



NTSC U/C

PlayStation™

ROAD & TRACK

P R E S E N T S

THE NEED FOR SPEED™

by PIONEER PRODUCTIONS
and ELECTRONIC ARTS® CANADA



SLUS-00204



ELECTRONIC ARTS®

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE

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 PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce 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.

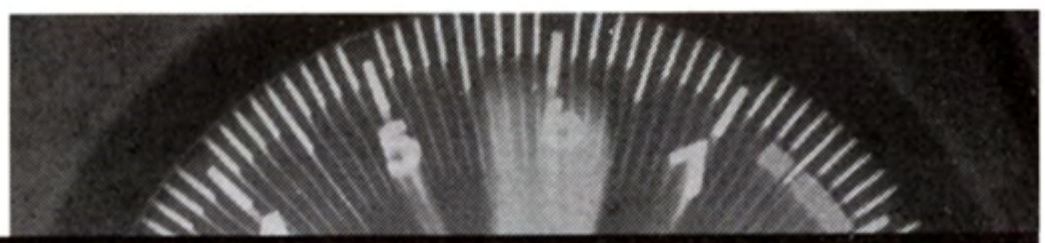
WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manuals for more details.

HANDLING YOUR PLAYSTATION DISC

- ✧ This compact disc is intended for use only with the PlayStation game console.
- ✧ Do not bend it, crush it, or submerge it in liquids.
- ✧ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ✧ Be sure to take an occasional rest break during extended play.
- ✧ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

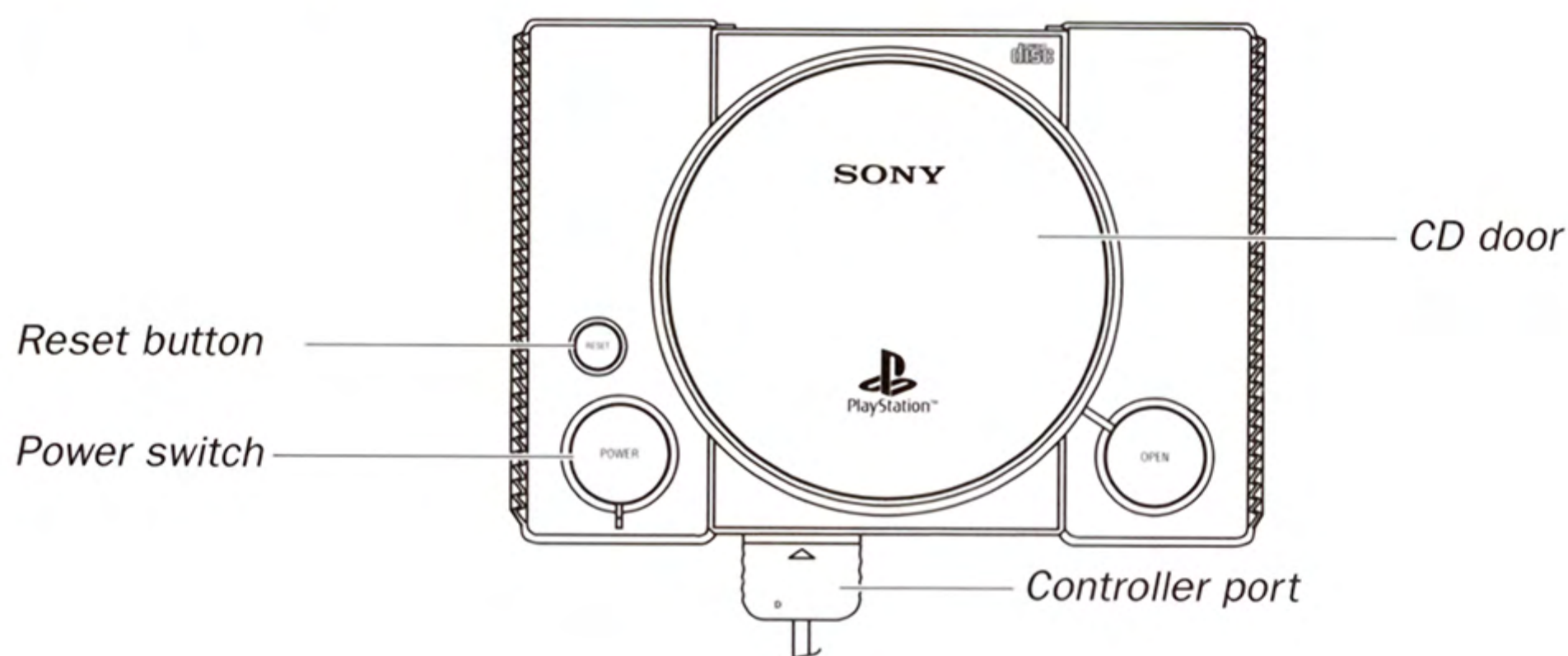
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



