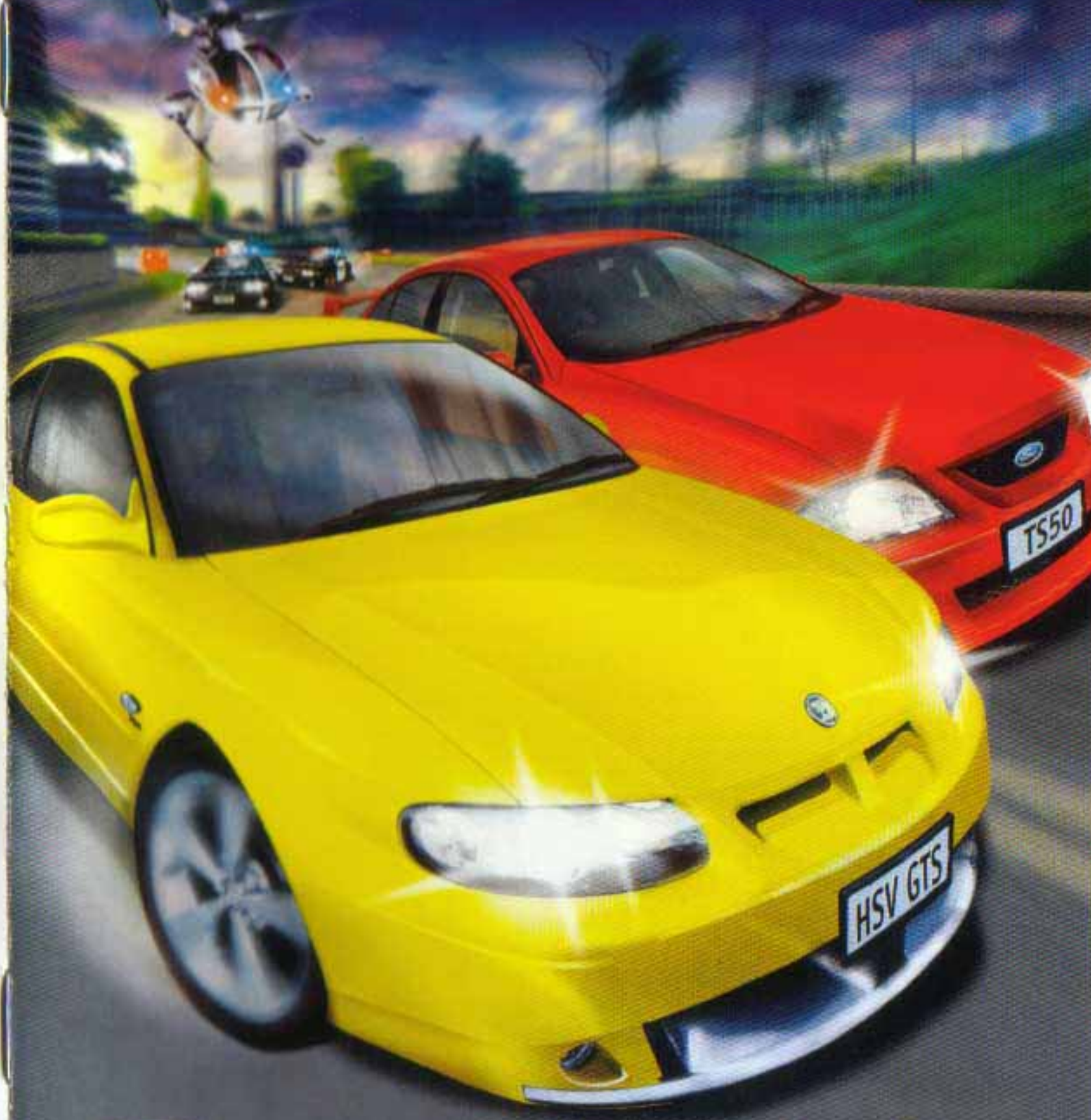


DOL-GH2P-AUS-M

# NEED FOR SPEED HOT PURSUIT 2



INSTRUCTION BOOKLET

10281031431



Electronic Arts Australia  
46 Smith Street, Southport, Gold Coast, Queensland 4215.  
PRINTED IN GERMANY

EAJ03603734M





THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



**THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE OR TWO PLAYERS AND CONTROLLERS.**



**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**

LICENSED BY



TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2002 NINTENDO. ALL RIGHTS RESERVED.

