NEED FOR SPEED
HIGH STAKES

BASIC CONTROLS

Steer left/right ⟵/⟶

Accelerate ↑

Brake/Reverse ↓
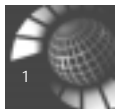
Shift up/down A/Z
(Manual Transmission only)

Reset car after crash R

For more information on game controls, ➤*Default Driving Commands* on p. 13.

TABLE OF CONTENTS

INTRODUCTION

Ready to take it to the next level? Then you've come to the right place. *Need For Speed™: High Stakes* places you in the driver's seat of some of the world's most desirable vehicles. Ever wonder what it would be like to roar down the street in a Lamborghini Diablo SV or a Porsche 911 Turbo? Well wonder no more as you'll find these and many more sweet rides to cruise in.

Then, after you've put these bad boys to the test, begin a racing career and enter a circuit to win cash prizes. With your winnings you can purchase better cars or upgrade your current ride to create a true dream machine. Then, if you've got the guts, put it all on the line in a battle for pink slips. Clearly, the stakes have never been higher!

- ❖ *NEW!* **Licensed Supercars**—Race your favorite dream cars.
- ❖ *NEW!* **Complete In-Game Economy**—Win races to earn money, buy new cars, and customize your exotics.
- ❖ *NEW!* **High Stakes Racing**—Lose the race, lose your car.
- ❖ *NEW!* **19 Challenging Courses**—Race a variety of exotic locations.
- ❖ *NEW!* **Real Car Damage**—Affects car handling and appearance.
- ❖ *NEW!* **Multiplayer Racing**—Challenge a friend via LAN, Modem, Serial Cable, or the Internet.
- ❖ **Downloadable Cars**—Watch for additional supercars posted on EA's website, then download and race the new machines in NFS: High Stakes.

For *Need for Speed: High Stakes* news and updates, visit the official *NFS: High Stakes* website at **www.needforspeed.com**.

FOR MORE INFO about this and other titles, check out EA on the web at **www.ea.com**.

ELECTRONIC ARTS RECOMMENDS that drivers always wear seatbelts, observe the law, and never drive while intoxicated.

TAKING A SPIN

Can't wait to get going? Then quickly hit the road and put one of these supercars to the test!

To begin a race:

1. From the Game Setup screen, click SINGLE PLAYER ARCADE. The Race Type overlay appears.

2. Click SINGLE RACE. The Name Entry box appears.

3. Type your name and press ENTER . The Main menu appears.

4. Click RACE. The race loads.

When the announcer counts down **"3…2…1…GO!"**, hit the accelerator and see what your machine can do.

SETTING UP THE GAME

GAME SETUP SCREEN

When you load the game, the Game Setup screen appears.

NOTE: **For installing and loading instructions, please see the enclosed Reference Card.**

Compete for virtual cash and prizes in Career Play mode (➤ *Career Play* on p. 16)

Hone your driving skills in a single player race of your choice

Go head to head with a competitor in a two player split screen battle (➤ *Multiplayer Racing* on p. 25)

Challenge a friend through a network connection (➤ *Multiplayer Racing* on p. 25)

Access the Load screen (➤ *Loading Saved Game Files* on p. 25)

View the game credits

Access the *NFS: High Stakes* website

Exit the game

➪ To make a selection from any *NFS: High Stakes* menu screen, move your cursor to the menu item and left-click.

❏ For information on specific race types, ➤ Additional Game Modes on p. 21.

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

MAIN MENU SCREEN

This is where your *Need For Speed* race setup begins.

Select your car (➤ *Player Car Screen* below)

Select a track (➤ *Location Screen* on p. 7)

Select the car(s) you want to challenge (➤ *Opponent Car Screen* on p. 8)

Adjust driving assistance options (➤ *Driving Assists Screen* on p. 8)

Enter a driver name. *NFS: High Stakes* tracks your race performance by this driver name.

Set game options (➤ *Options Screen* on p. 9)

Start the game

Return to the Game Setup screen

➪ Whenever you see a ▶, click it to access a cascade menu.

Player Car Screen

Transmission
Choose an **AUTOMATIC** transmission for no-hassle, accelerate-and-steer driving or a MANUAL transmission where your performance shifting can take advantage of every ounce of torque.

Color
Paint your machine. In addition to the hues provided, you can select CUSTOM to create virtually any color you want.

To create a custom color:

1. Select CUSTOM from the Color cascade menu. The paint palette appears.

2. Move the vertical slider to the general color you want, then use the mouse or arrow keys to position the color selector on a specific color.

