls work on the same principles as a VCR.



To exit Replay and return to the Checkpoint menu, click on DONE

To jump to the start of the replay, click here

To rewind the tape, click here

To fast forward, click here

To jump to the end of the replay, click here

To cycle through the camera views, click here

To freeze the tape, click here

To play the tape at $\frac{1}{2}$, $\frac{1}{4}$ and Normal speeds, click here

Highlight Reel:

Select this option to view a tape of your finest moments on the track or open road track segment you just completed. As with Replay, you can change the tape speed, and camera view. See "Replay" on page 18.

Game Options:

Change the following options: AUDIO, GRAPHICS DETAIL, CONTROLS, and LOAD AND SAVE. See "Options Selection" on page 14.

Game Standings:

This option shows your standings for the current race compared to your opponent (if selected). From this screen you can view the best times and top speeds for the current lap/segment, and for the entire open road track. The game records the best time for each segment or lap, and the top ten times and top speed for the track.

Chat Mode:

Available only when modem play is selected, this option lets you trash talk with your opponent.

Quit Game:

Select this option to exit the race and return to Control Central. This only appears at a Checkpoint.

PAUSING THE GAME

You can pause the game at any time during the race. Seconds won't be ticked off on the race clock when you pause the game. You can also view a replay, check out a map to see where you are, change your audio and graphics setup, or chat with your opponent (only in modem play).

⌘ To pause the game, press [Esc]. The Pause menu appears.

—or—

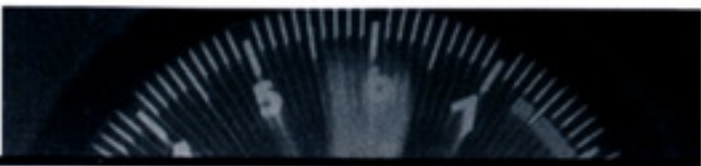
⌘ To pause the game without accessing the Pause menu, press [P].



- Continue:** Return to your game in progress.
- Replay:** View a replay of your current run. See "Replay" on page 18.
- Audio:** Change your audio settings. See "Audio" on page 15.
- Graphics Detail:** Change your graphics setup. See "Graphics Detail" on page 16.
- Chat Mode:** Chat with a human opponent linked by modem.
- Quit Current Game:** Quit the game and return to Control Central.

NOTE: Some game options cannot be altered during a race and are not selectable.

The segment map that appears when you pause the game displays your position in the race as well as the lead opponent's.



WINNING AND LOSING

In a race against opponents, the object is to place first on a chosen track. At the completion of a race on an open road track, all segment times are added together. The winner is the one with the lowest total open road track time. At the end of the race, a Game Standings screen listing the total standings appears and a video plays for the winner.

If you're racing against the clock, you don't really win or lose, but work instead to place a best time or top speed.

COPS

One of the major obstacles to going as fast as you want, when you want, is the presence of law officers. In **HEAD TO HEAD** mode, when you're racing on an open road track, you'll see them in force. If you keep an eye on your radar and your ear tuned to the beeps that warn you a cop is near, you can avoid him altogether. If you do hear a siren you have two options:

- ⌘ If you brake right after you hear the siren, the cop will pull you over and give you a warning.
- ⌘ If you try to out-run him and he catches you, you'll receive a speeding ticket. If you get two speeding tickets on any segment, you are arrested and out of the race.

CONFIGURING YOUR CONTROLS

You can change the controls from keyboard to mouse or joystick. You can also change the command configurations. Select **CONTROLS SETUP** from the Options menu (see "Options Selection" on page 14).



The Controls Setup screen contains the following control options: STEERING, ACCELERATE/BRAKE, SHIFT UP/DOWN, CAMERA, HAND BRAKE, and HORN.

- ⌚ To change from keyboard to mouse, left-click on the name of the control option name or **KEYBOARD**. The control option changes from keyboard to mouse. For example, **STEERING—KEYBOARD** becomes, **MOUSE—LEFT/RIGHT**.
- ⌚ To change the command configurations themselves (e.g., to for shifting), click on the command then enter the configuration you want.
- ⌚ To use a joystick, select **JOYSTICK CALIBRATION** from the Controls Setup menu. The Joystick Calibration screen appears. If you have a joystick plugged in before the game begins, the joystick Calibration screen appears before the EA title screen.