CONTENTS

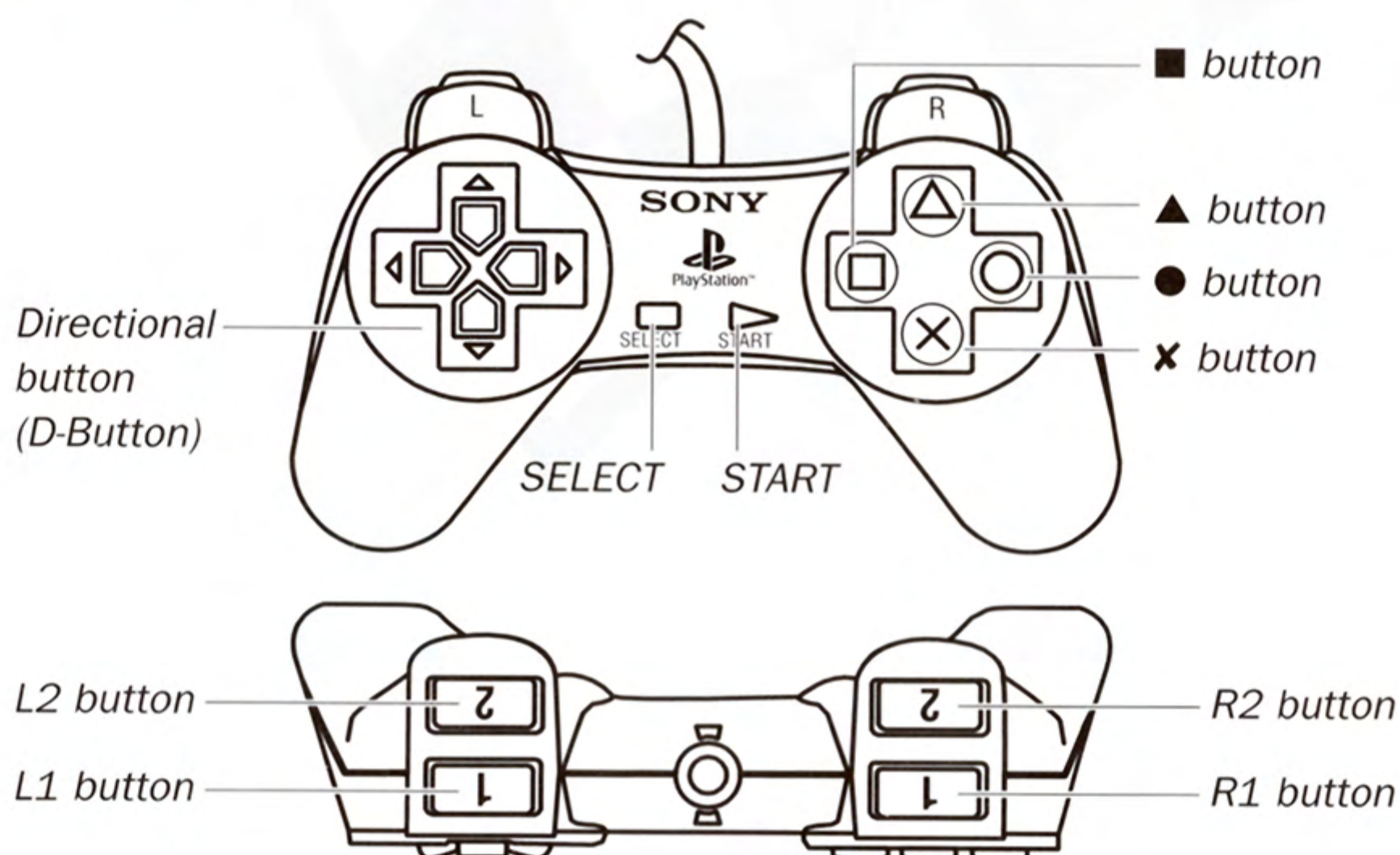
STARTING THE GAME	2
CONTROL SUMMARY	2
WELCOME!	4
GAME MODE	4
OPTIONS	5
RACE TYPE	7
RACE LOCATION	9
CAR SELECTION	10
TAKING IT TO THE STREETS	13
LINK MODE	16
RECORDS	17
COPS	18
FINISH LINE/CHECKPOINTS	18
WINNING AND LOSING	19
ARTISTS' PHOTO	20
CREDITS	21

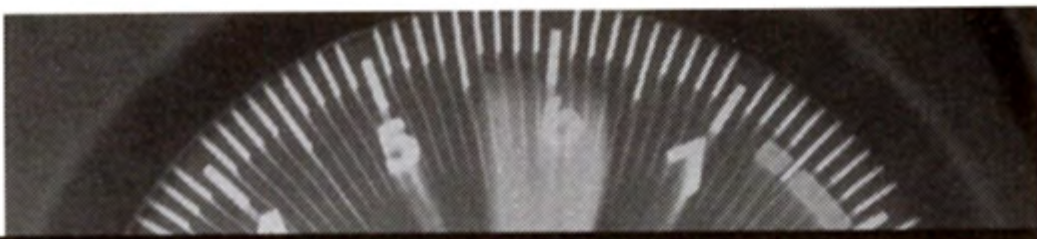
STARTING THE GAME



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Need for Speed™* disc and close the CD door.
3. Insert game controllers and turn on the PlayStation game console.
4. To skip the introductory videos, press **START**. The Title screen appears.
5. Press **START** or **X** to continue to the Game Mode screen. See *Game Mode* on page 4.

CONTROL SUMMARY





In All Menus

ACTION	PLAYSTATION CONTROLLER	NEGCON CONTROLLER
Highlight option	D-Button ↑ ↓	D-Button ↑ ↓
Cycle/toggle highlighted option	D-Button ↔	D-Button ↔
Accept settings/advance to next screen	START	START
Activate highlighted option (if applicable)	×	I
Return to previous screen	■	II

Default Gameplay Controls

ACTION	PLAYSTATION CONTROLLER	NEGCON CONTROLLER
Pause game	START	START
Steer the Car	D-Button ↔	D-Button ↔ or twist the controller
Accelerate	■	II
Brake	×	I
Shift Gears up	R1/L1	Top right button
Shift Gears down	R2/L2	Top left button
Cycle through Camera Views	▲	B
Hand Brake	●	A
Horn	D-Button ↑	D-Button ↑

The Need For Speed supports analog controllers and has provided the configuration for the Namco neGcon controller.

