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.

Epilepsy Warning

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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Default Command Key Summary

The Basics

Accelerate	Arrow key **UP**
Steer Left/Right	Arrow key **LEFT/RIGHT**
Brake	Arrow key **DOWN**
Reverse	Press and hold Arrow key **DOWN**

Extra Controls

Handbrake	**SPACEBAR**
Shift Up/Down	**A/Z**
Horn	**H**
Reset Car	**R**

Views

Cycle Camera Views	**C**
Look Behind	**B**
Look Left/Right	**Y/I**

Lights

Headlights	**L**
Hazard Lights	**T**
Turn Signal Left/Right	**W/E**

Introduction

Are you ready to experience the ride of your life? Then you've come to the right place. In *Need for Speed™: Porsche® 2000*, over 80 of Porsche's most impressive road machines are yours to command. Roar down the roadways in classic models such as the 1950 356 Coupe Ferdinand or push the state-of-the-art 2000 911® Porsche Turbo to its absolute limit. Whizzing by trees, mountains and over bridges doesn't get much sweeter than this.

With impeccable graphics, precise driving controls that capture the authentic feel of each vehicle, and two all-new play modes, the *NFS* action has never been more exciting. So, hop into the driver's seat and hit the road to take part in an unparalleled driving experience featuring some of the world's most desirable vehicles.

- **NEW!** Licensed Porsche Supercars – Race over 80 models from the first 356 to the 2000 911 turbo.
- **NEW!** Evolution Mode – Experience 50 years of Porsche history in a deep career mode.
- **NEW!** Factory Driver Mode – Conquer mission-based challenges to climb the company ranks.
- **NEW!** 14 Challenging Courses – 5 Circuit Courses and 9 European Open Road Races with branching paths.
- **NEW!** Improved Road Handling – The new 4-point physics model captures the unique feel of each car.
- Stunning 3D Graphics – Realistic visuals place you in the driver's seat of the world's most desired cars.
- Intense Mutiplayer Competition – Challenge a friend via LAN, Modem, or the Internet.

  Note: For more info about this and other titles, check out Need for Speed on the web at **www.needforspeed.com**.

Setting Up the Game

Game Menu

The Game menu appears after loading *Need for Speed: Porsche 2000*.

To create a player:

1. Click CREATE PLAYER from the Game menu. The Name Entry menu appears.
2. Left-click in the text box next to ENTER NAME, then enter your desired name, highlight a driver icon, then click DONE. The Game menu reappears.

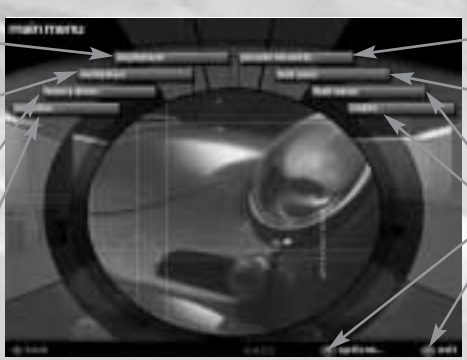
   Note: If you do not choose a driver icon, a default driver in racing gear will be provided.

- Each time you start a game, select a driver, then click CONTINUE. The Main Menu screen appears. If you wish to change drivers after the game has started, you will need to select LOAD GAME from the main menu screen.

  Note: During gameplay, player information will be saved automatically.

Main Menu Screen

The Main Menu screen is your command centre for speed! Here you can choose play modes, load saved files, adjust options, and a whole lot more.



- Whenever you see a ▼, click it to access a cascade menu.

Note: Default settings in this manual appear in **bold** type.

Options Screen

Each item listed on the Options screen leads to its own screen.

Audio Screen

Set the sound options or use the CD player.

Music	Set the volume level of the game and the menu music.
Sound Effects	Set the volume level of the sound effects.
Engine Volume	Set the volume level of engine sounds.
Speech Volume	Set the volume level of the announcer.
Ambient World Sounds	Set the volume level of world environmental sound effects.
3D Audio	Toggle **OFF**/ON to play with three-dimensional sound.
Audio Quality	Set the level of sound quality to **HIGH**, MEDIUM, LOW, or OFF.



Controllers

Access the Controllers menu to view the command button for each racing action. You can re-map the buttons if the default configuration doesn't meld with your racing style.

- To assign a command button/key, click the action you want to change, then press the button/key you want to assign to it.

Default Controller	Select to play with a keyboard or a gaming peripheral.
Reset Defaults	Return all controls to their original settings.
Advanced Controls	Access a host of extra game controls.
Force Feedback	*NFS: Porsche 2000* takes full advantage of force feedback controllers. Move the sliders to adjust the level of feedback put forth by individual driving forces.
Predefined Keys	Take the time to learn these useful functions. (You cannot re-map the pre-defined keys).
Dead Zone	To expand or reduce your controller's dead zone, click and drag the beads in the middle of the axis bars. The dead zone is the range you can move your controller before it affects your car's performance. There are also beads on the edges of the axis bars that can be used to adjust the outer limit of the controller's active zone.