# Contents

Starting the Game .....	2
Command Reference .....	2
NINTENDO GAMECUBE CONTROLLER .....	2
Complete controls .....	3
Satisfy Your Need For Speed .....	3
Setting Up the Game .....	4
Main Menu .....	4
Starting a Game in Hot Pursuit Mode .....	5
Starting a Game in Championship Mode .....	5
Starting a Single Challenge Game .....	5
Options .....	7
Playing the game .....	8
Cops .....	8
Pause Menu .....	9
End Race Screen .....	9
Replay .....	9
Speciality Cameras .....	9
Rewards .....	9
Game Modes .....	9
Hot Pursuit – Running From the Long Arm of the Law .....	10
Championship – Competition Without the Cops .....	10
Single Challenge – Customise It .....	10
Quick Race – Instant Gratification .....	10
Race Types .....	10
Single Race .....	11
Lap Knockout .....	11
Tournament .....	11
Be the Cop .....	11
Free Run .....	11
Saving and Loading .....	12

## CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

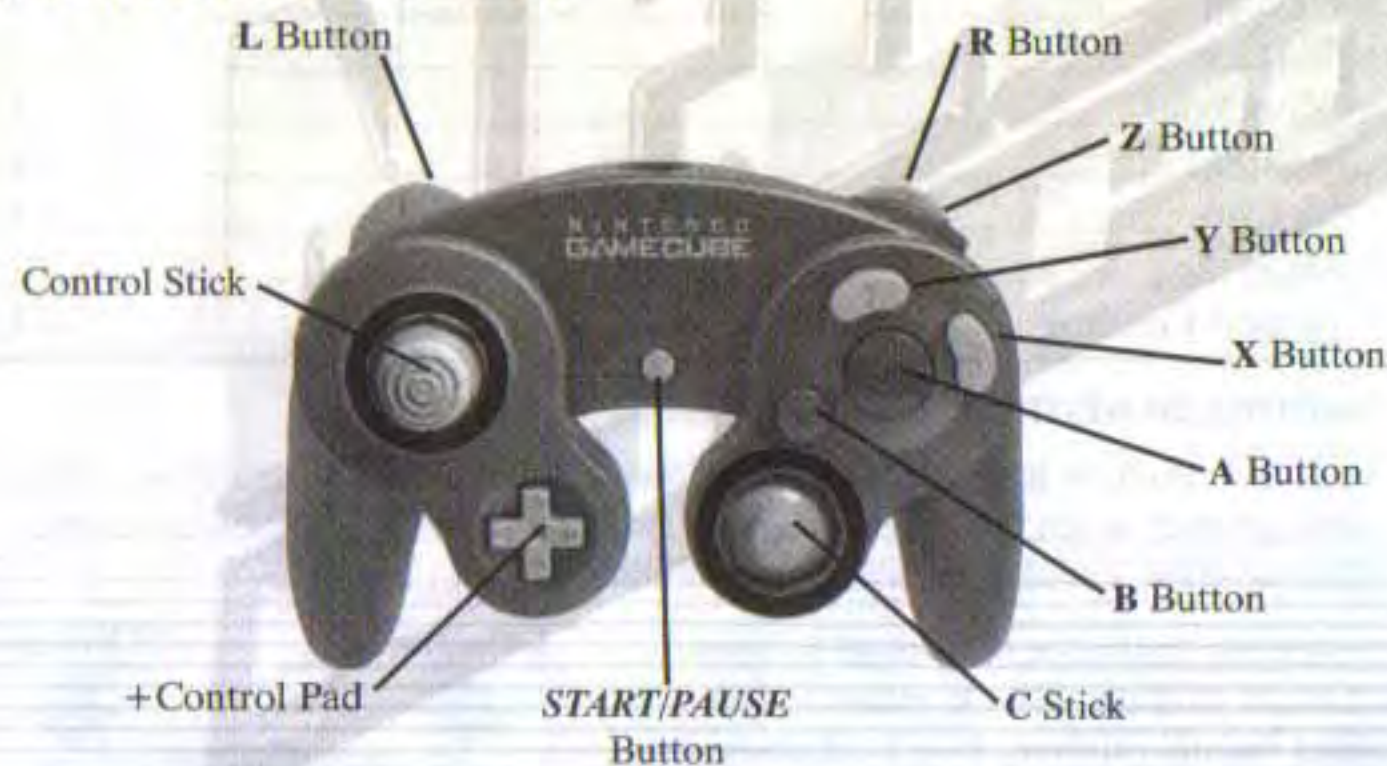




## Starting the Game

1. Turn OFF the POWER Button on your NINTENDO GAMECUBE.  
**WARNING: Never try to insert or remove a NINTENDO GAMECUBE DISC while the power is ON.**
2. Make sure a NINTENDO GAMECUBE CONTROLLER is plugged into Controller Socket 1 on the NINTENDO GAMECUBE.
3. If you're playing against a friend, plug another NINTENDO GAMECUBE CONTROLLER into Controller Socket 2.
4. Insert the *Need For Speed™ Hot Pursuit 2* game disc into the optical disc drive.
5. Turn ON the POWER Button and proceed to the *Need For Speed Hot Pursuit 2* title screen. If you can't proceed to the title screen, begin again at step 1.
6. At the *Need For Speed Hot Pursuit 2* title screen, press the START/PAUSE Button to advance to the Main Menu. (See *Main Menu* on p. 4)

## Command Reference NINTENDO GAMECUBE CONTROLLER



## Menu Controls

Highlight menu item	+Control Pad UP/DOWN
Change highlighted item	+Control Pad LEFT/RIGHT
Select/Go to next screen	A Button
Return to previous screen	B Button

## Complete controls

### Driving Controls (Default)

Steering	Control Stick LEFT/RIGHT
Accelerate	A Button
Brake	B Button
Reverse	B Button (Automatic Transmission Only)
Hand Brake	X Button
Car Reset	Z Button
Shift Up	R Button
Shift Down	L Button
Change Camera	Y Button

- If you prefer a different set of controls, you can change to a different configuration. For more information, see *Options* on p. 7.

### Cop Controls (Default)

Activate Siren/ Target Speeders	+Control Pad DOWN
Call for Backup	+Control Pad LEFT
Call for Roadblock	+Control Pad UP
Call for Helicopter	+Control Pad RIGHT

### Camera/View Controls (Default)

Look behind	C Stick Down
Change Camera	Y Button

