

NEED FOR SPEED.

UNDERGROUND RIVALRS



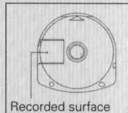
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

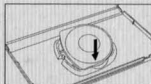
- When operating the unit, play in a well-lit room and keep a safe distance from the TV screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to this manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP handheld system's WLAN switch to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the UMD™ in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause system damage or malfunction.
- SCEA will not be held liable for damage resulting from the misuse of discs.

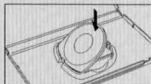


Recorded surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

"PlayStation" and the "PS" Family logo are registered trademarks and "PSP" and "UMD" are trademarks of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

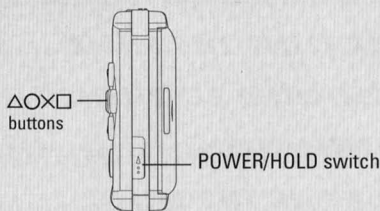
CONTENTS

GETTING STARTED	2
STARTING THE GAME	3
COMMAND REFERENCE	4
MAIN MENU	5
PLAYING THE GAME	6
GAME MODES	8
MULTIPLAYER	11
SAVING AND LOADING	12
LIMITED 90-DAY WARRANTY..	12

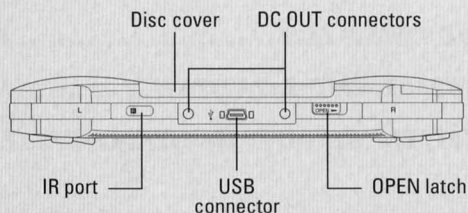
Check out EA GAMES™ on the web at www.eagames.com.

GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP™ handheld entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the *Need for Speed™ Underground Rivals* UMD™ disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP handheld's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP handheld to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

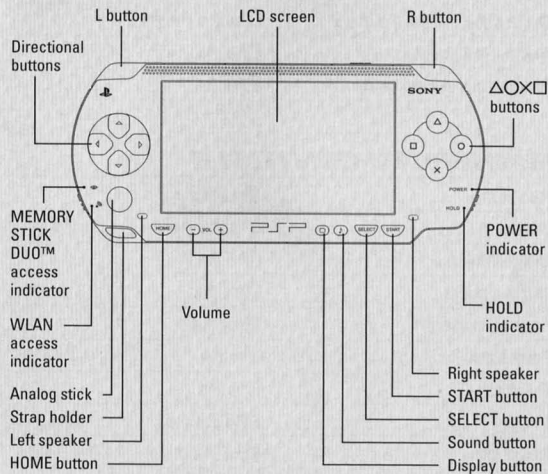
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP handheld. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME

PSP™ HANDHELD ENTERTAINMENT SYSTEM CONFIGURATION



COMMAND REFERENCE

MENU CONTROLS

Highlight menu items	D-button ↑/↓
Cycle choices/Move sliders	D-button →/←
Select/Go to next screen	⊗ button
Return to previous screen	△ button

GAMEPLAY CONTROLS

Accelerate	⊗ button
Steer	D-button →/←
Brake/Reverse	▣ button
Nitrous boost	⊙ button
Change camera	△ button
Look back	L button
E-brake	R button
Pause	START button
Reset car	SELECT button

NOTE: There are three additional control configurations available in the Options menu.

DRAG CONTROLS

Accelerate	⊗ button
Change lanes	D-button →/←
Brake/Reverse	▣ button
Shift up/down	R button/△ button
Change camera	⊙ button
Nitrous boost	L button
Look back	D-button ↓

MAIN MENU

- RACE NOW** Launch into an instant, random race using a specially-tuned Max Spec car or enter a custom race using any car in your garage.
- QUICK PLAY BATTLE** Compete in a series of fast, skill-based mini games. Win events to earn both upgrade and driver points to advance your underground career.
- CIRCUIT RACE** Prove yourself and earn points by dominating four tiers of underground street racing events.
- POCKET GARAGE** Your personal car collection and tuning shop. Purchase new cars and upgrades for your existing rides, or tune, tweak, and arrange your cars in five unique areas of your garage.
- MY UNDERGROUND** View your driver status, get stats, toggle settings, find extras, save or load your game, or access the Options menu.
- HEAD TO HEAD** Two players can challenge one another to Circuit Races and Quick Play Battles.
- PARTY PLAY** Challenge up to three friends to Circuit Races and Quick Play Battles on the same PSP™ handheld entertainment system.
- EA GAMES™
POCKET TRAX** Watch music videos, make adjustments to your music playlist, or listen to your playlist while watching visualizations that respond to the music.