3. Click PREVIEW to view the color on your car.

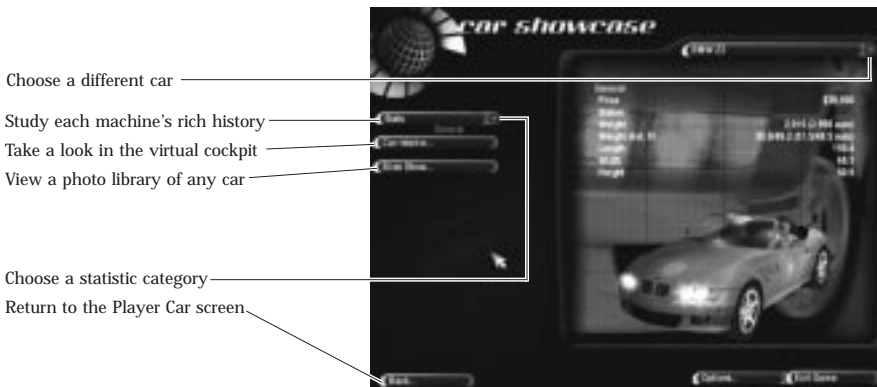**4.** When you're happy with the final product, click ACCEPT.

Car Compare

Compare your car with others in its class, head-to-head against any model in the game, or in a group with every car.

Choose a comparison mode

Performance rating bars

Choose a car to contrast against your own

Return to the Player Car screen

❏ Car classes are based on Acceleration and Top Speed performance ratings.

Showcase

Enter the Showcase screen to get an in-depth look at what's under the hood of your dream machine.

Choose a different car

Study each machine's rich history

Take a look in the virtual cockpit

View a photo library of any car

Choose a statistic category

Return to the Player Car screen

❑ At the Car Interior screen you can use on-screen tools to move the image in any direction.

Convertible

Certain cars have a convertible option. Toggle between **TOP UP**/TOP DOWN to adjust your ride.

Car Tuning

Use the sliders to adjust your car setup in each tuning category.

⇨ To return the car to its factory settings, click RESET DEFAULTS.

⇨ To return to the Player Car menu, click DONE.

Engine Tuning	Tune toward the low end for faster acceleration on tracks with tighter turns or to the high end for more top speed on tracks that allow it.
Brake Balance	Tuning to the front creates an understeering car by transferring weight to the rear during braking. Tune to the rear for an oversteering car.
Steering Speed	Set this option slower for more gradual turning or quicker for fast, twitchy steering.

Gear Ratios	Low gear ratios let your car climb through the gears quickly, spending less time in the slower gears. High gear ratios trade sluggish starts for top speed.
Suspension	A car with a soft suspension rolls into the turns. A car with a stiff suspension fights the road but gives you a better feel for it.
Aerodynamics	Tune lower for more downforce, increasing handling but reducing speed, or higher for less wind resistance.
Tires	Rain tires move the water to grip the road under wet conditions. Racing tires have smooth surfaces that stick to dry roads and slip on wet ones.

NOTE: **Car Tuning only applies to Single Player Arcade races.**

Download Car
In addition to the array of cars contained within *NFS: High Stakes,* you can also find additional dream machines online.

To Download a Car:
1. Click DOWNLOAD CAR. A prompt appears asking if you want to close the game and launch your web browser.
2. Click YES to continue. Your internet browser opens to the *Need for Speed* homepage where instructions guide you through the download process.

Location Screen
Select track options for your race

Laps	Select the number of laps to race (**2**, 4, or 8).
Direction	Toggle to race **FORWARD**/BACKWARD.
Mirrored	Toggle **OFF**/ON.
Night Driving	Toggle **OFF**/ON.
Weather	Toggle **OFF**/ON.
Track Records	View a list of your best times for the course.
Start Presentation	View a video summary of track information.

Opponent Car Screen

Opponent Skill	Set the skill level for your opponents (AMATEUR, **PRO**, CHAMPION).
Number	Select the number of cars to race against (0–**6**, or FULL GRID)
Traffic	Toggle ON/**OFF** to play with moving obstacles.
Car Compare	➤ *Car Compare* on p. 5.
Showcase	➤ *Showcase* on p. 6.

❑ If you're racing against a full grid, you can choose to race against a pack of identical computer cars by choosing a specific car from the Opponent Car Class menu. You can also choose to race against randomly chosen cars from within a class by choosing one of the general Car Class options.