Joystick Controls

There is one configuration for the joystick. The controls are as follows:

On the Road

- ⌚ To accelerate/brake, press .
- ⌚ To steer, press .

- ⌚ To shift up, press Button **1**.
- ⌚ To down-shift, press Button **2**.

In the Menus

- ⌚ To highlight options, press the joystick .
- ⌚ To cycle/toggle the highlighted option, press the joystick , or press a button. In Control Central, use the , while in the other menus, use the button press.
- ⌚ To select the highlighted option, press a button.
- ⌚ To return to a previous screen and cancel selections, select **CANCEL** and press a button.
- ⌚ To return to a previous screen and accept changes, select **DONE** and press a button.

To Calibrate Your Joystick:

1. Be sure a joystick is plugged in and operative. At the Joystick Calibration screen, move the joystick through all the gears while ensuring that the Shifter knob on the screen moves accordingly.
2. After completing the gear cycle, move the joystick to its center position and press the trigger button. Your calibration information is saved; subsequent calibration is unnecessary.

If the joystick doesn't respond to your controls, return to this screen to re-calibrate.

NOTE: If you find that the Shifter knob does not center in the panel when the joystick is in its center position, try adjusting the trim adjustments on the base of the joystick.

MODEM PLAY

With the Game Modes **SINGLE RACE** and **HEAD TO HEAD**, you can link up to another computer through a modem. Instead of a computer opponent, you'll be racing against a human.

NOTE: Please refer to your modem documentation for specific configuration and operational information.

To Set Up Your Computer For Modem Play:

1. From the Options menu, select **SINGLE RACE** or **HEAD TO HEAD** as your Game Mode. The **MODEM SETUP** option becomes available.
 2. Select **MODEM SETUP**. The Modem Setup screen appears. Use **SET NUMBER** to select the phone number of the computer you wish to connect with, and **CONNECTION** to specify a modem or **DIRECT** (null-modem) connection. Select **CONFIGURE MODEM**. A screen appears with options to configure your modem for play.
 3. Select **MODEM TYPE** and chose the type of modem you have connected to your computer. The only data rate supported is 9600 Baud. If your modem cannot connect at 9600 Baud you will not be able to use Modem Play. If your modem is not listed under **MODEM TYPE**, you can select custom and then enter the appropriate **DIAL STRING** and **INIT STRING** under these two options.
- NOTE:** The most common problem with modem connections is the use of an incorrect initialization string. You should consult your modem owner's manual to verify the correct init string or contact the modem manufacturer for assistance. This product does not support data compression, error detection or error correction and these settings should be disabled in the init string.
4. Check to see that the **COM PORT**, **IRQ**, and **PHONE TYPE** are set appropriately.
 - ⌚ The **IRQ** is the interrupt the computer uses for communication, and should not be set to conflict with any other device.
 - ⌚ The **COM PORT** is the serial port used for communication between another computer.
 - ⌚ The **PHONE TYPE** specifies either tone or pulse dialing.

5. Return to the Modem Setup screen and select **DIAL** or **ANSWER**.

NOTE: The person who dials is the "slave" and the person who answers the call is the "master". Only the master can select the track, the computer opponent cars, and the Game Mode (if different from the ones selected before connection).

- ⌚ To hang up the call during setup, press **Ctrl F10**.

Problems with Modem Play

- ⌚ If the message "FAILED TO INIT MODEM" is displayed, verify your modem is turned on, the correct **COM PORT** and **IRQ** are selected, you have a dial tone, and that your initialization string is correct.
- ⌚ If the message "FAILED TO CONNECT" is displayed, the two modems could not connect to each other. Verify the line is not busy and that your initialization string is correct and disables data compression, error detection and error correction.
- ⌚ If during game play the message "LINE UNCLEAR....PLEASE WAIT" is displayed, the system has detected noise on the phone line or a problem in communications and is attempting to correct the transmission. This condition may cause the game to slow down or appear erratic, and if it persists, you will receive the message "LINK TERMINATED." Redialing or turning the modem off and then on again may correct this problem.