EA TIP: Use configuration 4 when using the Mad Catz steering wheel. See *Options* on page 5.

WELCOME!

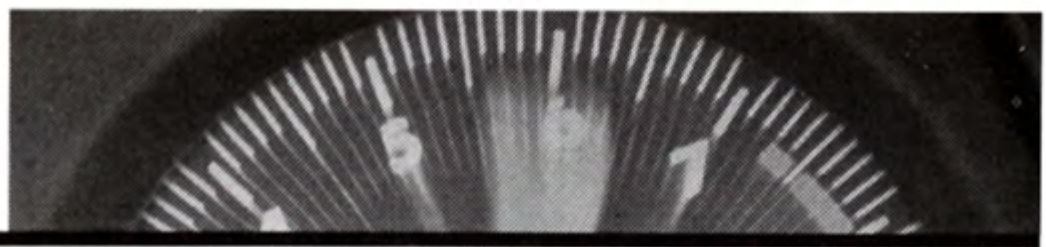
Welcome to the high-speed world of *ROAD & TRACK® Presents: The Need for Speed™*! *The Need for Speed* combines spine-tingling action with awesome graphics. As you race down an alpine road in your choice of eight high performance cars, you'll be amazed by the detail and realism. The sophisticated physics model recreates the feel of the cars themselves; you'll notice the difference in handling, braking, and raw 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. The four game modes include options to compete against a second player via Link mode or on a split screen. 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.

- ✧ 7 different race locations—3 open road tracks and 3 closed circuit tracks, plus 1 bonus track.
- ✧ 8 exotic automobiles.
- ✧ 4 race types
- ✧ Multiple camera angles and instant replay let you see your spectacular crashes in full detail.
- ✧ Beautiful graphics improve the sensation of speed.

GAME MODE

Select a one or two player game, view Records, and configure Options. The following controls are used for all screens and menus.

ACTION	PLAYSTATION CONTROLLER	NEGCON CONTROLLER
Highlight option	D-Button ↑↓	D-Button ↑↓
Cycle/toggle highlighted option	D-Button ↔	D-Button ↔
Accept settings/advance	START	START
Activate highlighted option (if applicable)	X	I
Return to previous screen	■	II



GAME MODE OPTIONS

- ONE PLAYER** Race against computer opponents or race against the clock in Time Trials.
- TWO PLAYERS** Race with a friend on a split screen.
- LINK MODE** Race with a friend using two PlayStation game consoles linked by a cable. See *Link Mode* on page 16.
- RECORDS** View records for different tracks and race configurations. See *Records* on page 17 for more information.
- OPTIONS** Select the options for your race. See *Options* below for more information.

Ⓐ When finished, press **X**. The Race Type screen appears.

OPTIONS

Customize your game sound and control options.

AUDIO

Ⓐ To adjust Audio volumes, highlight the sound option you want to adjust and D-Button **↔**.

- SONG SELECT** Choose a song to hear while racing. The song that you choose starts to play a moment after you have finished cycling through the choices.
- MENU MUSIC VOLUME** Adjust the volume of music played in the menus and between races.
- RACING MUSIC VOLUME** Adjust the volume of music played during the game.
- SOUND EFFECTS VOLUME** Adjust the volume of sound effects played during the game.
- NARRATION** Toggle the narrator ON/OFF.
- STEREO** Toggle between STEREO/MONO. (Select MONO if you do not have a stereo TV.)

Ⓐ When you are finished, press **X** to accept changes. The Options screen appears.

Ⓐ To return to the Options screen, press **■**.

CONTROLS

- ⊙ To select the controller to be configured, highlight the Player bar and D-Button ↔.
- ⊙ To cycle through different controller configurations, highlight the Configuration bar and D-Button ↔. A chart of the new control configuration appears.
- ⊙ When you are finished, press ✕ to accept changes or press ■ to return to the previous screen. The Options screen appears.

MEMORY CARD

- ⊙ To access memory card options, highlight the option you want and press ✕.

NOTE: After inserting your memory card, please wait a few seconds before saving or loading.

MEMORY CARD Toggle between memory cards 1 and 2.

LOAD RECORDS Load all records saved on the memory card.

SAVE RECORDS Save records set during the current session.

SAVE SETTINGS Save customized option settings.

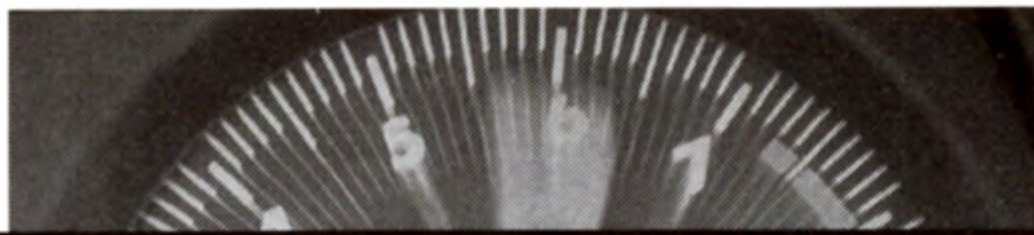
SAVE Save current tournament standings.

TOURNAMENT

- ⊙ When finished, press ✕ to activate a selection.
- ⊙ Press ■ to return to the Options menu.
- ⊙ When finished, press ■ to return to Game Mode screen.

VIEW CREDITS

- ⊙ To view credits, highlight the View Credits bar and press ✕.
- ⊙ When finished, press ■ to return to Game Mode screen.



RACE TYPE

Choose one of four different kinds of races.

TIME TRIAL

Race in any car on any track against the clock. This is a flat out duel against time; there are no cops or traffic to distract you.