NOTE: **The Traffic option is unavailable if the Opponent Number is set to FULL GRID.**

Driving Assists Screen

Driving Assists make it easier to get around the track at high speed. Assists are available only in Single Race and Hot Pursuit modes.

≥ΛTIP **If you're new to *NFS*, these driving assists will help you master the *NFS: High Stakes* tracks and race competitively against your friends in multiplayer modes.**

Braking	With the braking assist option ON, your brakes react more effectively.
Collision Recovery	Set collision recovery ON for faster accident recovery.
Traction	Traction assist keeps your tires from spinning when you generate excessive torque. This enables the car to hug the road for faster cornering and quicker starts.
Pursuit	Available in Hot Pursuit mode only. When ON, pressing the Reset button after you make a bust causes your car to teleport up to the leader, so you have a good chance of busting him too.
Damage	Choose the effect that accumulated damage has on your car. When OFF, damage does not affect your car's appearance or handling.

OPTIONS SCREEN

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

Audio Screen

|	
Menu Music	Set the volume level of menu music.
Racing Music	Set the volume level of in-game 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.
Music Type	Select to play **GAME MUSIC** or insert an AUDIO CD of your choice to hear your favorite tunes.
Audio Mode	Choose the best sound mode supported by your system.
Racing Tune	Sample and select your favorite song played during a race or choose **RANDOM**.
Menu Tune	Sample and select your favorite song played during the menu screens or choose **RANDOM**.
Audio Test	Run a sound test for your speakers.

Controllers

Access the Controllers menu to view the command button for each racing action. You can remap the buttons if the default configuration doesn't feel right 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.
- To reassign a command to an axis, do one of the following:

Half Axis Assignment Procedure

To assign half the range of an axis to a command:

1. Place the axis control in its center position.

2. Click the action you want to change.

3. Move the axis from its center position to one extreme.

❑ You can assign the other extreme to another command.
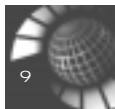
Full Axis Assignment Procedure

To assign the full range of an axis to a command:

1. Place the axis control all the way to one extreme of its range.

2. Click the action you want to change.

3. Move the axis to the opposite extreme.

● To reverse the direction, begin again with the axis at the opposite end of its range.

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.
Force Feedback	*NFS: High Stakes* takes full advantage of force feedback controllers. Move the sliders to adjust the level of feedback put forth by individual driving forces.
Audio Feedback	Map three numerical keys for audio feedback on your current race status. This feature is especially helpful when driving with the HUD (Heads Up Display) turned OFF.
Function Keys	Get familiar with the function key commands that allow you to change camera angles or toggle some options ON/OFF during gameplay. You cannot remap function keys.
Pre-Defined Keys	Take the time to learn these useful functions. You cannot remap the pre-defined keys.

● To return all options to original settings, click RESET TO DEFAULTS.

Cameras

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

● To configure camera views, click each camera button to toggle selections, or access the cascade menus, and click the views you want.

Graphics

NFS: High Stakes 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 optimum graphics, choose the highest resolution supported by your video card. Screen sizes followed by (z) will run, by default, with the Z Buffer option ON.
Triple Buffer	Allows 3D video cards to use more memory and increase frame rate.
Wide Screen	Toggle **ON** to play with wide screen display view.
Car Chrome	Chrome gives your car a brilliant, reflective sheen. Toggle **ON**/OFF.
Car Shading	Shading gives depth to your car's contours. Toggle **ON**/OFF.
Car Detail	The higher the detail the more realistic your car's appearance. Set **HIGH**, MEDIUM, or LOW.
Special Effects	Special effects add a real-world element to the race. Set **HIGH**, LOW, or OFF.
Horizon	The horizon completes the landscape. Set **HIGH**, LOW, or OFF.
Advanced Settings	Access a host of extra options.
Gamma Correction	Use the slider to adjust the brightness of your screen.
View Distance	Determines how far the landscape is drawn. With FULL, the entire landscape appears. With CLOSE, the landscape is drawn just as you drive into it.
Z Buffer	Set Z Buffer **ON** for the smoothest graphics.
View Angle	Choose a NARROW angle to focus the view on your car or **WIDE** to bring more landscape into the picture.
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.
Perspective	Adjust the view cone.
Fog	Toggle this special effect **ON**/OFF.
Lens Flare	Toggle this special effect **ON**/OFF.
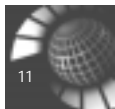
Heads Up Display

The Heads Up Display, often referred to as the HUD, is the array of gauges on the screen during the race. Most gauges offer multiple settings, or you can toggle all gauges OFF to clear your view of the track.