Cameras

During a race, you can cycle through four cameras. Use the Camera menu to set your favourite angles as the default camera views.

- To assign a camera, click a camera button you want to change, then click the view you want to assign to it.

Graphics

NFS: Porsche 2000 defaults the Graphics options to the optimum settings for your computer system. If you want more graphic detail, set the options to the highest levels. If you want the game to run faster on your computer, try reducing some detail.

Screen Size	For sharper graphics, choose a higher resolution that can be supported by your video card. Keep in mind that higher resolutions result in slower gameplay.
Wide Angle	Toggle ON to play with a wide angle display view.
Car Detail	Adjust the level of detail of your car's appearance. Set to HIGH, **MEDIUM**, or LOW.
Car Lighting Effects	Adjust the level of lighting effects on the car. Set to HIGH, **MEDIUM**, or LOW.
World Rendering Quality	Adjust the level of world detail and effects. Set to **VERY HIGH**, HIGH, MEDIUM, or LOW.
View Distance	Determines the amount of detail you can view in the landscape. Set to **VERY HIGH**, HIGH, MEDIUM, or LOW.

Advanced Settings – Access a host of extra options.

Headlights	**VERTEX** headlights brighten the general area in front of your car. PROJECTED headlights focus strong beams of light on the road, illuminating your path.
Lens Flare	Toggle this special effect ON/**OFF**.
Sky Rendering	Set to HIGH, NORMAL, or **OFF**.
Gamma Correction	Use the slider to adjust the brightness of your screen.

Display

The Head-Up Display, often referred to as the HUD, is the array of gauges on the screen during the race. Most gauges offer multiple settings. Toggle gauges OFF by pressing **F5** during gameplay to clear your view of the track.



On the Track

Default Driving Commands

This section contains default driving commands assuming the keyboard is your controller. If you're using a different game controller, *NFS: Porsche 2000* detects it and defaults to it. To view or configure your driving commands, select CONTROLLERS from the Options menu.



The Basics

- To **accelerate**, press the Arrow key **UP**.

  ***EA* TIP –** Don't rev the engine too much before the race starts. If your tach is too high when your car shifts into first, you'll burn your tyres and lose valuable ground.
- To **steer** left/right, press the Arrow key **LEFT/RIGHT**.
- To **brake**, press the Arrow key **DOWN**. To **back up**, hold Arrow key **DOWN** after your car comes to a complete stop.

Extra Controls

- To pull the **handbrake**, press SPACEBAR. Use this for tight hairpins and power braking at high speeds.
- To **shift** up/down, press **A/Z**.
- To honk your **horn**, press **H**.
- To quickly **reset** your car after a crash, press **R**.

Views

- To cycle through camera **views**, press **C**.
- To **look behind** you, press and hold **B**.
- To **look left/right**, press **Y/I**.

Lights

- To toggle your **headlights** ON/**OFF**, press **L**.
- To toggle your **hazard lights** ON/**OFF**, press **T**.
- To use your **left/right turn signals**, press **W/E**.

Pause Menu

You can access the Pause menu at any time to take a break or adjust options.

To pause a race, press **ESC**. The Pause menu appears.

Continue Get back to the racing action.

Race Again Return to the starting line and restart the current race.

Note: The Race Again option is not available in Multiplayer modes.

Quit Abort the current race. After you select QUIT, a Quit menu appears. Choose to VIEW REPLAY, EXIT TO WINDOWS, EXIT TO GAME MENU, or CANCEL.

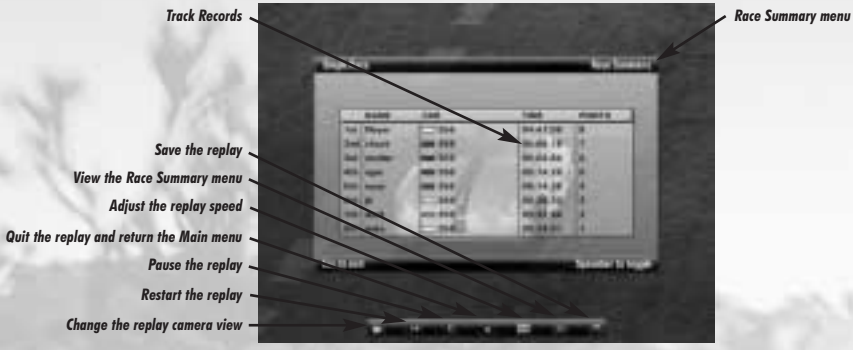
Note: The Pause menu is not available in Multiplayer mode.

While your race is paused, you can use the function keys to get a good view of the game environment. This is especially useful if you want to adjust Graphics options from the Pause menu, or even take a screen shot.