## Satisfy Your Need For Speed

*Need for Speed Hot Pursuit 2* puts you behind the wheel of the world's fastest exotic cars, rendered in stunning detail on 48 spectacular courses. Race against a friend or up to seven A.I. competitors, but keep your eyes peeled for the cops – they're smart, they're well equipped and they mean business. Hot Pursuit mode dares you to outrun the law in dozens of unique driving challenges. Championship mode pits you against the world's fastest cars in a series of challenging scenarios – without interference from the law. The track is the best place to learn about driving, so get out there and satisfy your Need for Speed. Good luck ... you're going to need it.



## Game Features

- Incomparable driving experience – the guys who really own these cars don't drive them this fast!
- Best-looking cars ... period – so real you'll worry about door dents when you park.
- Best-looking environments – beautiful vistas at every turn, but keep your eyes on the road.
- Awesome physics engine – don't blame us if you crash, these cars behave predictably in every situation.
- Hot Pursuit mode – well-equipped cops with ample intelligence take pursuit to new levels.
- Championship mode – test your mettle and your machine against the best racers on the road.
- Reward mechanisms – drive well and earn points to unlock the cars and tracks of your choice.
- Jump and 360 Cams – catch big air and the camera pulls back for a slow-motion shot, among other cool camera tricks.

For more information about *Need for Speed Hot Pursuit 2* and other EA GAMES™ titles, visit [www.eagames.com](http://www.eagames.com)

## Setting Up the Game

A quick look at the choices below can help you spend more time on the track and less time asking for directions.

### Main Menu

- SINGLE CHALLENGE:**  
Design your own one- or two-player race
- OPTIONS:** Adjust audio, display and gameplay settings
- QUICK RACE:**  
Drive instantly in a randomly generated race



**HOT PURSUIT:**  
Escape from the police and their powerful machines to become the ultimate road racer

**CHAMPIONSHIP:**  
Race wheel-to-wheel for the title of World Champion without interference from cops

You have an important choice to make. If you think you're ready to outrun the cops in 33 wild scenarios, go for Hot Pursuit. To begin a career of classic racing without cops, try Championship mode. To create your own custom race, choose Single Challenge mode. And if you want to get on the road fast without being picky, opt for a Quick Race.

## Starting a Game in Hot Pursuit Mode

To start a game in Hot Pursuit mode:

1. Select HOT PURSUIT from the Main menu. The Hot Pursuit race tree appears.
2. Select an unlocked challenge from the Hot Pursuit race tree. The description box appears. Read it and press the A Button.
3. The Car Select screen appears. Choose your car, colour and press the A Button.
4. The transmission type pop-up screen appears. Choose your transmission type and press the A Button. The game begins.