NOTE: Ensure that your modem and serial card are capable of connection and communication at 9600 Baud. Serial cards with anything slower than a 16550 UART chip set may not work correctly with this product.

- ⌚ If you are unable to connect to another modem, try using a communications package. If you are unable to connect at 9600 Baud without data compression and error detection or correction enabled, you will be unable to use the Modem Play feature in this product.

LOADING AND SAVING GAMES

You can save Tournament games. After completing and winning a track in Tournament mode, you can exit the game but save your status.

To Load a Game:

1. Select **LOAD & SAVE** from the Options menu. The Load & Save menu appears.
2. Select **LOAD TOURNAMENT** from the Options menu. A window opens with a list of the saved games.
3. Select the game you want and press **[Enter]**. The game loads and you begin at the next track of your tournament.

To Save a Game:

1. Select **LOAD & SAVE** from the Options menu. The Load & Save menu appears.
2. Select **SAVE TOURNAMENT** from the menu. A window opens.
3. Type in a name for the game, and press **[Enter]**. The game is saved and can be retrieved at any time.

To Delete a Saved Game:

Follow the steps above but select **DELETE TOURNAMENT** from the Load & Save menu. A window opens with a list of saved games. Select the one you want to delete and press **[Enter]**.

Saving Replays/Highlights

If you have a favorite replay or race highlight, you can save it from the Finish/Checkpoint menu (see “End of Race/Checkpoints” on page 17).

To Save a Replay or Highlight:

1. Select **GAME OPTIONS** from the Finish/Checkpoint menu. The Options menu appears.
2. Select **LOAD & SAVE** from the Options menu. The Load & Save menu appears.
3. Select **SAVE REPLAY/HIGHLIGHTS** from the Load & Save menu. A window opens up in which you can type in a name for the replay/highlight.

4. Type in a name and press **[Enter]**. You can review the replay or highlight later by selecting view replay or view highlight from this menu.
- ⌚ To delete a replay/highlight: Select **DELETE REPLAY/HIGHLIGHT**, select the one you want to delete, and press **[Enter]**.

NOTE: REPLAY, REPLAY 1, 2, and 3 cannot be deleted.

ARTISTS' PHOTO



The Need for Speed Team — Front Row, L-R: Richard Mul, Foster Hall, Alistair Hirst, Wei Shoong Teh, Serena McCabe, Peter King
Center Row, L-R: Jason Holinaty, Ken Sayler, Dave Lucas, Kent Mclagan, Daniel Teh
Back Row, L-R: Eduardo Agostini, Jon Dowdeswell, Hanno Lemke, Crispin Hands, Scott Jackson, Shelby Hubick, Brad Gour, Robert Sculnick

PROBLEMS WITH THE GAME?

If you are experiencing problems or receiving error messages while installing or playing the game, we can help.

First, please make sure that you have read the "System Requirements," "Installation" and "Trouble Shooting" sections of the enclosed technical reference card thoroughly.

TECHNICAL SUPPORT

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578

San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name and version number
- Type of computer you own: Processor brand, CD-ROM brand and speed
- Amount of RAM and a copy of your AUTOEXEC.BAT and CONFIG.SYS files
- Any additional system information (like type and make of monitor, video card, printer, modem etc., and hardware settings and driver versions.)
- MS-DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. EA Tech Support Fax: (415) 286-5080

HOW TO REACH US ONLINE

CompuServe: Game Publishers Forum A (GO GAMAPUB)

Or send e-mail to 76004,237

America OnLine: Send e-mail to ELECARTS

Internet E-mail: support1@ea.com

Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp://ftp.ea.com>

If you live outside of the United States, you can contact one of our other offices.

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In **Australia:** Gameplay, Hints, and Tips Line Phone: 1 902 262 062 (1.00 per min.) ITMS

Technical Support Phone: 1 902 263 163 (2.00 per min.) ITMS

7 days a week 8:30 AM—10:30 PM. If you are under 18 years of age parental consent required.

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