- To rotate the pause screen image right/left, press and hold **F4**.
- To pause/resume automatic Pause screen rotation, press **F3**.

After the Race

After a race is completed, an automatic replay and Race Summary menu appears.



Factory Driver Mode

Enter the world of the Porsche Factory Driver. Here, you must work your way through the ranks of the company by test-driving different Porsches in unique and challenging missions. These are handed down to you from various Porsche teammates.

After you successfully complete a mission, you are presented with a new challenge. If you fail a mission, you are given the opportunity to re-race it. You MUST complete this challenge before you can progress to the next mission. Complete a variety of missions to earn a promotion. Rise to the top to prove you have what it takes to become an Ace Porsche Factory Driver!

- To start Factory Driver mode, select FACTORY DRIVER from the Main menu. The Factory Driver Mode screen appears.

Factory Driver Mode Screen

Get assignments, review course layouts, and adjust vehicle settings on the Factory Driver Mode screen.

Settings — Access the Settings menu to select desired driving options.

- **Transmission** — Select to drive with an **AUTOMATIC** or STANDARD transmission.
- **ABS** — Toggle your Automatic Braking System ON/**OFF**.
- **Traction Control** — Toggle ON/**OFF**.
- **Roof** — Toggle **UP**/DOWN.
- **Damage** — Toggle **ON**/OFF.

Note: The ABS, Traction Control, and Roof options are only available to vehicles with these features.

- **Briefing** — Select to view a text summary of your current assignment.
- **Map** — View a course layout of your current assignment.
- **Team Profiles** — Select to view text bios of the Factory Driver characters.

- To begin an assignment, click DONE, then click RACE.

Evolution Mode

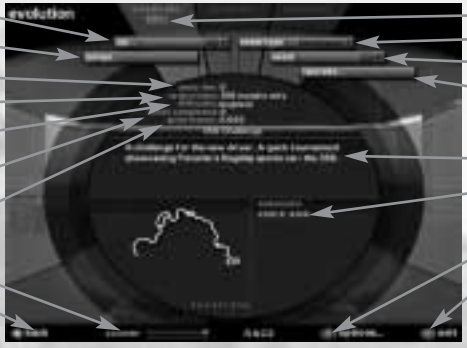
Evolution mode is a deep, one-player career mode allowing you to experience Porsche up close and personal. You get to compete in three eras spanning the company's fifty-year history.

You begin in the Classic Era, by purchasing a new car and racing in various events to earn credits. You can then use your winnings to buy new cars, sell or upgrade current ones, and advance to new eras.

- To start a racing career, click EVOLUTION on the Main menu. The Evolution Mode screen appears.

Evolution Mode Screen

Run your racing career from the Evolution Mode screen. Here, you can enter the Garage, choose to compete in tournaments, and set play options.



Tournament Racing and Club Events

Want to be a racing legend? Then prove you have the skills to dominate the competition over the duration of a tournament. Evolution mode consists of tournaments in three eras (Classic, Golden and Modern) of varying difficulty levels and Club Events. The era tournaments cause time to progress. You begin in 1950, and after you successfully finish your first tournament you jump to 1956. Each subsequent tournament win advances time.

When time advances, new cars become available in the Porsche Centre (applicable to the year), and more used cars are added to the Used Cars screen. Once an era has been completed you get access to three new linear tracks and two new Monte Carlo Circuit tracks. The Club Events for the era are also unlocked. Club Events allow you the opportunity to use the cars that you have already purchased in the previous era(s).

- To enter a tournament, you must first own a vehicle that matches the tournament restrictions.
- To advance to the next era, you must finish in the top three in each tournament level of the current era.

After a Race

Upon completing a race, the Tournament Results menu appears. Points and credits are awarded based on your finishing position. At the conclusion of the last race, the driver with the most points is declared the winner. Any credits you win can be used to pay for repairs, purchase upgrades, or buy new vehicles.

- Move your mouse arrow over the Race Winnings column to view a detailed breakdown of credit earnings per race.
- Finish a race without sustaining any damage to receive bonus credits. You must place in the top three to receive the bonus.

Garage Screen

The Garage screen is the place to go for anything vehicle-related. Check out the cars you own, perform maintenance, sell cars, buy cars, and much more.

- To access the Garage screen, select GARAGE from the Evolution Mode screen.



Select a vehicle in your garage

Purchase a vehicle in the Porsche Centre

Find a hidden gem on the Used Cars screen

Place or remove a car on the Used Car market

Damage Meter

Access the Settings Menu

Access the Repair screen to perform the necessary maintenance of your vehicle

Access the Car Setup screen

Access the Parts screen

Access the Paint Shop screen to customise the look of your car (see p. 16)

The selected vehicle

Porsche Centre Screen

When embarking on a racing career, the first order of business is to purchase a vehicle. Choose from a selection of new cars on the Porsche Centre screen, but be sure you have enough credits to complete the transaction.