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

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

HEAD TO HEAD

Race against a single opponent, either the computer or another player on a split screen or in Link Mode. You can select any car or track. If you select an open road track (i.e., Alpine, Coastal, or City), you’ll face traffic and cops to make things more challenging. Records in this mode 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: Highlight HEAD TO HEAD, and press and hold **R1 + L1**. While holding **R1 + L1**, press **X** to choose No Mercy Mode and advance to the Race Location screen.

Ⓐ There are no cops in Two Player Mode.

SINGLE RACE

Select this mode to race against seven computer opponents, or six computer opponents and a friend. The car you select for your computer opponent is used by all computer drivers unless you select THE PACK, in which case one of each type of car will be raced by a different computer driver. The open road tracks have been blocked off to public traffic for this event, and the cops are down at the local donut shop.

TOURNAMENT

This mode lets you participate in a Tournament in which you must place first on all tracks to win the Championship and advance to a BONUS Track.

To Start a Tournament

1. Select TOURNAMENT from the Race Type screen.
2. At the Tournament screen there are four options:

START NEW Start a new Tournament.

PASSWORD Enter a password to resume a saved tournament.

1. Select PASSWORD from the Tournament screen.
 - Ⓐ D-Button ↑↓ to change letters.
 - Ⓐ D-Button ↔ to change spaces.
2. Press **START** to enter your tournament password.
3. The Race Location screen appears.

CONTINUE Continue a tournament.

MEMORY CARD Toggle memory card 1/memory card 2 to load a saved tournament.

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. 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 accessible through the Race Location screen.

You can save your place in a Tournament after you win on a track. See *Memory Card* on page 6.

- Ⓐ Choose the type of race you want and press ✕. The Race Location screen appears.



RACE LOCATION

It's time to select the track. Initially, there are six tracks to choose from. 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 with 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 7.)

If the Track you chose is an open road track, a detailed Segment map is displayed.

- Ⓐ To cycle through the segments, highlight the SEGMENT VIEW bar and D-Button ↔.

If the Track you chose is a closed circuit track, the entire circuit is displayed with numbers marking the major turns. You also have the option to choose the number of laps for the race.

NOTE: In Tournament mode, the number of laps is always set to NORMAL.

- Ⓐ To cycle through the lap choices, highlight the LAPS bar and D-Button ↔.
- Ⓐ To cycle through lighting effects for different times of day, highlight the MIDDAY bar and D-Button ↔.

NOTE: On each track there are three settings for time of day.

- Ⓐ When finished, press ✕. The Car Selection screen appears.

CAR SELECTION

Before you start burning rubber, you need to choose a car that suits your driving style. 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 test drive.

- Ⓐ To cycle through the different cars, highlight the car photo and D-Button **↔**.
- Ⓐ To toggle between manual and automatic shifting, highlight the AUTOMATIC bar and D-Button **↔**.


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. Automatic mode is a good way to start out, but to squeeze the last ounce of performance out of each car you have to master the Manual shift mode.

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.

- Ⓐ To shift up, press **R1** or **L1**.
- Ⓐ To down-shift, press **R2** or **L2**.
- Ⓐ To access the Car Showcase screen to view all the cool stats and specs, highlight CAR SHOWCASE and press **X**. See *Car Showcase Screen* on page 12 for more information.



SELECTING YOUR CAR

Time Trial

- ⌚ When you have selected the car that you want, press **X**. The race begins.

Head to Head

1. When you have selected the car that you want, press **X**. The Opponent selection screen appears.
2. When you have selected a car for player 2 or the computer opponent, press **X**. The race begins.

Single Race

1. When you have selected the car that you want, press **X**. The Opponent selection screen appears.
 2. If you are playing a two player game, select a car for Player 2 and press **X**. The Opponent selection screen will reappear.
 3. Select a car for your computer opponents.
- ⌚ To race against seven different cars at the same time, cycle through the car choices until you reach THE PACK, and press **X**. The race begins.
 - ⌚ To race against seven cars that are all the same model, select the model that you want and press **X**. The race begins.

Tournament

- ⌚ When you have selected the car that you want, press **X**. The race begins.

NOTE: In Tournament mode your car selection is limited to specific cars depending on which track you are racing. To learn which cars are available on which tracks, see *To Start A Tournament* on page 8.

CAR SHOWCASE SCREEN

The Car Showcase screen displays the following five options:

- Ⓐ To access each showcase screen, highlight the category you want and press ✕.
- Ⓑ To return to the Car Showcase screen from any of the following screens, press ■.
- Ⓒ When finished, press ■. The Car Selection screen appears.

GENERAL

Price, weight, and wheelbase are examples of the info you'll find here. Check out the classy shots of the car from every angle.

PERFORMANCE

Acceleration 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*.

MECHANICAL

Engine type and chassis layout give you the information you need to select a car for a specific open road or closed circuit track.

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.