## Starting a Game in Championship Mode

To begin a new game in Championship mode:

1. Select CHAMPIONSHIP from the Main menu. The Championship race tree appears.
2. Select an unlocked challenge from the Championship race tree. The description box appears. Read it and press the A Button.
3. The Car Select screen appears. Choose your car, colour and press the A Button.
4. The transmission type pop-up screen appears. Choose your transmission type and press the A Button. The game begins.

## Hot Pursuit and Championship Trees

Hot Pursuit and Championship modes feature trees, or detailed maps, of the series of races that lead to your ultimate goal. The trees allow you to pick your own path through an interconnected series of challenges and rewards.

**EA Tip:** Winning a race can unlock more events than a second or third placing. So the faster you go, the more choices you have for your next race.

To navigate the Tree:

1. Press the +Control Pad UP/DOWN and LEFT/RIGHT to highlight events in the tree.
2. Press the A Button to see more information about a highlighted event.
3. Press the A Button again to begin any unlocked event.

## Starting a Single Challenge Game

- To begin a Single Challenge game, select SINGLE CHALLENGE from the Main menu. The Single Challenge menu appears.



## Creating a Challenge

Race Type appears above the race characteristics. This is the biggest choice you have to make.

- To highlight the race type of your choice, press the +Control Pad **LEFT/RIGHT**. (For more information, see *Race Types* on p. 10.)

**Number of Players:** Play alone (1) or with a friend (2).

**Cops:** Turn police presence **ON** or **OFF**.

**Number of Opponents:** Race against one car or a **full grid** of seven other cars.

**Opponents:** Choose the type of cars you'll be racing against, either the **SAME** car as yours or a **RANDOM** assortment of cars. When racing only one opponent, you choose the specific car you want to race against.

**Difficulty Level:** Race against **BEGINNER**, **INTERMEDIATE** or **ADVANCED** drivers.

**Traffic:** Enable or disable non-racing traffic: **OFF** or **ON**.

- To advance to the Track Select screen, press the **A** Button.
- To return to the Main menu, press the **B** Button.

## Selecting a Track

*Need for Speed Hot Pursuit 2* features 48 challenging and scenic tracks from around the globe. Keep your eyes peeled for escape routes and shortcuts, as everything from volcanoes to mineshafts await you.

Track selection is necessary only in Single Challenge mode.

- To highlight tracks, press the +Control Pad **LEFT/RIGHT**. Track information is listed at the top of the screen or press the **Y** Button for an audio description of the track. Locked tracks display a padlock and the point cost for unlocking the track.
- To highlight the direction of a track, press the +Control Pad **UP/DOWN**. Tracks may be driven forwards or backwards, or even mirrored forwards and mirrored backwards.
- After selecting a track, you will be prompted to select the number of laps to race. To highlight your choice, press the +Control Pad **LEFT/RIGHT** and then press the **A** Button to advance to the Car Select screen..

**EA Tip:** *Need for Speed Hot Pursuit 2* tracks are filled with shortcuts (and long-cuts too). Using these wisely can help you win against otherwise daunting opponents.

## Select a Car

The *Need for Speed Hot Pursuit 2* Car Selection screen is every driver's dream. The hottest automobiles ever produced spin on a turntable in front of you, gleaming in the spotlights. If you drive fast enough, any of these dream cars can be yours. What if you don't like the colour? No problem, just repaint it with the touch of a button.

Pick your car carefully. Looks are important, but in the end only horsepower and handling will keep you out of jail. You can unlock new cars as you earn points, but you may want to save your points for a faster

car and not just the first one you can afford.

NFS Edition cars have a slightly higher level of performance than their stock counterparts.

PURSUIT cars are police chase versions of their civilian counterparts.

- To browse through cars, press the +Control Pad **LEFT/RIGHT**.
- To change the colour of any unlocked car, press the +Control Pad **UP/DOWN**.
- To select any unlocked car, press the **A** Button.
- To showcase the currently highlighted car, press the **Y** Button. The car showcase is only available for unlocked cars.
- Choose a transmission type. There are two types of transmission available for you to choose.

**Automatic:** The car changes gear automatically.

**Manual:** You must change gear manually. Once mastered, manual changing is slightly faster than automatic.

## Multiplayer

Rip up the road with a friend. All Single Challenge races are available as two-person, split-screen races. Both Top/Bottom and Left/Right split screen modes are available.

**To start a multiplayer race:**

1. Select **SINGLE CHALLENGE**.
  2. Select **NUMBER OF PLAYERS (2)**.
  3. Select a track.
  4. Player 1 selects a car first, then Player 2 is able to make their car selection.
- You can switch the screen mode from split-screen to side-by-side in the Game Options section of the Options menu. (For more information, see *Options* below))

## Be the Cop

Be the Cop is your chance to chase speeders in a suped-up cruiser while calling in other officers for support. Find out what it's like on the other side of the law.