View the selection of new vehicles on the market

Select the exterior colour for the selected vehicle

Select an interior colour for the selected vehicle

Buy the selected car

Take the desired car out for a test drive

Access the Showcase screen to get some detailed information and statistics about the car you are looking at

Access the Car Compare screen

The cost of the selected dream machine

Car Compare Screen

See how the car you are looking to purchase stacks up against the competition.



Showcase Screen

Access the Showcase screen to find detailed information regarding the selected car's statistics, performance data, chassis, drivetrain specs, and other general information.

Note: The information in Car Data is based on the European model specifications, and may not match the specifications of models sold in North America.

Car Setup Screen

Adjust your car setup in each tuning category to customise the feel of the vehicle to your liking or install vehicle parts.

Shocks – Ride Height	Decreasing the ride height lowers a car's centre of gravity and improves handling. However, lowering a car too far may cause it to bottom out over rough terrain.
Shocks – Stiffness	Increasing shock stiffness reduces body roll, but may cause a reduction in a car's traction on bumpy terrain.
Shocks – Travel	Shock travel dictates the full range of the suspension movement. Increasing the travel improves the car's ability to handle rough terrain, while decreasing the travel reduces roll on high-speed turns.
Steering – Toe In	Increasing toe in will increase the sensitivity of a car's steering during cornering, but may cause the back end to break loose sooner.
Brake Balance	Tuning to the front creates an oversteering car by transferring weight to the front during braking. Tune to the rear for an understeering car.
Downforce	Increasing the downforce will improve handling, at the cost of reducing top speed. Both front and back downforce are adjustable.

Tyre Pressure Decreasing a car's tyre pressure can improve grip at the expense of durability. Increasing the tyre pressure will reduce grip but may improve the ride quality over rough terrain. Varying the tyre pressures between the front and rear can change the balance of the car to suit the driver.

Note: The fine tuning adjustments are only for Porsche race cars.

- To restore previous vehicle settings, click DEFAULT.
- To run a practice lap with your new settings, click TEST DRIVE.
- To install a part to your vehicle, highlight the part on the Part Inventory list, then click INSTALL PART.

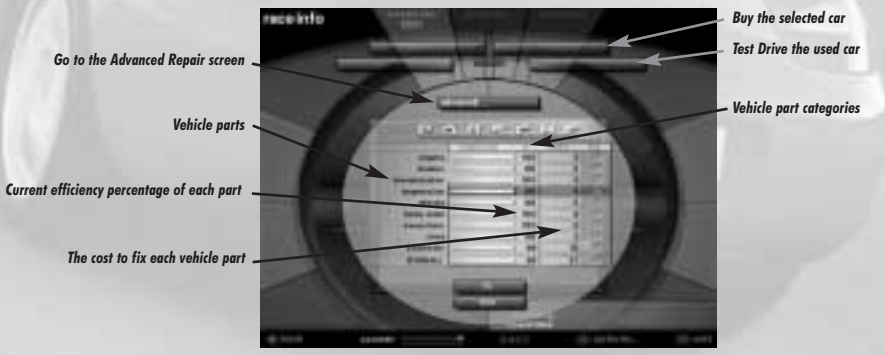
Used Cars Screen

Uncover a hidden gem or settle for a fixer-upper on the Used Car screen.



Repair Screen

To be a competitive force on the racing circuit, you'll need a high-performance vehicle. Use the Repair screen to keep your mean machine running at peak efficiency.



- To repair vehicle parts, highlight the fix column for each part, then click the FIX button. The repair costs are deducted from your current account balance.

Advanced Repair Screen

Repair or replace individual parts on the Advanced Repair screen.

To fix or replace a vehicle part:

1. Highlight the part, then click FIX PART or REPLACE PART. The Repair Quote appears.
2. Click ACCEPT to pay the Repair Quote and change the part or CLEAR LIST to leave the part as is.

Paint Shop Screen

Customise the look of your sweet ride in the Paint Shop.



To create a custom interior or exterior colour:

1. Select CUSTOM from the Exterior or Interior Colour menus. The Custom Colour Editor appears.
2. On the Custom Colour Editor, click on a colour in the spectrum, then use your mouse cursor to adjust the brightness of the colour. The vehicle's colour changes to reflect the current colour.
3. When you are satisfied with the vehicle colour, click OK.

Parts Screen

View a list of parts available for your machine or purchase any parts you need.

To buy a vehicle part:

1. Highlight the part, then click BUY. The part appears on the Transaction List.
2. Click ACCEPT to buy the part or CLEAR LIST to start again.

   Note: In some instances you may need to click the plus sign next to the list of parts in order to expand the list completely for a particular automobile.

- To view a description of a part, highlight the part, then click PARTS DESCRIPTION.