Reposition your gauges

Display speed in mph or km/h on a digital or analog gauge

Display RPMs with a digital or analog gauge

Gauge the level of damage to your car

Toggle the map **ON**/OFF

Choose what your current lap time is measured against.

View a summary of opposing racers

Toggle the rear view mirror ON/**OFF**

NOTE: **Some gauge settings are available only in certain Screen Layouts.**

Load

➤ Loading Saved Game Files on p. 25.

ON THE TRACK

DEFAULT DRIVING COMMANDS

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

Click an opponent's name or map icon to view the race from that driver's point of view. To return to your car's view, right-click anywhere.

- To **accelerate**, press ⬆️.

∃∧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 tires and lose valuable ground.

- To **steer** left/right, press ⬅️/➡️.
- To **brake**, press ⬇️. To back up, hold ⬇️ after your car comes to a complete stop.

NOTE: To set the Auto-Reverse function, you must map the setting on the Controllers menu. ➤ *Controllers* on p. 9.

- To pull the **handbrake**, press [SPACEBAR]. Use this for tight hairpins and power braking at high speeds.

∃∧TIP Just for fun, you can use the hand brake to pull spinouts and 360°'s.

- To **shift** up/down, press Ⓐ/Ⓩ.
- To cycle through camera **views**, press Ⓒ.
- To **look behind** you, press and hold Ⓑ.
- To honk your **horn**, press Ⓗ. (In Hot Pursuit mode, this triggers your **siren**.)
- To cycle your **headlights** ON, OFF, HIGHBEAMS, press Ⓛ.
- To quickly **reset** your car after a crash, press Ⓡ.

Hot Pursuit Controls

The following commands are only used for Hot Pursuit mode. ➤ *Additional Game Modes* p. 21.

- To call a **wingman**, press Ⓦ.
- To cycle to the **next cop**, press Ⓝ.
- To **jump** to any cop car, press Ⓙ.
- To drop a **spike strip**, press Ⓢ.
- To direct your wingman set up a **road block**, press Ⓚ.

PAUSE MENU

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

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

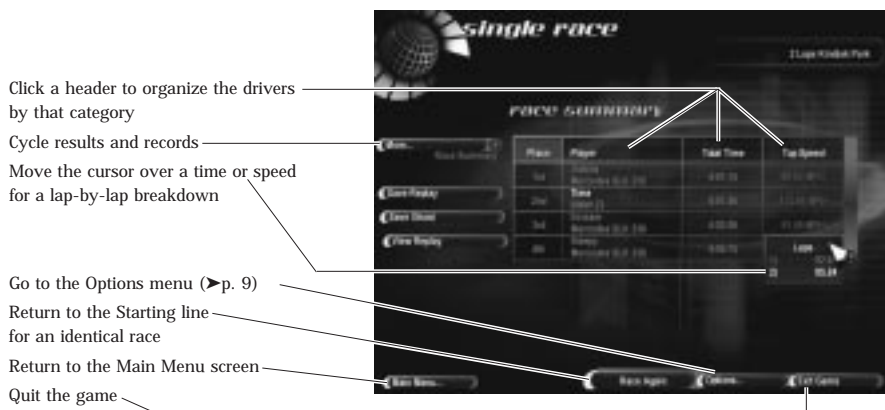|	
Audio	Use the sliders to adjust all sound options.
Controls	View and/or remap driving controls. ➤ *Controllers* on p. 9.
Cameras	Assign the camera views. ➤ *Cameras* on p. 10.
Graphics	Set graphics options. ➤ *Graphics* on p. 11.
Heads Up Display	Customize the on-screen gauges. ➤ *Heads Up Display* on p. 12.
Continue	Get back to the racing action.
Quit	Abort the current race. (Choose to go to the Main menu, the Post Race screen, or the Windows® operating system.)

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.

- To hide the Pause menu, press [F1].
- To rotate the Pause screen image left/right, press and hold [F2]/[F4].
- To pause/resume automatic Pause screen rotation, press [F3].

RACE SUMMARY SCREEN

After a race, an automatic replay appears followed by the Race Summary screen.