VIDEO

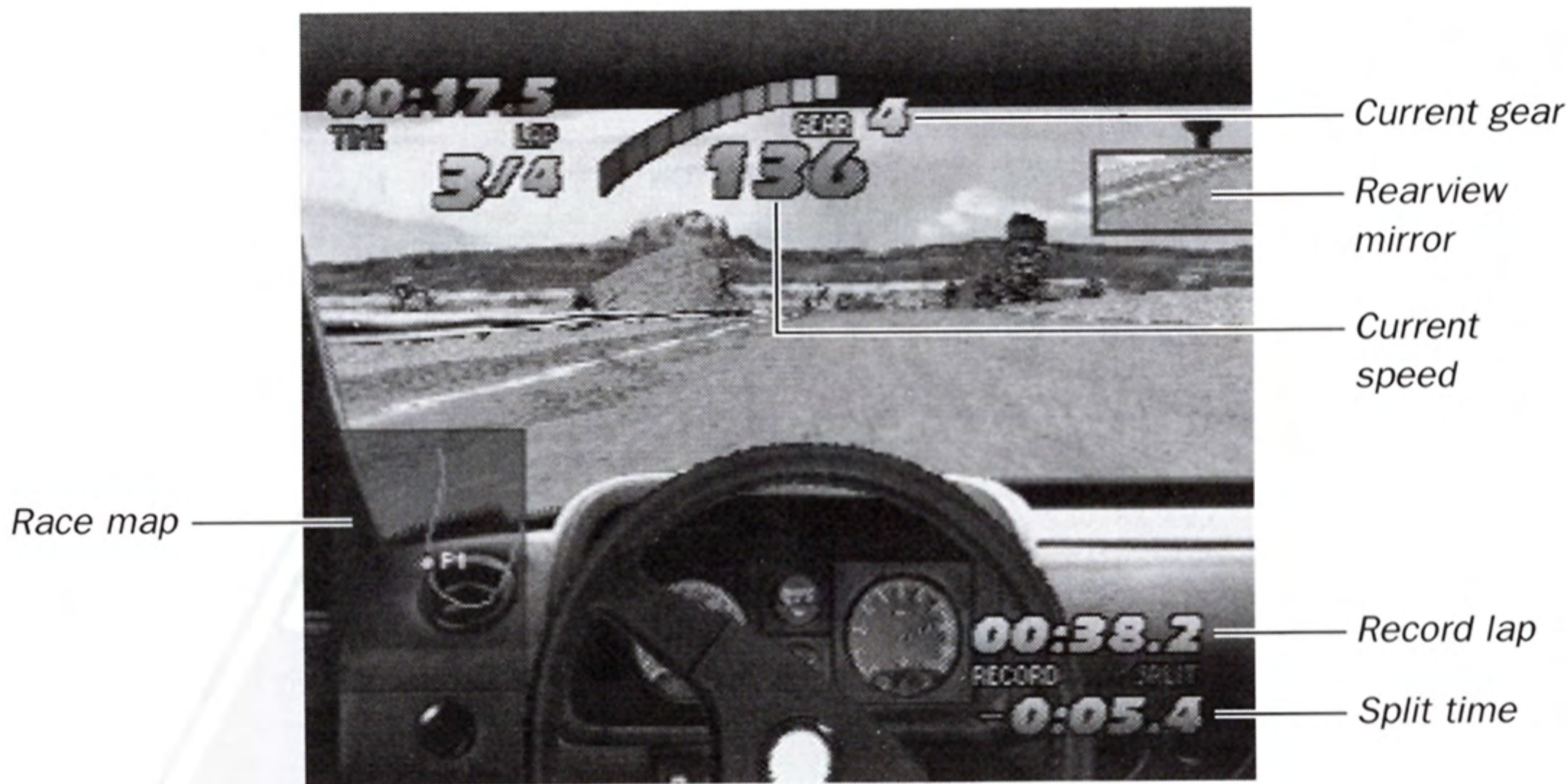
Select this option to see a smokin' video of each car in action. Press any button to exit this video.

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

TAKING IT TO THE STREETS

Now it's time to satisfy a certain need—pin the accelerator and feel the G's.

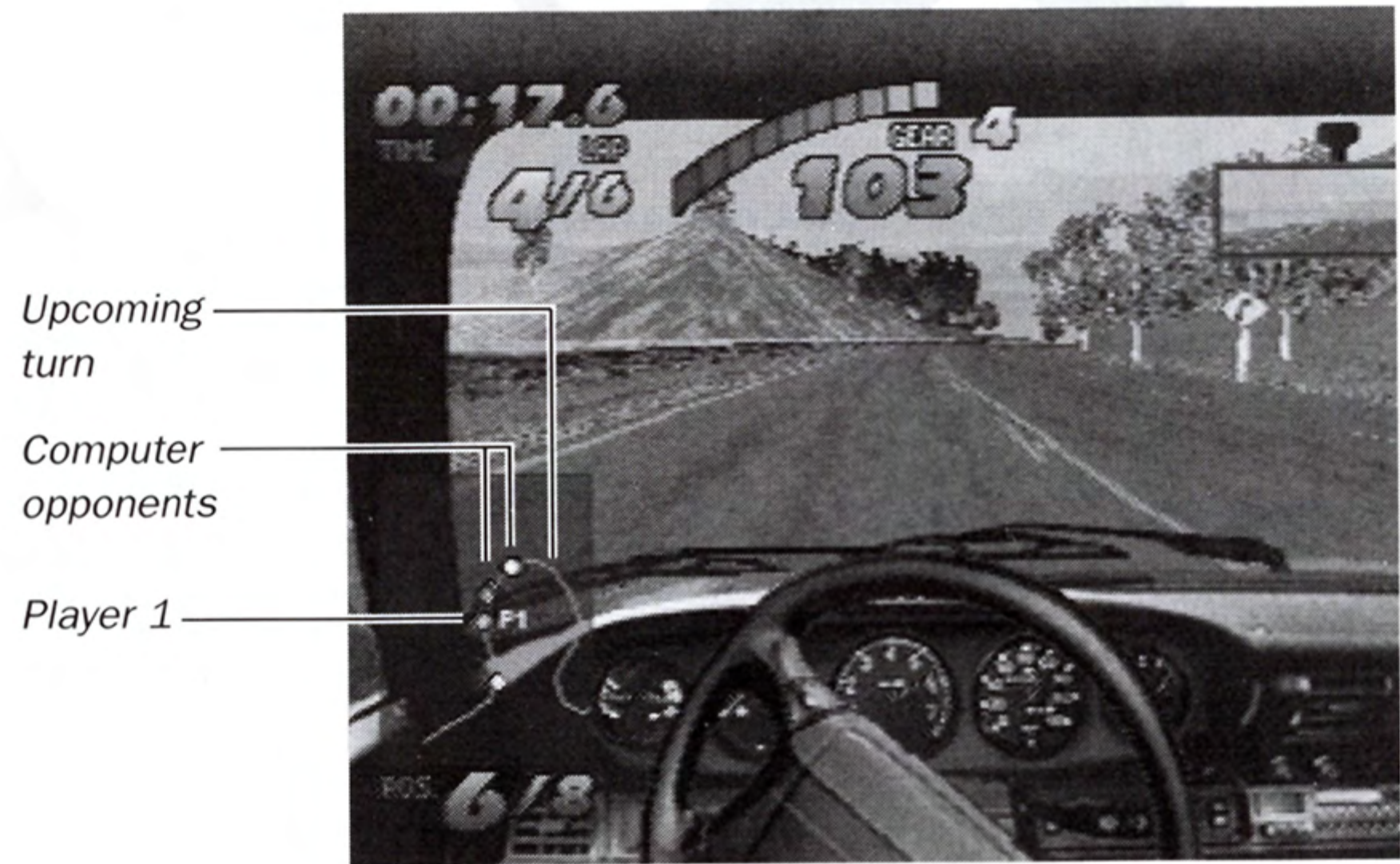
- Ⓐ To start the game select your race type, race location, and car, then press **✕**. The game loads and you are taken to the cockpit of your car.