To sell a vehicle part:

1. Click the plus sign next to PARTS INVENTORY.
2. Select the part(s) that you want to sell, then click SELL.
3. Click ACCEPT to sell the part or CLEAR LIST to start again.

Race Info Screen

Check out the Race Info screen for detailed information about upcoming courses.



Additional Single Player Game Modes

In addition to the Evolution and Factory Driver modes, *NFS: Porsche 2000* contains a number of other high-speed racing events. Simply choose a race, pick your car and a track, and then prove you can handle the power of a Porsche.

To start a Single-Player race:

1. Select SINGLEPLAYER from the Main Menu screen. The Single Player menu appears.
2. On the Single Player menu, highlight a difficulty level (BEGINNER, **ADVANCED**, or EXPERT), then click the type of game you want to compete in (QUICK RACE, QUICK KNOCKOUT, KNOCKOUT). The Single Player Setup screen appears.

Quick Race Mode

Quick Race mode allows a single-player to participate in one complete race. Take this opportunity to learn the tracks and discover the fastest route to the finish line, including shortcuts that help you compete against faster cars.

Quick Race Setup Screen

Select the vehicle, race options, and vehicle settings for your single player race.

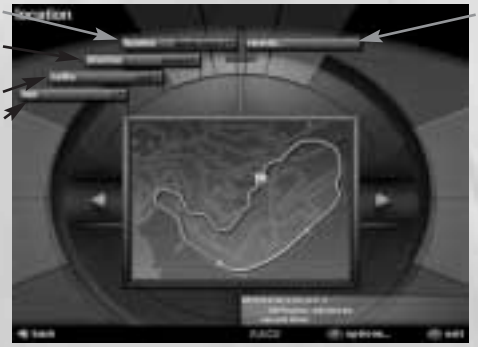


Note: In addition to your purchased stable of cars, 15 various stock models of Porsches are available in the Single Player game modes.

- To begin your race, click RACE.

Location Setup Screen

Select the course options for your single-player race.



Quick Knockout Mode

Quick Knockout mode is survival of the fittest racing. After each lap is completed, the last place driver is removed from the race until a single driver remains. Quick Knockout mode races only take place on circuit tracks.

Knockout Mode

This race mode is similar to a Quick Knockout race with one exception. After each race is completed in a Knockout race, the driver that finishes in last place is removed until a single driver remains.

Knockout Mode Location Setup Screen

In Knockout mode only, you have the ability to select the track and track options in any manner you choose on the Location Setup screen. The number of the tracks in your Knockout race is equivalent to the number of opponents selected.

- To adjust Knockout tracks or options, highlight the selected track on the track list, then select the option you want to change (Location, Direction, Traffic, or Laps). The option changes on the track list to reflect your selection.
- To create a unique Knockout race, click MAKE RANDOM LIST.

Porsche Chronicle

Experience the beauty and grandeur of various models from the Porsche line in the Porsche Chronicle. Here you will find selected photographs, print media ads, and video clips of a number of Porsche dream machines.

- To access the Porsche Chronicle, select PORSCHE CHRONICLE from the Main Menu screen.



Multiplayer Racing

NFS: Porsche 2000 allows you to link two computers together for Modem racing, connect up to eight computers over a Network, or race against up to seven other players over the Internet.

Note: If you have trouble establishing a link between computers, see the enclosed Reference Card.

Internet Games

Connect to **www.earacing.com** to obtain an online racing account and race against other players around the world. You must have a connection to the Internet to access EARACING.com.

If you do not have an account, click REGISTER. The game will close and you will head to EARACING.COM to set up an account.

To begin an Internet game:

1. From the Main menu, select MULTIPLAYER. The Multiplayer menu appears.
2. From the Multiplayer menu, select INTERNET GAMES. The Account Setup menu appears.
3. On the Account Setup menu, click in the appropriate box and enter your account name and password, then click SIGN ON. The Server Selection screen appears.
4. Select a server. The Internet Games screen appears.

Internet Games Screen



To host a race:

1. Click CREATE. The Race Name menu appears.
2. Enter a race name, then click OK. The Game Settings menu appears.
3. Select settings and wait for other racers to join.
4. When the desired number of players have joined and you are ready to begin, click RACE.

To join a race:

1. Select a host game from the hosted game list.
2. Click JOIN. The Settings menu appears.
3. Select you vehicle settings, then click READY in order to let the host know that you are ready to begin.

LAN Games

If you have access to an IPX network (LAN), you can host or join network games of up to eight *NFS: Porsche 2000* drivers.

To begin a LAN (IPX) race:

1. From the Main menu, select MULTIPLAYER. The Multiplayer menu appears.
2. Select LAN GAMES. The current LAN Games list appears.

To host a race:

1. Click CREATE. The Race Name menu appears.
2. Enter a race name, then click OK. The Game Settings menu appears.
3. Select settings and wait for other racers to join.
4. When the desired number of players have joined and you are ready to begin, click RACE.