OPTIONS

→ To access the Options menu from the Main menu, select MY UNDERGROUND then OPTIONS.

- CONTROLS** Choose your control configuration and select either an automatic or manual transmission.
- AUDIO** Adjust sound volumes.

QUICK SETTINGS

→ To access the Quick Settings menu from the Main menu, select MY UNDERGROUND then QUICK SETTINGS.

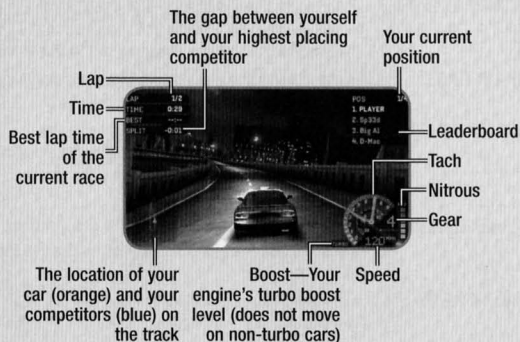
NOTE: Default options are listed in **bold** type.

- HUD** Toggle the in-game HUD **ON** or **OFF**.
- CAMERA** Choose the default in-game camera.
- EA GAMES™
POCKET TRAX** Select the playback order of your playlist.
- SPEEDOMETER** Choose between **MPH** and **KPH**.
- ANALOG STICK** Disable or enable the analog stick (in-game only).

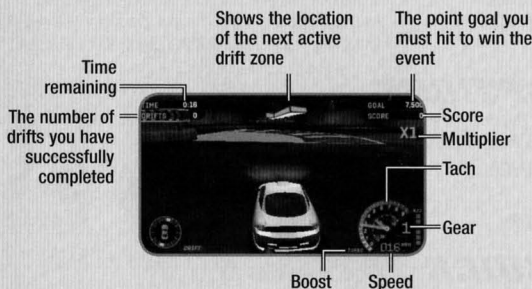
PLAYING THE GAME

Slide into the driver's seat. The race is about to begin.

CIRCUIT RACE

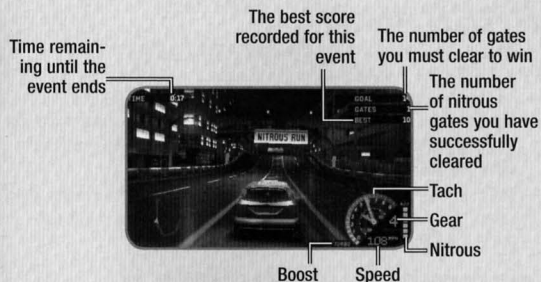


DRIFT ATTACK SCREEN



→ White points indicate you are still scoring, red indicates points you have lost, and green indicates points that have been added to your total score.

NITROUS RUN SCREEN



DRAG SCREEN



PAUSE MENU

→ To access the Pause menu, press the **START** button during gameplay.

RESUME RACE

Return to gameplay.

RESTART

Start the event over from the beginning.

OPTIONS

Adjust audio, camera, and display options.

QUIT

Return to the Main menu.

GAME MODES

RACE NOW

Jump right into the action by either selecting a Max Spec Trial or customizing your own race.

- To start a random race in a tricked out car, select RACE NOW in the Main menu then select MAX SPEC TRIAL RACE. These races give you a sneak peek at the cars and upgrades that you will be unlocking in *Need for Speed Underground Rivals*.
- To customize a quick race, select RACE NOW in the Main menu, then select CUSTOM RACE. Select a race location, adjust settings, and press the **X** button. The race begins.