When you're the cop you stop speeders yourself so it pays to know cop tactics.

- Activate the siren to target speeders. A red power bar floats above the targeted car. Green arrows float over untargeted cars.
- Call in support from your fellow officers. You can call for Backup cars to join in the chase, have Roadblocks set up in the road ahead and even bring in Helicopters to assist. The available amount of each type of assistance is listed on the top left side of the gameplay screen.

## Options

Set your audio, display and controller preferences for the entire game and save or load Driver Profiles.

**Customise Audio:** Control music and sound effects by adjusting sound



level slider bars.

**HUD Options:** Fine-tune the Heads-Up-Display settings including track map, rearview mirror and Speedometer.

**Game Options:** Adjust the Rumble Feature, cameras, multiplayer split-screen and autosave settings.

**Driver Profile:** Save your Driver profile, create a new one, or load or delete an existing one. Your complete history of driving accomplishments is also displayed here.

**Credits:** Learn more about the makers of *Need for Speed Hot Pursuit 2*.

**Controller Options:** Customise your controls by selecting your favourite configuration.

- For a listing of the menu controls, see *Complete Controls* p. 3.

## Playing the game

Take note of these on-screen tools and other options to ensure top performance.



- To access the Pause menu during gameplay, press **START/PAUSE** (For more information, see *Pause Menu* on p. 9.)

**EA Tip:** Using the handbrake (**X** Button) at the beginning of a sharp turn skids out the rear of the car, letting you slide through the turn faster. But be careful, this move is risky at high speeds.

## Cops

So you think getting away is going to be easy? Think again. The cops in *Need for Speed Hot Pursuit 2* use advanced co-operative tactics to bring you to a halt. Their equipment includes spike strips, road blocks and helicopters, so even the best drivers can't take their freedom for granted.

## Getting Busted

How do you know when the cops are on your tail? If you didn't notice the sirens and flashing lights, you could always look just below your rearview mirror for the pursuit indicator. This red bar appears when the cops have you targeted and are in pursuit.

- The green horizontal bar is a timer. The bar slowly fades and when it gets to the bottom the police may decide to call off the pursuit. However, if the cops are close and think they can still catch you, they

may just keep on coming.

- Below the bar are five white stars, which light up as the pursuit intensifies. One star may be a lone cruiser on your tail, while five stars involves many cops and plenty of high-tech equipment.

## Pause Menu

- Press **START/PAUSE** during gameplay to access the Pause menu.

**Resume Race:** Continue the current race.

**Restart Race:** Begin a new race with the same settings as the current race.

**Game Options:** Turn the Rumble Motor **ON** or **OFF** or adjust camera settings.

**HUD Options:** Adjust map, mirror and speedometer settings.

**Audio Options:** Adjust music and sound effects settings.

**Quit Race:** End current race and return to the Main menu.

## End Race Screen

At the end of each challenge, an automatic replay of the race begins. Press the **A** Button to display the End Race screen. From here you can restart the race, view a replay of the race or exit to the Main menu.

## Replay

A replay of every event is available at the end of the race.

- To view a replay of the last race, select **VIEW REPLAY** from the End Race screen.

## Speciality Cameras

Speciality cameras highlight thrilling moments as they happen. Slam into a roadblock and time momentarily stops for a round-the-world overhead 360 Cam shot of the action. Catch big air and the Jump cam automatically pulls back for a slow motion shot of your car in flight. Crash cam automatically shows you the devastating action of a crash and the Bird's Eye cam lets you see the action all around you while you continue to drive.

## Rewards

Fast driving gets you places and in *Need for Speed Hot Pursuit 2* quick times can open up new worlds. You gain points after each event based on your driving performance. Use your points to unlock new cars and tracks and remember that you can save up your points for bigger rewards.

## Game Modes

Sometimes you feel like a cop, sometimes you don't. That's why *Need for Speed Hot Pursuit 2* offers so many ways to play. Choose between racing, chasing, being chased or just blasting around the track solo. What kind of drive are you up for?



## **Hot Pursuit – Running From the Long Arm of the Law**

Getting away from the law is not just a joyride – it's your career.

It's not every day you find yourself running from the law in an exotic sports car, unless of course you're playing in Hot Pursuit mode and working your way through 33 high-speed challenges to gain the title "Ultimate Road Racer". Challenges range from simple getaways to nerve-wracking lap knockouts with enough police presence to stop a truck. Adjust your rearview mirror to dim those flashing lights and make sure the tank is full – you're in for a long, hard drive.