   Note: The host may remove a player from the game by highlighting that player's name, then clicking EJECT PLAYER.

To join a race:

1. Select a Game from the hosted game list, then click JOIN. The Settings menu appears.
2. Select your vehicle settings, then click READY to let the host know that you are prepared for the game to start.

Modem

Two computers can connect via modem for two-player racing.

To begin a Modem race:

1. From the Main menu, select MULTIPLAYER. The Multiplayer menu appears.
2. Select PEER TO PEER – MODEM. The Modem menu appears.

To host a race:

1. Click CREATE. The Game Settings menu appears.
2. Select settings and wait for other racers to join.
3. When your opponent has joined (your modem will answer the phone call) and you are ready to begin, click RACE.

To join a race:

1. Click the box next to NUMBER, then enter the host's phone number, press ENTER, then click DIAL.
2. Once the host modem answers the call, the Settings menu appears.
3. Select your vehicle settings, then click READY to let the host know that you are prepared for the game to start.

IP Games

In this mode, eight PCs can connect via the Peer to Peer – IP connection.

To begin an IP race:

1. From the Main menu, select MULTIPLAYER. The Multiplayer menu appears.
2. Select PEER TO PEER – IP. The IP menu appears.

To host a race:

1. Click CREATE. The Game Settings menu appears.
2. Select settings and wait for other racers to join.
3. When the desired number of players have joined and you are ready to begin, click RACE.

   Note: If you are hosting a race, your IP address will appear in the upper right-hand corner of the screen. You will want to give this number to the people that you want to join the game.

To join a race:

1. Click the box next to IP ADDRESS, then enter the IP address of the machine hosting the race, then press ENTER.
2. Click CONNECT. The Settings menu appears.
3. Select your vehicle settings, then click READY to let the host know that you are prepared for the game to start.

Loading and Deleting Saved Files

NFS: Porsche 2000 allows you to save player game data and replays of your greatest races.

Player Game Data

To load saved player game data:

1. Select LOAD GAME on the Main Menu screen. The Game menu appears.
2. On the Game menu, highlight a user name, then click CONTINUE. The saved player game data loads.

To delete saved player game data:

1. Select LOAD GAME on the Main Menu screen. The Game menu appears.
2. On the Game menu, highlight a user name, then click REMOVE. The saved player game data is deleted.

Replays

To save a replay:

1. Complete a race and the Race Summary screen appears or quit at any point and select VIEW REPLAY to access the Replay bar.
2. Click the Save Replay icon on the Replay bar. The Enter Filename menu appears.
3. Enter a name for the file, then click SAVE.

To view a saved replay:

1. Select LOAD REPLAY on the Main Menu screen. The Replay menu appears.
2. On the Replay menu, highlight a saved file, then click LOAD. The saved replay will load and play.

To delete a saved replay:

1. Select LOAD REPLAY on the Main Menu screen. The Replay menu appears.
2. On the Replay menu, highlight a saved file, then click DELETE.

Hot Keys

Pause race	ESC
Rotate Pause camera right/left	**F9/F4**
Stop Pause camera rotation	**F3**
Toggle on-screen gauges **ON**/OFF	**F5**
Toggle rearview mirror ON/**OFF**	**F6**
Toggle map **ON**/OFF	**F7**
Toggle Translucent HUD ON/**OFF**	**F8**
Toggle Music **ON**/OFF	**F9**
Toggle sound effects **ON**/OFF	**F10**
Cycle View Distance	**F11**
Toggle horizon **ON**/OFF	**F12**
Take a Screen Shot	**ALT** + **P**

Note: Screen shots are stored in your SaveData Folder. By default, this folder will be located at C:\Program Files\Electronic Arts\Need For Speed – Porsche 2000\SaveData.

Credits

Development Team

Lead Programmer: Brad Gour

World Rendering: Alan Bucior, Dave Lucas

Car Rendering: Jason Major

3-D Programming: Andrew Brownsword, Brad Gour

AI Programming: Ryan Ho

Physics and Simulation: Daniel Teh

Cameras and Controllers: Josh Brown

Tools: Nenad Jankovic, Tim Morris

Audio Programmers: Robert Bailey, Mike Kiernan

Communications: Mike Kiernan

Interface Programmers: Roger Freddi, Gary Steinke

Additional Programming: Matthew Block, Nathan Whitaker

Lead Artist: Rob Adams

Lead Track Artists: Eduardo Agostini, Paul Goad

Lead Car Artist: David Carman

Lead Graphical Interface Artist: Angie Pytlewski

Tracks: Rob Adams, Garth Buzzard, Jude Godin, Gregg Haggman, Aaron Lane, Anthony Leonati, Jordan Stolearcius

Lighting and Environments: Simon Craghead

Cars: Kim Gill, Giovanni Sasso

Cars and Drivers: Curtis Hoines

Graphical Interface Artist: Yvonne Vuu

Additional Art: Ronel Mendoza, Andrew Gilmour, Scott Jackson, Shiela Allan, Viewpoint Studios