QUICK PLAY BATTLE

Complete a series of challenges in Drag, Drift Attack, Street Cross, and Nitrous Run modes to earn upgrade and driver points you can use to purchase cars and parts.

- Every event in Quick Play Battle mode has a bronze, silver, and gold medal challenge level. Complete each challenge level to move on to the next. Winning the bronze, silver, and gold events gives you different upgrade and driver point rewards.
- Driver points increase your driving rank and your performance.
- Upgrade points can be used to purchase new vehicles or upgrade existing ones.

TIP: If you are trying to increase your point totals so that you can earn a new car or upgrade, go back and challenge for silver or gold medals. This can increase your upgrade points and your driver rank.

To start a Quick Play Battle:

1. Select QUICK PLAY BATTLE in the Main menu.
2. Choose between DRAG, DRIFT ATTACK, STREET CROSS, or NITROUS RUN.
3. Select an event.
4. Read the event description. You can press the **□** button to read instructions on how to play.
5. Press the **X** button to confirm. Gameplay begins.

DRIFT ATTACK

Drift around a set of pillars in a specific sequence to impress the crowd and earn as many points as you can within a one minute time limit. An arrow at the top of the screen displays the direction of the next active drift zone. You must be drifting before you cross into the drift zone and maintain your drift until your car has exited the zone. Drift through multiple zones without making an error and watch your points multiply.

DRAG

TIP: Some drift zones are worth double points. Accelerate, turn hard, then tap your e-brake to get your car sliding.

This all-out street drag tests your timing and reflexes as well as the hardware installed on your ride. Watch the shift light above your tachometer to see when you are in the good, perfect, or over rev shift ranges. The better you shift, the better your acceleration. Over rev shifts slow your car and cause your temperature gauge to rise. If the temperature gauge fills up, your engine is blown.

TIP: For the fastest drag time, shift carefully and use your nitrous boost to your best advantage.

STREET CROSS

Street Cross is a hybrid of autocross and circuit racing. These events test your skill as a driver as well as your car's handling and balance. Time your braking and turning and aim your exit line to maintain maximum speed on each corner.

TIP: All of the tracks have corner numbers, so if you have difficulty with one part of a track, remember that corner and take a different line on your next lap.

NITROUS RUN

Cross as many nitrous gates as possible before your time runs out. Your nitrous is refilled each time you cross a gate and precious seconds are added to the event clock.

TIP: Any unused nitrous between gates is wasted, so be sure to use your nitrous reserves to your best advantage.

CIRCUIT RACE


Compete in Novice, Pro, Master, and Car Spec races. The Novice, Pro, and Master tiers are composed of Circuit, Lap Knockout, and Rally Relay events. Car Spec events are circuit races that require that you drive a specific type of car.


- Every event in Circuit Race mode has a bronze, silver, and gold medal challenge level. Complete each medal level to move on to the next challenge level. Winning the bronze, silver, and gold events gives you different upgrade and driver point rewards.

To start a Circuit Race:

1. Select CIRCUIT RACE in the Main menu.
2. Choose between a NOVICE, PRO, MASTER, or CAR SPEC race.

3. If you are joining a Novice, Pro, or Master event, select between a CIRCUIT, LAP KNOCKOUT, and RALLY RELAY track. Drivers joining a Car Spec event select a vehicle: SPORT COMPACTS, STREET CLASS, TUNER CLASS, MAX SPEC, or GT SPEC.

4. Read the event description. You can press the  button to read instructions on how to play.

5. Press the  button to confirm. Gameplay begins.

CIRCUIT RACE

Be the first to cross the finish line and win.

LAP KNOCKOUT

The car in last place gets knocked out of the competition after each lap. Beat the heat and finish in first place to win.





RALLY RELAY

Race your two fastest cars against two drivers from a rival car crew. Finish your first lap in your first car then switch to your second car. Drive your second lap and try to cross the finish line before your opponents. This race begins in a parking paddock at the side of the track. When you finish your first lap, you must switch cars by parking your first car in the paddock.