NOTE: To remove the Heads-Up Display, hold **↓** for one second. In split-screen mode, both players must hold **↓** at the same time.

RACING MAP

The Need for Speed cockpit sports a high tech race map. A quick glance shows you your relative position and prepares you for upcoming turns.



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 *Car Selection* on page 10 for information on changing shift modes.

⊙ To shift up, press **R1** or **L1**; to down-shift, press **R2** or **L2**.

Watch the starting lights in the center of the game screen—when the green light comes on, shift into 1st and hit the gas!

DRIVING THE CAR

ACTION	PLAYSTATION CONTROLLER	NEGCON CONTROLLER
Pause game	START	START
Steer the Car	D-Button ↔	D-Button ↔ or twist the controller
Accelerate	■	II
Brake	✕	I
Shift Gears up	R1/L1	Top right button
Shift Gears down	R2/L2	Top left button
Cycle through Camera Views	▲	B
Hand Brake	●	A
Horn	D-Button ↑	D-Button ↑

While driving, you're given road monitoring and performance information, including an alternating red and blue light on the racing map to indicate that a cop is near.

CAMERA VIEWS

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

⊙ To toggle through the camera views while driving, press ▲.

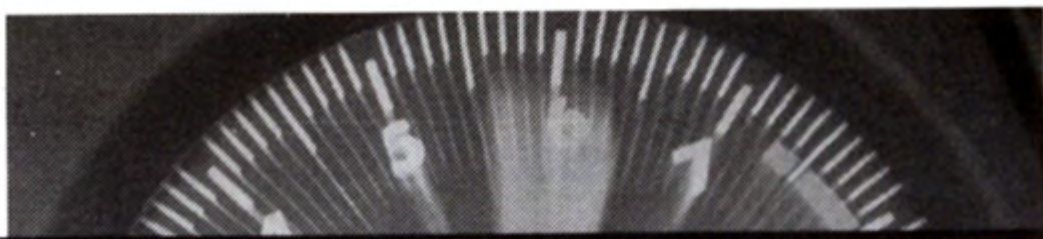
NOTE: When racing with a friend in split screen mode, In-car Cam is not available.

PAUSE MENU

You can pause the game at any time during the race without losing your place.

⊙ To pause the game during a race, press **START**. The Pause Menu screen appears.

⊙ To access the Pause screen options, D-Button ↑↓ to highlight the option you want, then press ✕.