Lead Audio: Saki Kaskas

Music: Morphadron, Cypher, Captain Ginger

Sound Effects: Crispin Hands, Saki Kaskas, Jenn Lewis, Rom Di Prisco

Speech Manager and Senior Editor: Jenn Lewis

Speech Editor: Jason Ross

Tools and Libraries: Frank Barchard, Norm Davie, Daniel Kennett, Vladimir Kravtchenko, Paul Lalonde, Patrick Martin, Dave Mercier, Kaz Okuda, Patrick Ratto, Eric Schenk, Gerry Shaw, David Wong

Photography: Diego Cassetta

Video Technicians: Bruce Mackinnon, Mark Ricard

American Speech Recording

Engineer: Jenn Lewis

Voice Talent: Micheal Dobson

Speech Scripts & Layout: Gio Corsi, Tony Whitney

Development Directors: Brett Bradstock, Harry Ross

Senior Development Director: Marcel Laforce

Production Coordinator: Xenia Mul

Assistant Producer: Shane Neville

Associate Producers: Ivan Allan, Scott Probin, Serena Whitters

Producer: Tony Parkes

Executive Producer: Hanno Lemke

Localisation Team

Localisation Producer and Licensing Coordinator: Arlaine Walker

European Localisation Managers: Sandra Picaper, Europe Audio

Localisation Manager: David Lapp

Language Testing Coordinator: Simon Davison

Foreign Speech Recording: Jenn Lewis

Localisation France

Localisation Manager: Christine Jean

Translation (in-game): Olivier Desanti

Localised Project Management: Olivier Desanti, Nathalie Duret

Speech Recording: Le Lotus Rose - Paris

Voice Talent: Francoise Cadol , Claire Guyot ,Thierry Ragueneau

Language Testing: Gregory Touilliez

Quality Control: Lionel Berrodier

Localisation Germany

German Localisation: Micheala Bartelt

German Translation: Bettina Bachon, Micheala Bartelt, Claudia Stevens

German Speech Recording: M&S Music, Frankfurt

German Voice Talent: Egon Hoegen

Language Testing: Manuel Bertrams

German QA: Lars Berenbrinker, Dirk Vojtilo

German Marketing: Hans-Jörg Brand

Localisation Italy

Localisation Manager: Claire Parkes

Italian Version: C.T.O. S.p.A. (Bologna)

Localisation Spain

Tester: Jose Luis Rovira

Translations: Julio Valladares, Luis Pines

QA: David Carrasco, Alvaro Corral, Tomas Hermida, Michele Pinardi, David Santos, Antonio Yago

Localisation Brazil

Localisation Manager: Macelo Terrafino

Translation: Mateus Andrade, Edward Magri

Languages Testing: Andrea Agento ,Mateus Andrade, Marketing Brazil, Geraldo Prado

Localisation Sweden

Translation Coordinator: Mia Opancar

Translation: Erik Sigvardsson

Language Testing: Sami Valkama

Quality Control: Sami Valkama

Voice Over: Joppe Pilgren

Marketing

Product Manager (North America): Peter Royea

Product Manager (Euro): Audrey Meehan

Documentation & Packaging

Manual Writer: Anthony Lynch

Web Development & Design: ea.com

Manual Layout: EAUK Creative Services

Quality Assurance

QA Project Manager: Tim Des Lauriers

SQA Team Lead: John Johnson

SQA Senior Testers: John Brett, Richard Lambert

SQA Testers: Edgardo Alvarez, Jamey Brewster, Colin Currie, Jo' Sun Fu, Brett Henderson, Matt Lambert, Theresa Lim, Greg Lutzer, Brad Porteous, Jeremy Reimer, Christopher Roussy, Josh Smillie, Gordon Thornton, Dave Tong, Wesley Trevor, , Chris Waddell, Steve Watson

QA Localisation Project Manager: Carole Enaharo

QA Localisation Point of Contact: Dan Rodgers

QA Localisation Testers: Kimberley Blancard, Alejandro Huerta Rodas

QA Technical Support Manager: Michael Rhodes

QA Technical Lead: D'arcy Gog

QA Compatibility Technicians: Colin Cox, Mark Henderson, Brian Oberquell, Zech Prinz

Desktop Support Technicians:
Chris Wallace, Mike Colby

QA Database Administrators:
Jason Feser, Bob Purewal

Mastering: Cary Chao, Shamus Frigon, Peter Petkov

Opening Video Sequence: EQUINOXE DIGITAL ENTERTAINMENT

CQC: Dave Knudson, Benjamin Crick, Micah Pritchard, Andrew Young, Darryl Jenkins, Anthony Alexander, Muna Abdel - Hadi

Special Thanks

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Jason Brauer, KC and Chelsea Dwiggins at Pacific Colour, Jim Edmunds, John Fawcett, Joel Leuders, Jean Lu, Rob Macdonald, Kevin Pickell, Chuck Walters, Yvo Zoer

Customer Services – Can We Help You?