## **Championship – Competition Without the Cops**

Who needs cops when the racing is this intense?

Racing performance cars at top speed is not a forgiving pastime; one small mistake can send you spinning into the back of the pack or worse. So if you're serious about racing, the last thing you want is a bungling cop swerving onto the track and throwing you off your next turn.

Championship is a 33-event career of cop-free racing challenges and the victor gains the title of "World Champion". Every type of race is here for the running, on tracks from around the world, so get ready for one close race after another.

## **Single Challenge – Customise It**

Design a race against game-controlled racers or against a friend and it's up to you whether cops give chase. You pick the car, the track, the type of race and other details to create wild tests of your driving skills; one race at a time.

## **Quick Race – Instant Gratification**

The fastest way to the starting line, Quick Race is a randomly generated single-player race. Drive any one of the unlocked cars on any one of the unlocked tracks.

## **Race Types**

*Need for Speed Hot Pursuit 2* features many kinds of races to keep you from falling asleep at the wheel. You can pick different race types in Challenge Mode or find them in the many challenges of Hot Pursuit and Championship modes.

## **Single Race**

Uphold your honour by showing other drivers nothing but your tailpipes. This is a standard race and the first driver across the finish line wins.

## **Lap Knockout**

Lap knockout is elimination racing at its best. Race laps around a track against up to 7 other drivers. At the end of each lap the driver in last place and any arrested drivers are eliminated. The driver in first place at the end of the last lap wins.

## **Tournament**

Design your own multi-race tournament. You select the characteristics of the race – then compete on tracks around the world.

## **Be the Cop**

Make the "boys and girls in blue" proud by filling your quota. Arrest as many speeders as possible in the allotted time. It sounds easy, but nobody stops without a chase in this game (for more information, see *Be The Cop* on p. 7)).

## **Free Run**

Drive the track without a time limit or other opponents. This is a great way to explore unlocked tracks without competition or distractions.



## Saving and Loading

**Note:** Never insert or remove a NINTENDO GAMECUBE Memory Card when loading or saving files.

*Need for Speed Hot Pursuit 2* allows you to save game data with the use of a Memory Card.

### Autoload:

1. When the game is first turned on, it searches Memory Card Slot A for existing Driver Profiles. The last Driver Profile used is loaded automatically.
- If no Driver Profiles are found, you are prompted to create a new profile.

### To load a saved Driver Profile:

1. Select OPTIONS from the Main menu.
2. Select DRIVER PROFILES from the Options menu.
3. Select LOAD DRIVER PROFILE.
4. Select the desired Driver Profile name.

### To create a new Driver Profile:

**Note:** Your profile is automatically saved at the end of every race.

1. Select DRIVER PROFILE from the Options Menu.
2. Select NEW DRIVER PROFILE. The New Profile screen appears.
3. Enter the name of the profile you are creating.

### To delete a Profile:

1. Select OPTIONS from the Main menu.
2. Select DRIVER PROFILE.
3. Select DELETE DRIVER PROFILE.
4. Select the profile you want to delete.
5. Select YES if you are sure you want to delete this Driver Profile, then press the A Button.

### To Autosave:

When Autosave is turned ON, *Need for Speed Hot Pursuit 2* saves your game automatically after each event (for more information, see the Options Menu p. 7). When Autosave is OFF, you are prompted to save your progress at the end of each race.

### To turn Autosave ON or OFF:

1. Select OPTIONS from the Main menu. The Options menu appears.
2. Select GAME OPTIONS in the Options menu. The Game Options menu appears.
3. Toggle the AUTOSAVE feature ON or OFF.

**Note:** Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

## Music Credits

### “Ordinary”

Performed by The Buzzhorn. Written by Rob Bueno, Todd Joseph, Ryan Mueller and Bert Zweber. © 2002 Bizornified Music (ASCAP). (P) 2002 Recording courtesy of Atlantic Recording Corp. From the album “Disconnected”.

### “Wall of Shame”

Performed by Course of Nature. Written by Mark Wilkerson, John Milldrum and Rick Shelton. Tailback 80 Publishing/RG Slide Music (BMI) and Warner-Tamerlane Publishing Corp. (BMI). All Rights Reserved. Used by Permission. (P) 2002 Recording courtesy of Atlantic Recording Corp. From the album “Superkala”.

### “Fever for the Flava”

Performed by Hot Action Cop. Mixed By Randy Staub. Written by Rob Werthner. Produced by Michael Baker. Fever for the Flava – EA Need for Speed Remix. Remixed by Francois Lafleur and Eric LeBlanc. © 2002 Rob Stuff Music (BMI) and Buttang Music (BMI). (P) 2002 Recording courtesy of Atlantic Recording Corp.