NOTE: You must have two cars in your Pocket Garage to compete in a Rally Relay.

POCKET GARAGE

Collect all 24 of the vehicles in *Need for Speed Underground Rivals* in your Pocket Garage.

- You need upgrade points to purchase new cars. To earn them, win races in Quick Play Battle and Circuit Race modes.
- To purchase a car, use the D-button  or  to move to any unused parking spot. Press the  button to purchase a car.
- To reorder your cars in your Pocket Garage, press the  button.
- Visual and performance parts are unlocked through your progression in the underground. Unlock visual parts by winning races. Purchase performance parts with upgrade points. Once you have purchased a performance upgrade you can install it on any of your cars. When you purchase a new car, all of the performance upgrades you have already purchased are automatically installed on the new vehicle.
- Unlock secret Boss cars (located in four extra parking spaces) by completing specific races in Quick Play Battle and Circuit Race modes.

MULTIPLAYER

Race against friends in the underground either on the same PSP handheld system or via a wireless connection.




AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP handheld systems to communicate directly with each other.

HEAD TO HEAD

Race against a friend via a wireless connection.

To race head to head:

- 1.** Select HEAD TO HEAD in the Main menu.
 - If no other player is detected, a message appears saying "Searching for other players."
- 2.** The second player selects HEAD TO HEAD from the Main menu. The second player's name appears on player one's screen.
- 3.** Player one highlights the name of the second player and presses the  button. Press the  button again to challenge.
- 4.** Player two presses the  button to accept the challenge.
- 5.** Select an event type. The head to head match is loaded.
 - If you lose, your loss is recorded under HEAD TO HEAD: OWNED BY. If you race this player again and win, your victory is recorded under HEAD TO HEAD: I OWN. To access your Owned List, select MY UNDERGROUND in the Main menu, then select DRIVER RECORD.

PARTY PLAY

Compete against up to three friends by taking turns on the same PSP handheld system.

To play in Party Play mode:

1. Select PARTY PLAY in the Main menu.
2. Select between 2-4 players.
3. Each player selects a car.
4. Select an event. Gameplay begins.

SAVING AND LOADING

- To save your profile, select MY UNDERGROUND in the Main menu then select SAVE/LOAD. Select SAVE then confirm you wish to save your game by pressing the **X** button. Your profile is saved.
- To load a profile, select MY UNDERGROUND in the Main menu then select SAVE/LOAD. Select LOAD then choose a saved profile. Your profile is loaded.
- To automatically save your progress, select MY UNDERGROUND in the Main menu then select SAVE/LOAD. Select AUTOSAVE and then select ON. The autosave feature is enabled.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: (650) 628-1900

EA Warranty Information

Online Self-Help Knowledgebase and Email — You can access our Self-Help site online and browse through our extensive knowledgebase, or submit a question to our warranty department: <http://techsupport.ea.com>

Automated Warranty Information — You can contact our automated phone system 24 hours a day for any and all warranty questions: (650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322. **No hints or codes are available from (650) 628-4322.**

Technical Support Contact Info

E-mail and Website: <http://techsupport.ea.com>

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City CA 94063-9025

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

In Australia, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the United Kingdom, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM. If you are under 18 years of age parental consent required.

© 2005 Electronic Arts Inc. Electronic Arts, EA, EA GAMES, EA GAMES logo and Need for Speed are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

Proof of Purchase
Need for Speed™ Underground Rivals



REGISTER

Get EA Cheat Codes and Game Hints

Register online at

www.eagamereg.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

It's Fast. It's Easy. It's Worth It!



Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

© 2005 Electronic Arts Inc. Electronic Arts, EA, EA GAMES, EA SPORTS, EA SPORTS BIG and all associated logos are trademarks or registered trademarks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. EA SPORTS™, EA SPORTS BIG™, and EA GAMES™ are Electronic Arts™ brands. All other trademarks are the property of their respective owners. 1483715