Problem? Question? Whatever it is, we're here to help. If you've having trouble running your game, there are several ways we can help:

EAsy Install Guide

Your game includes an EAsy Install Guide to help you with any problem you may have running the game – in fact, you're probably holding it right now. If not, look in your game's box – it's in there somewhere. The EAsy Install Guide includes advice on installing your game, and simple workarounds for some common problems that crop up when playing games on PCs. Check this first – you may find you need look no further.

Electronic Help file

EAsy Install Guide didn't help? Your game includes an electronic help file to help solve those slightly more tricky problems. You ask the questions – it provides the answers. The help file can be accessed from the Windows Start Bar in the same group as your game. The help file also includes 'InfoPro' – a diagnostic tool that helps you, or Electronic Arts Technical Support staff diagnose the problem you're having – more on this later.

On-line Services

Technical Support web site: **www.ea.com/techsupp**

- Our Technical Support web site contains troubleshooting information, FAQs, and the latest patches and game updates.

Email Technical Support: **uk-support@ea.com**

- If our web site didn't help, our email support service is the next step. Simply send a blank email to us, and an instant automatic reply will detail the services on offer, as well as instructions on how to contact a technical support technician for further help.

Email Warranty queries: uk-warranty@ea.com

- Lost your manual? Disc scratched? Email us here. Please do not send technical queries to this address.

FTP sites: ftp.ea.com and **ftp.ea-europe.com**

- Our FTP sites contain the latest patches and updates, as well as movie clips and demos for selected games. The European site is recommended if you have problems downloading files from the USA.

Still stuck? Give us a call

If you're still having problems, or if you'd just prefer the personal touch, Electronic Arts offers **free** technical support on all our products (standard BT national call rates apply). All we ask is that you register for support when you call. Registration is free, takes less than a minute, and entitles you to:

- Priority telephone support during office hours
- 24-hour automated support
- A monthly email newsletter
- Free "Bonus CD" –- containing the latest improvements to your game as they are released.
- And more!

When you call, we will ask your name, address, date of birth, and a contact telephone number or email address, so please have these details to hand.

We will be able to answer your question more quickly if you take a couple of minutes to prepare before you call.

1. Open the on-line help file, and click on the contents page button in the menu bar. From here click on "Support Information", and finally on the next page click on the button marked "Contact Tech Support". After a few moments, you should see a dialog box with the option to Print, Save to desktop, Fax or email your information to us.
2. Click on SAVE TO DESKTOP, or PRINT (If you have a printer connected to your PC) and have the contents of the report in front of you when you call.

   Note: If you chose to *Save to Desktop*, a file called **EAConfigInfo.txt** will be placed on your desktop. Simply double-click on this icon to view the file.

Our easy to use automated attendant will transfer you either to our automated technical support service, or to the technician best equipped to answer your query. Please listen carefully to the options you are given, and make your choices using the number keys on your phone.

Please check our automated system for the answer to your question first. If you do not find the answer, you can easily request assistance from a technician.

Now, get a pen and paper, and you're ready to call:

0870 2432435

Note: this is a National call rate line charged at 6p per minute at peak times and 2.6p per minute off peak. (These charges are correct at the time of publication)

Manned lines open from 9am–6pm Monday to Thursday and 9am–4:30pm on Fridays. Outside these hours, our automated services are available.

Alternatively, you may write to us at the following address, including a daytime telephone number and an InfoPro report:

Electronic Arts UK Customer Services
PO BOX 835
Slough
Berkshire
SL3 8XU

Or fax us, including an InfoPro report, on:

01753 546817

When contacting us by fax or letter, please include a daytime telephone number whenever possible, so we can contact you if necessary.

24-hour Hintline – gameplay hints and tips

Stuck? It happens to the best of us. Call our hintline for hints. If you want to make sure your game is included on the hintline before you call, feel free to call Customer Services on the number above – we'll be happy to give you a list of all games included on the hintline, but please remember that Customer Services cannot give out hints or cheats directly.

The Electronic Arts Hintline number:

09067 53 22 53

Note: This is a premium charge line (calls cost 75p per minute). Please obtain permission to call this number from the person who pays the phone bill, **before** you call.

IN AUSTRALIA

For Technical Support and Game Hints and Tips:

EA HOTLINE: 1 902 261 600 ($1.50 per minute) CTS 7 days a week 10 AM - 8 PM.

If you are under 18 years of age parental consent required.

Electronic Arts AustraliaP.O. Box 432, Southport, QLD 4215, Australia

IN NEW ZEALAND

Customer Support (09) 479 7459.

For hints and tips, phone our Games Hotline (09)356 3130.

If you are under 18 years of age parental consent required.

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