### “Going Down On It”

Performed by Hot Action Cop. Mixed by Randy Staub. Written by Rob Werthner. Going Down On It – EA Need for Speed Remix. Remixed by Francois Lafleur and Eric LeBlanc. Additional Production by Johnny Morgan. © 2002 Rob Stuff Music (BMI) and Buttang Music (BMI). (P) 2002 Recording courtesy of Atlantic Recording Corp.

### “Build Your Cages”

Performed by Pulse Ultra. Written by Pulse Ultra. Published by Pulse Ultra Music (ASCAP) and Paxil Ate God (ASCAP/SOCAN). (P) 2002 Recording courtesy of Velvet Hammer Music/Atlantic Recording Corp. From the album “Headspace”.

### “Keep It Coming”

Performed by Uncle Kracker. Written by Matthew Shafer and Michael Bradford. © 2002 Warner-Tamerlane Publishing Corp. (BMI), Gaje Music, Inc. (BMI) Seven Peaks Music (ASCAP) & Chunky Style Music (ASCAP). (P) 2002 Recording courtesy of Atlantic Recording Corp. From the album “No Stranger to Shame”.

### “The People That We Love”

Performed by Bush. Written by Gavin Rossdale. © 2000 Published by Mad Dog Winston Music Limited (BMI) (PRS). (P) 2002 Recording courtesy of Atlantic Recording Corp. From the album “Golden State”.

### “One Little Victory”

Performed by Rush. Written by Geddy Lee, Alex Lifeson and Neil Peart. © 2002 Core Music (SOCAN). (P) 2002 Recording courtesy of Atlantic Recording Corp. From the album “Vapor Trails”.

### “Black Hole”

Performed by The Humble Brothers. Written by The Humble Brothers. © 2001 Published by The Humble Brothers. (P) 2001 Recording courtesy of The Humble Brothers.



### "Brake Stand"

Performed by The Humble Brothers. Written by The Humble Brothers. © 2001 The Humble Brothers. (P) 2001 Recording courtesy of The Humble Brothers.

### "Sphere"

Performed by The Humble Brothers. Written by The Humble Brothers. © 2001 The Humble Brothers. (P) 2001 Recording courtesy of The Humble Brothers.

### "Cone of Silence"

Performed by Matt Ragan, Phil Robertson, Jack Duncan. Written and produced by Matt Ragan. © 2001 Electronic Arts. (P) 2001 Electronic Arts.

### "Flam Dance"

Performed by Matt Ragan. Written and produced by Matt Ragan. © 2001 Electronic Arts. (P) 2001 Electronic Arts.

### "Bundle of Clang"

Performed by Matt Ragan. Written and produced by Matt Ragan. © 2001 Electronic Arts. (P) 2001 Electronic Arts.

### "Cylkoid"

Performed by Rom di Prisco, vocal by Anji Bee. Written and produced by Rom di Prisco. © 2001 Electronic Arts. (P) 2001 Electronic Arts.

## **EA Europe**

**Software Localisation Manager:** Sam Yazmadjian

**Localisation Project Managers:** Julien Girard-Buttoz, Nathalie Fernandez

**European CQC Operations Manager:** Linda Walker

**European CQC Test Manager:** Jean-Yves Duret

**European CQC Test Supervisor:** David Fielding

**European CQC Test Leads:** Andrew Chung, Paul Richards, Ben Jackson

**European CQC Test Team:** Nadeem Ahmad, James Bolton,

Dean Choudhuri-Bennett, Jonathan Butler, Ben Davies, Paul Davies,

Tony Hopkins, Andrea Iori, Jamie Keen, Ramon Mella-Alvarez, Gary

Napper, Tuire Ollila, Ian Smithers

**European CQC Platform Manager:** James Featherstone

**European CQC Platform Specialists:** Ashley Powell, James Arup, James Norton, Tim Wileman

**Production Manager:** Jane Luckraft

**Account Executive:** Joanna Taylor

**Production Planner:** James Truter

**Documentation Layout and Translation Coordination:** Abdul Oshodi

**Web Localisation Coordination:** Sylvain Caburrosso

**Studio Ops:** Anne Miller, Phil Jones

**European Product Manager:** James McDermott

## **Notice**

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS TO THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LTD, CUSTOMER SERVICES, PO BOX 181, CHERTSEY, KT16 0YL, ENGLAND, UNITED KINGDOM. ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS".

ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

## **Warranty**

### **Limited Warranty**

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.



## Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £10 per disc, payable to Electronic Arts Ltd.

If you have any queries on warranty replacements or user-damaged discs or manuals, please e-mail us on [uk-warranty@ea.com](mailto:uk-warranty@ea.com) Please note that this is only for warranty and NOT technical queries.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, United Kingdom.

## Customer Support

If you have any queries about this product, Electronic Arts Customer Service department can help.

Customer Services have manned lines open from 9am–6pm Monday to Thursday and 9am–4:30pm Friday, and can be reached on the following number:

**0870 2432435**

**Note:** This is a National Call rate number charged at BT's standard national call rates (7.9p per minute at peak times and 3.95p per minute off peak. These costs include VAT. These charges are correct at the time of publication).

In order to improve our customer service, we will log your details into a secure database. When you are connected to a representative, you will be asked for several details, including your surname and date of birth. This information will not be shared with any external companies, or used for marketing purposes without your consent.

## 24-Hour Hintline – Gameplay Hints and Tips

Stuck? It happens to the best of us. Then call our **Official** hintline for hints, tips and cheats. If you want to make sure your game is included on the hintline before you call, feel free to check out our web site at <http://www.uk.ea.com> or call Customer Services – we'll be happy to give you a list of all games included on the hintline. However, please remember that Customer Services cannot give out hints or cheats directly. The Electronic Arts Hintline number is:

**09067 53 22 53**

**Note:** This is a premium charge line (calls cost 75p per minute incl. VAT). Call charges from mobiles vary. Callers must be 16 or over. Please obtain permission to call this number from the person who pays the phone bill, **before** you call.

Or, for Irish residents:

**1 560 923 580**

**Note:** This is a premium charge line (calls cost 95 cents per minute incl. VAT). Call charges from mobiles vary. Please obtain permission to call this number from the person who pays the phone bill, **before** you call.

## Keep up with the latest EA News!

If you want to keep up-to-date with all the news, reviews or gossip directly from Electronic Arts then why not register and get the official **Inside Games** newsletter delivered directly to your inbox. It is a quick and simple process and will keep you in the "know" as to what is new and hot from the EA Studios. Simply go to:

<http://register.ea-europe.com/>

And while you're on-line, check out the UK web site at

<http://www.uk.ea.com> for more in-depth news and reviews on our games. Here you will also find Technical Support, Downloads and details of what can be found on our **Official** EA Hints & Tips line.

So why not log on and see us today!



# Notes

# Notes



© 2002 Electronic Arts Inc. Electronic Arts, Need for Speed, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA GAMES™ is an Electronic Arts™ brand.

Ferrari, Ferrari F50, Ferrari 360 Spider, Ferrari 550 Barchetta Pininfarina, all associated logos, and the Ferrari F50, Ferrari 360 Spider and Ferrari 550 Barchetta Pininfarina distinctive designs are trademarks of Ferrari S.p.A.

The trademarks Lamborghini, Diablo 6.0 VT, Murciélago and all associated logos are used under license of Lamborghini ArtiMarca S.p.A., Italy.

Aston Martin V12 Vanquish used under license from Aston Martin Lagonda Limited, Ford Motor Company.

The BMW logo, wordmark and model designations are trademarks of BMW AG and are used under license.

Dodge is a registered trademark of DaimlerChrysler Corporation. The Dodge® Viper GTS model and its trade dress is used under license from DaimlerChrysler.

©DaimlerChrysler Corporation 2002.

All Ford vehicle models and trademarks are used under license from Ford Motor Company.

General Motors Trademarks are used under license to Electronic Arts Inc.

The Holden Special Vehicles name and the Lion and Helmet logo are registered trademarks of Holden Limited ACN 000 893 232.

The word "Jaguar", the leaping cat device and the characters "XKR" are trademarks of JAGUAR CARS LTD, ENGLAND and are used under license.

Elise, Lotus and Lotus Round Device are registered trade marks of Group Lotus plc.

McLaren, McLaren Cars Ltd., McLaren F1, McLaren F1LM are trademarks of McLaren Cars Ltd.

"Mercedes", "Mercedes Benz", "CL" and "CLK" are trademarks of Daimler-Benz AG.

Licensed from Dr. Ing. h.c. F. Porsche AG under certain Patents. Porsche, 911, and Carrera are registered trademarks of Dr. Ing. h.c. F. Porsche AG.

Nintendo, NINTENDO GAMECUBE and the official seal are trademarks of Nintendo, © 2002 Nintendo. All rights reserved.

All other trademarks are the property of their respective owners.