Click a header to organize the drivers by that category

Cycle results and records

Move the cursor over a time or speed for a lap-by-lap breakdown

Go to the Options menu (➤p. 9)

Return to the Starting line for an identical race

Return to the Main Menu screen

Quit the game

- To save a replay of the race, click SAVE REPLAY, type a name to label it (your player name is the default), and press [ENTER]. To load the replay, ➤ *Loading Saved Game Files* on p. 25.
- To save a ghost of your race, click SAVE GHOST, type a name to label it (your player name is the default), and press [ENTER]. To load the ghost, ➤ *Loading Saved Game Files* on p. 25.

The ghost is your performance during the previous race. When you load a ghost, you run the same race again with a translucent car mirroring the line you drove. In this way, you can race against yourself.

NOTE: **You cannot collide with the ghost car.**

- To view the replay of the race again, click VIEW REPLAY. The replay follows your car from start to finish incorporating a variety of TV-presentation cameras.

CAREER PLAY

One of the new features of *NFS: High Stakes* is Career Play, which lets you enter a racing circuit and earn virtual cash and prizes. Each circuit is made up of a specific race type: Tournament, Knockout, or High Stakes. (➤ *Additional Game Modes* on p. 21.) The better you perform in the circuit, the more cash you earn. This cash can then be used to upgrade any cars in your garage or purchase higher-performance vehicles.
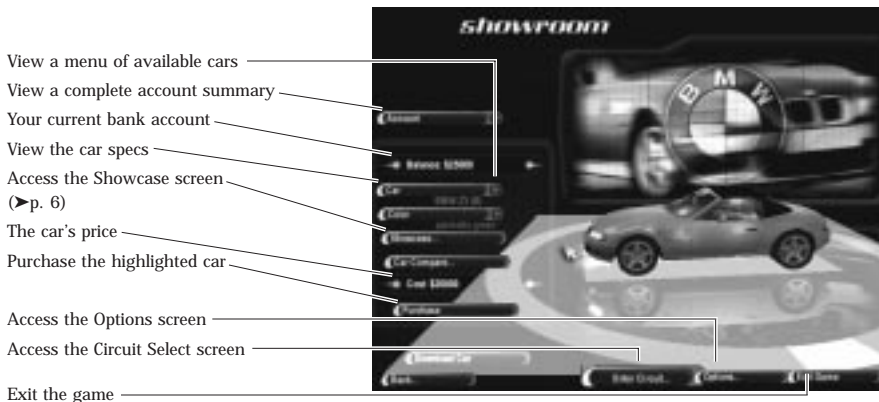
To begin a racing career:

1. Select CAREER PLAY from the Game Setup screen. The Name Entry Select/Create Profile box appears.

2. Type your name and press ENTER. The Showroom screen appears.

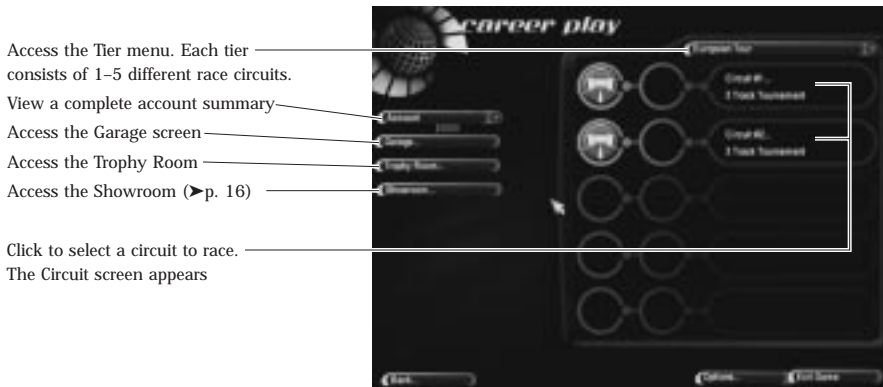NOTE: **You must purchase a car before you are allowed to begin your career.**

Showroom Screen

The Showroom screen is the place to buy a dream car to compete with.

View a menu of available cars

View a complete account summary

Your current bank account

View the car specs

Access the Showcase screen (➤p. 6)

The car's price

Purchase the highlighted car

Access the Options screen

Access the Circuit Select screen

Exit the game

Circuit Select Screen

Select a racing circuit to compete in.

Access the Tier menu. Each tier consists of 1–5 different race circuits.