- CONTINUE

Return to the race at the same point.
- REPLAY

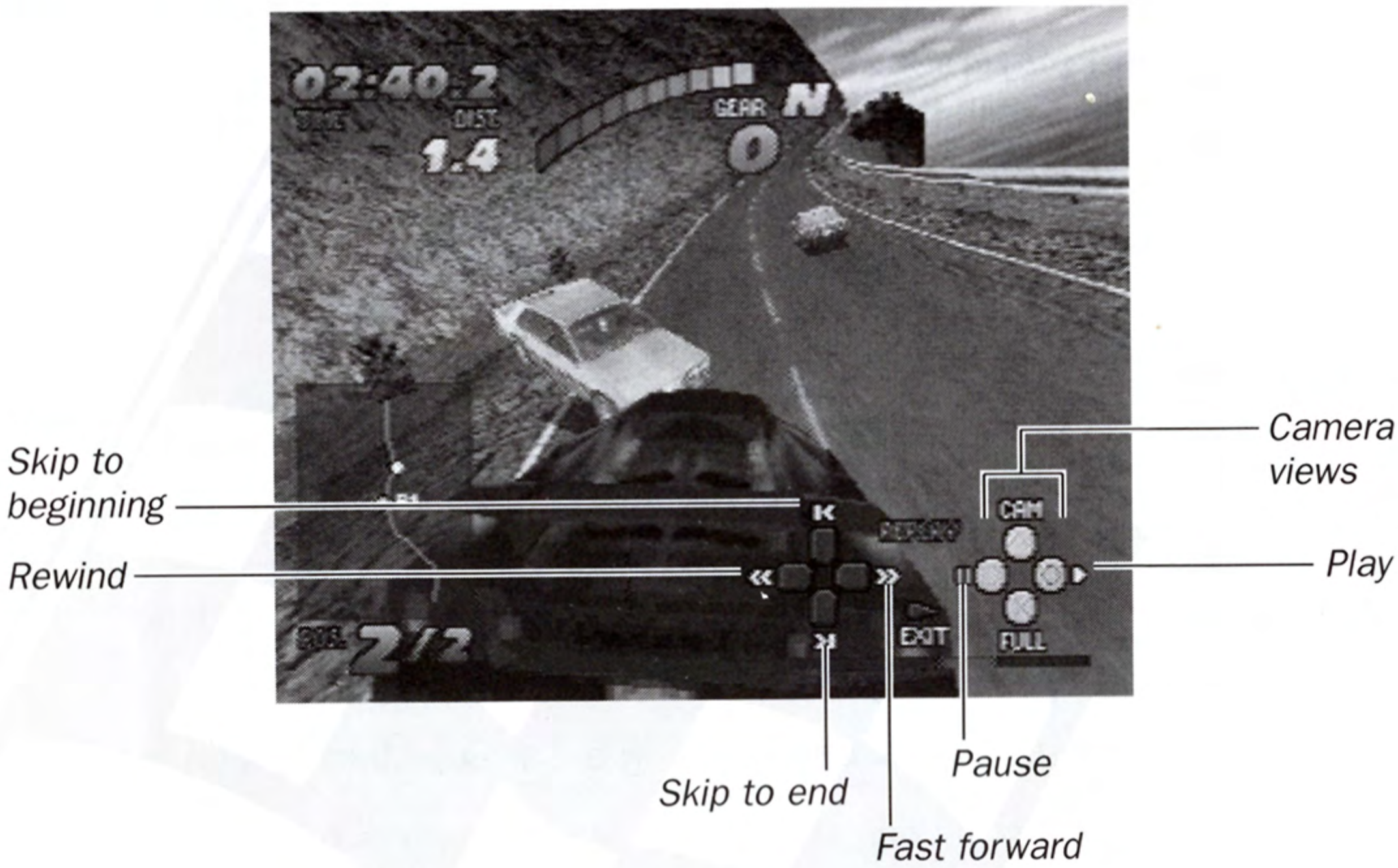
View a replay of the current race. See Replay below for replay controls.
- RESTART

Restart the current race at the beginning.
- QUIT

Exit the race and go straight to the Game Mode screen.

REPLAY

To view a replay during a race, pause the game by pressing **START**, then select REPLAY.



Replay Controls

Advance to end/beginning of reel	D-Button ↑↓
Fast forward/rewind	D-Button ↔
Return to Pause Menu	START
Pause	■
Select video speed	×
Play	●
Change camera view	▲

LINK MODE

In order to play via link mode you must have two monitors, two PlayStation game consoles connected by a link cable, and two copies of *The Need For Speed*.

SETTING UP A LINK MODE GAME

1. Make sure the link cable is connected to both machines before starting *The Need for Speed*.
2. If the link cable is connected it is automatically detected. The LINK MODE option will be available on the Game Mode screen when *The Need for Speed* starts.

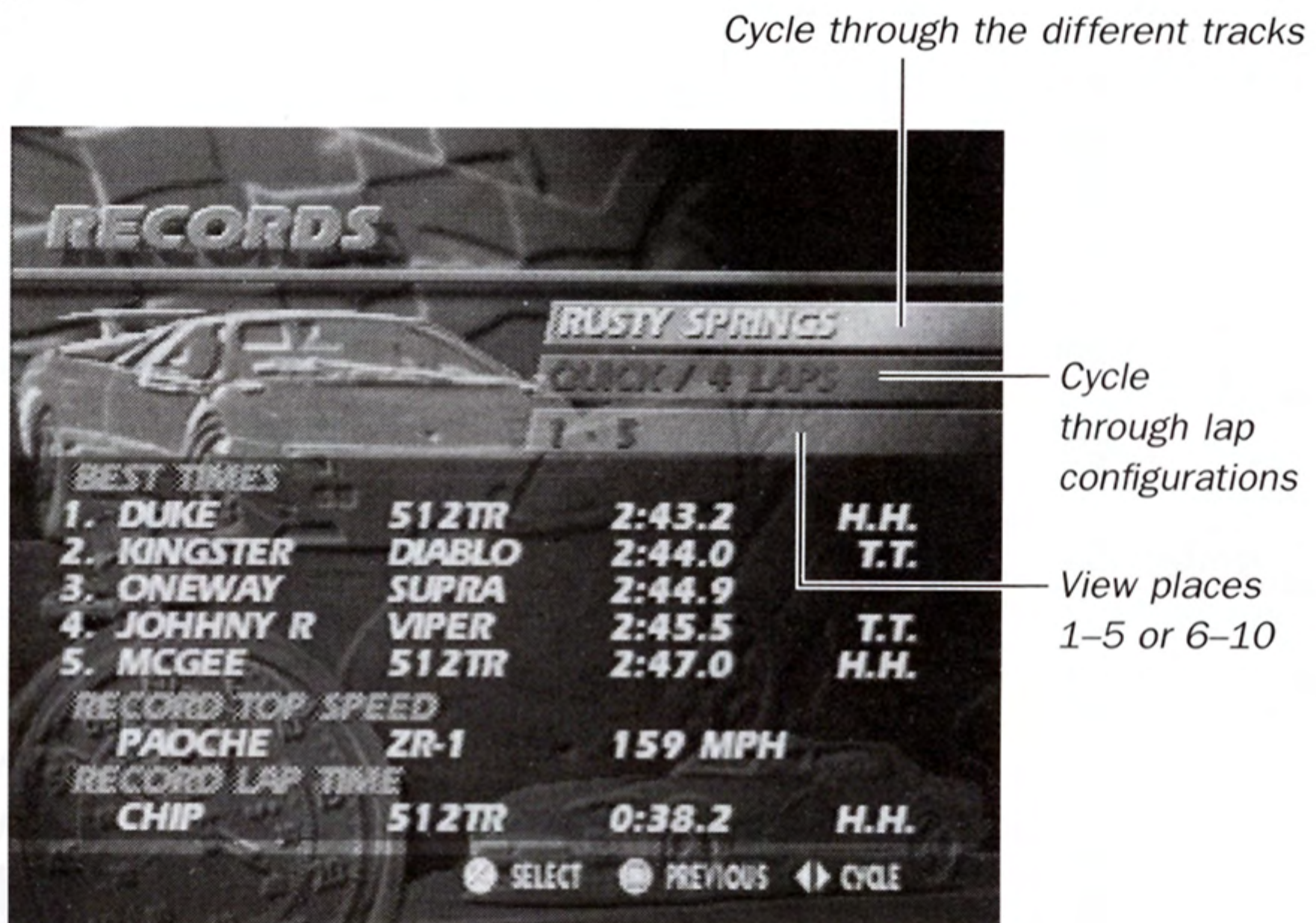
NOTE: Both players must be on the Game Mode screen. Player 1 controls the user interface (i.e., menu selections, pausing the game, etc.).

3. Either player may select LINK MODE.
4. The first player to select LINK MODE is player 1 and receives a "Linked" message at the bottom of the screen. The other player receives the message "Linked: other player has control." The Race Type screen appears.
5. At the Race Type screen player 1 makes the selection. The Race Location screen appears.
6. Player 1 chooses the race location. The Car Selection screen appears.
7. Player 1 chooses his car, then player 2 chooses his own car. If you are racing a SINGLE RACE, player 1 chooses the opponent's car. Each player will see a picture of his own car as the game is loading. Get ready to race!

NOTE: In Link mode TOURNAMENT and TIME TRIAL races are not available.

RECORDS

View records for best times and speeds for all tracks and race configurations.



NOTE: To save new records, see *Memory Card* on page 6.

- ③ To cycle through records set on different tracks, highlight the bar with the track name and D-Button ↔.
- ③ To cycle through records for races with different numbers of laps (circuit tracks only), highlight the bar with the lap numbers and D-Button ↔.
- ③ To toggle between records 1-5 and 6-10, highlight the bar with the place numbers and D-Button ↔.
- ③ When finished, press ■ or ✕. The Game Mode screen appears.

COPS

One of the major obstacles to going as fast as you want, when you want, is the presence of law officers. When racing on an open road track in Head to Head mode, you'll see them in force. If you keep an eye on your map and your ear tuned to your radar detector, you can try to avoid them. The police cruiser shows up as a red and blue flashing light on your race map. Whatever you do, don't crash when there are cops around and don't let them pass—you are certain to get a ticket.

- Ⓜ If a cop catches you, you'll receive a speeding ticket. If you get two speeding tickets on any segment, you are arrested and disqualified from the race.
- Ⓜ There are no cops in Two Player Mode.

FINISH LINE/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 rank, average speed, top speed, and a running total for the race/segment. If you break a record, you are prompted to enter your name into the records. You can also see a breakdown by lap.

- Ⓜ When you're done looking at your performance statistics, press **✕**. The Finish/Checkpoint menu appears.

To enter your name:

- Ⓜ To choose a letter, D-Button **↑↓**.
- Ⓜ To move between spaces, D-Button **↔**.
- Ⓜ When finished press **START**. Your name is entered into the records.



THE FINISH/CHECKPOINT MENU

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

Ⓐ To select a Checkpoint menu option, press ✕.

CONTINUE

If this is a Checkpoint, you return to your game in progress. If this is the end of the race, you return to the Race Location menu.

HIGHLIGHTS

Highlights include all of the best crashes, passes, skids, powerslides, and jumps of the race you just drove. It offers several camera angles, and you can view the tape in several different 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. Highlights automatically show the best parts of the previous race, but you can take control and view them in any order you want—just grab the controller and follow the on-screen video instructions or see *Replay* on page 15 for video controls.

RESTART

Select this option to restart the same race you just finished.

QUIT

Select this option to exit the race and return to the Game Mode screen.

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.

ARTISTS' PHOTO



The Need for Speed Team

Back row, L-R: Jeff Dyck, Richard Mul, Saki Kaskamanidis, Dejan Stanisavljevic, Funky Swadling, Hanno Lemke, Scott Jackson, Robert Sculnick, Dave Lucas, Gregg Giles, Mike Mann, Brett Bradstock

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Front Row, L-R: Laurent Ancessi, Shelby Hubick, Alistair Hirst, Kent Maclagan, Michael Pohoreski, Serena McCabe, Peter King

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W.A.M., Sharx Recreational Services, Frank Barchard, Iain Macanulty, Rick Friesen, Jay Page

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Director of Photography: Peter Woeste

Executive Producer: Scott Kennedy

Producer: Louise Valgardson

Art Director: Ron Bignall

Policeman: Michael St. John Smith

Additional Video: Coast Mountain Post Production

Additional Music: KoKo Productions, Jamie Bowers

Additional Musicians:

Guitar: Scotty Hall

Bass: Rob Bailey, Mark Rogers

Cymbals and Hi-Hat: Chris Taylor, Darren Sleno

Vocals: Angela Somerville

Bass: Robin Steen

Additional Audio Editing: Jennifer Lewis, Steve Royea, Crispin Hands

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