View a complete account summary

Access the Garage screen

Access the Trophy Room

Access the Showroom (➤p. 16)

Click to select a circuit to race. The Circuit screen appears

Circuit Types

Each circuit consists of 1–8 races. There are three types of circuits to compete in:

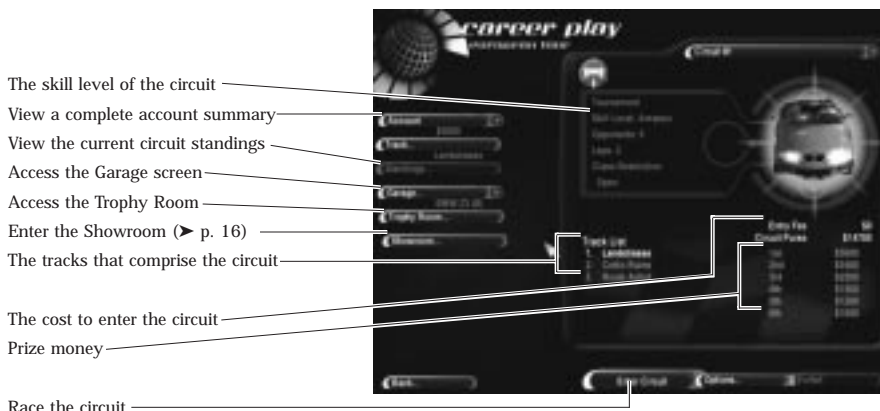|	
Tournament	This circuit type is comprised of a number of races. At the end of each race, points are awarded based on your finishing position. At the conclusion of the last race, the driver with the most points is declared the winner.
Knockout	This circuit type is also comprised of a number of races. However, after each race, the last place finisher is eliminated from the competition. The winner is declared through a process of elimination.
High Stakes	The ultimate circuit. In High Stakes, it's a one-on-one battle with a catch. You must put your dream machine on the line in a winner-take-all battle. You may only enter this circuit if you own two cars.

NOTE: **Placing first in some tournaments will unlock a bonus car.**

> **NOTE:** To begin, only the European Tour tier is accessible. Additional tiers are unlocked by completing all circuits within the currently available tiers.

Circuit Racing Screen

The Circuit Racing screen contains valuable information about tour tracks, circuit standings, and purse prizes.

- The skill level of the circuit
- View a complete account summary
- View the current circuit standings
- Access the Garage screen
- Access the Trophy Room
- Enter the Showroom (➤ p. 16)
- The tracks that comprise the circuit
- The cost to enter the circuit
- Prize money
- Race the circuit

> **NOTE:** As soon as a player pays the entry fee to a circuit with new tracks, those tracks become available in all game modes.

Circuit Completion Awards

Players win medals for completing circuits and trophies for completing tiers.

❑ You have completed a Tournament Circuit when you have finished in one of the top three positions. 1ST Place receives a Gold medal, 2ND Place a Silver, and 3RD Place a Bronze. All places receive money with more going to higher-placing finishers.

❑ You have completed a Knockout Circuit when you have finished all races without being eliminated. 1ST Place receives a Gold medal and all places receive money with more going to higher-placing finishers.

❑ You have completed a High Stakes Circuit when you have finished in 1ST Place. 1ST Place receives a Gold medal and the loser's car. 2ND place receives prize money.

❑ You have completed a tier when you have won a medal in all circuits of the tier. The Trophy type (Gold, Silver, Bronze) is equal to the lowest denomination of medal you receive.

❑ In all, there are 10 tiers and 30 circuits to compete in. You win when all 10 tiers have been successfully completed.

❑ Players are free to re-enter tiers or circuits they have already completed to win extra cash or upgrade their awards.

Garage Screen

Account	View a complete account summary.
Car Repair	Access the Repair Car screen (➤ p. 20.).
Upgrade	Access the Upgrade screen (➤ p. 20.).
Showcase	Access the Showcase screen (➤ p. 6.).
Transmission	Toggle between **AUTOMATIC** and MANUAL transmissions. A Manual transmission presents more of a challenge, but it allows you to squeeze more performance out of your car.
Convertible	Toggle between **TOP UP**/TOP DOWN.
Sell	Trade in your vehicle to accumulate some extra cash.

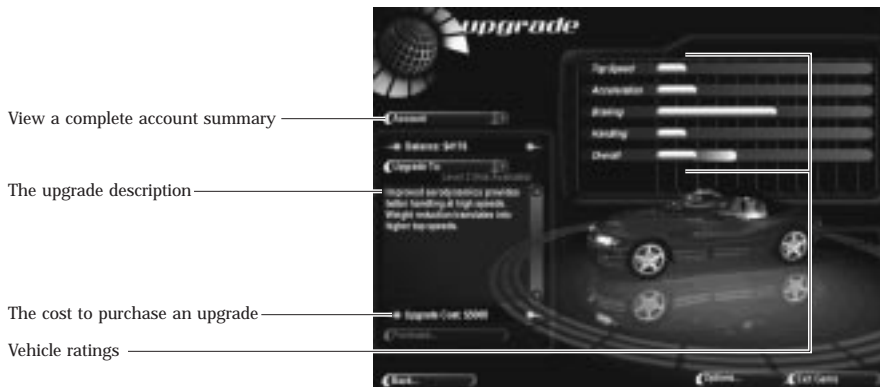NOTE : **You can only sell a car if you have more than one in your garage.**
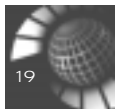
Repair Car Screen
Regular maintenance for your vehicle allows you to stay competitive on the circuit.

View a complete account summary

Repair all body damage

Repair all engine damage

Repair all suspension damage

Repair all steering damage

Repair all damage

The car's ratings
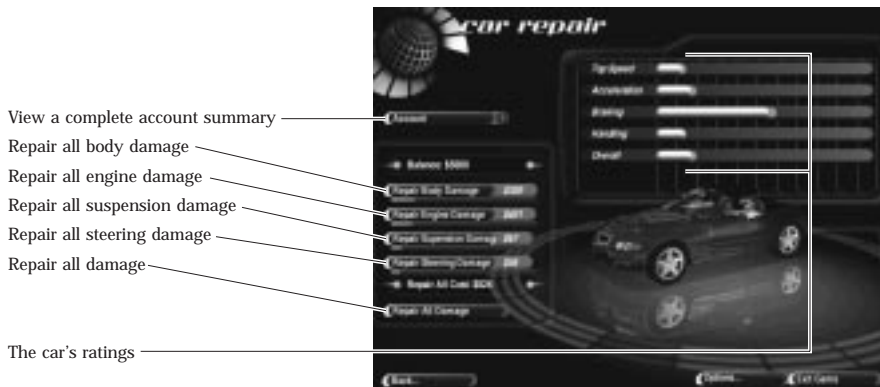
Car Upgrades Screen
Purchase new upgrades to enhance your car's performance.

View a complete account summary

The upgrade description

The cost to purchase an upgrade

Vehicle ratings

Car Upgrade Options

Level 1	Lowers suspension and upgrades your tires for improved road grip and handling.
Level 2	Improves aerodynamics to provide better handling and reduces weight for quicker acceleration.
Level 3	Tunes engine for improved acceleration and top speed. Upgrades brakes to reduce stopping distance.

ADDITIONAL GAME MODES

SINGLE RACE MODE

Single Race mode allows one or two players to participate in one complete race. Take this opportunity to learn the *NFS: High Stakes* tracks and discover the fastest route to the finish line, including shortcuts that help you compete against faster cars.

≋ TIP **If you're just getting started, you can make driving easier in Single races by turning ON Driving Assists.**

Single Race Setup

Choose SINGLE RACE from the Race Type overlay, then configure your game at the Main menu, menu, and click RACE.

HOT PURSUIT

Play as a thrill-seeking civilian on the open roads, but beware of the local law enforcement authorities enforcing the speed limits as you race for the finish line. Or try your luck as an officer of the law, and use any means necessary to take down those who abuse the speed limit.

NOTE: **Not all cars are available in Hot Pursuit mode.**

When the cops give chase:

❏ Whether you are pulled over by force or voluntarily, you're busted. Valuable time ticks off the clock while they detain you.

❏ After getting busted too many times (depending on how many laps you're racing), they'll arrest you. If this happens, your game is over.

> ⧊⧌TIP **Don't get overconfident. If you outrun the cops, they'll call in reinforcements with supercars that rival your machine.**

When chasing a speeding car:

- Press Ⓗ to switch on your siren and lights. The speeder is now targeted for pursuit and arrest.

- Use the force of your vehicle to pull the offender over, or get in front of him and press Ⓢ to lay down the spike strip.

- ❏ If you are in Single Player Arcade mode, you can designate a cop as your "wingman" and give him direct orders. The wingman acts as your partner, helping you track down speeders.

- To select a wingman: press Ⓦ.

- To direct him to set up a roadblock: press Ⓚ after pressing Ⓦ.

- To direct him to throw down a spike strip: press Ⓢ after pressing Ⓦ. The faster you catch a speeder, the more time you have to track down the next speeder.

> ⧊⧌TIP **The best way to stop a speeder is by getting in front of the car and blocking its path.**

Hot Pursuit Setup

Choose HOT PURSUIT from the Race Type overlay, then configure your game at the Main Menu menu screen, and click RACE.

⇨ To be the law, you must choose a pursuit vehicle from the Player Car screen.

HOT PURSUIT NOTE: **The FULL GRID option is not available on the Opponent Car menu.**

Race Types

NFS: High Stakes now offers three unique Hot Pursuit racing experiences.

Classic	The original Hot Pursuit mode. Play as either a cop team or one of two racers. Your goal is to finish the race in first place.
Getaway	New to *NFS: High Stakes,* this is a race for survival. Play as a racer and avoid the police for as long as possible or take control of a cop team to put the speeding vehicle out of action as quickly as possible.

| Time Trap | Another new racing mode, "Time Trap" is the toughest challenge of all. As a racer, you must complete the required number of laps in a given time period. However, valuable time ticks off with every ticket you receive. As a cop, you must stop both racers from finishing the race before the timer reaches zero. |

❏ If you play as the racer and finish any mode in first place or successfully complete a race, you win the "Most Wanted" award for that track. If you play as the police and prevent both racers from finishing a race, you win the "Top Cop" award.

NOTE: **Become both "Most Wanted" and "Top Cop" in any one mode to unlock a bonus car.**

Multiplayer Hot Pursuit

A Two Player Hot Pursuit race offers a variety of play options. Play on opposite sides of the law in a head-to-head confrontation or team up as police officers or speeders against CPU-controlled opponents. Hot Pursuit can also be played over a TCP or IPX network connection.

NOTE: **Single Player Hot Pursuit controller functions are not available in Multiplayer mode.**

KNOCKOUT MODE

Knockouts are single-elimination tournaments, beginning with eight competitors. Following each 2-lap race, the last place car is eliminated from the Knockout. The final race is a head-to-head battle between the two surviving cars.

❏ You can race in three types of Knockouts—**AMATEUR**, PRO, or CHAMPION. Pro and Champion Knockouts feature increasingly skilled competition and one or more of the following factors applied to the track: Weather, Night/Day, Mirrored and Forward/Backward.

Knockout Setup

Choose KNOCKOUT from the Race Type overlay, then configure your game at the Main menu and click RACE.

NOTE: **All Location menu options are preset for a Knockout race.**

NOTE: **The Opponent Car menu is not available because the remaining Knockout entries are computer-generated based on the car class you choose to race.**

After a Race

An automatic replay appears, followed by the Race Summary screen after each race. ➤ *Race Summary Screen* on p. 15.

NOTE: **Place first in a Knockout to unlock a bonus track.**

Multiplayer Knockouts

The Knockout continues as long as at least one human racer remains in contention. Players eliminated from the Knockout can stay in the action by driving a noncompetitive traffic vehicle.

TOURNAMENT MODE

A Tournament consists of a series of six races, each taking place on a different track. Following a tournamentTournament race, check your position on the Tournament Standings screen.

❏ You can race in three types of tournaments—**AMATEUR**, PRO, or CHAMPION. Pro and Champion Tournaments feature increasingly skilled competition and one or more of the following factors applied to the track: Weather, Night/Day, Mirrored and Forward/Backward.

Tournament Setup

Choose TOURNAMENT from the Race Type overlay, then configure your game at the Main menu,menu, and click RACE.

NOTE: **You do not have the option to choose a track or number of laps because Tournaments take place on pre-scheduled circuits, and they are always four laps long.**

NOTE: **The Opponent Car menu is not available because the remaining Tournament entries are computer-generated based on the car class you choose to race.**

After a Race

An automatic replay appears, followed by the Race Summary screen after each race.
➤ *Race Summary Screen* on p. 15.

NOTE: **Place first in a Tournament to unlock a bonus car.**

Multiplayer Tournaments

Multiplayer Tournaments consist of eight 2-lap races.

LOADING SAVED GAME FILES

Access the Load menu to load saved game files. From the Load menu, you can resume Knockouts and Tournaments in progress, view replays, and race against your previous performances.

➭ To access the Load menu, click LOAD from the Game Setup menu.

To load a file:

1. Click the type of file you want to load: **REPLAYS**, GHOSTS, KNOCKOUTS, or TOURNAMENTS. The list of saved files appears.

2. Select the file you want to load, then click LOAD and get ready to race. As soon as the file loads, you're at the starting line for the next event.

To delete a file:

1. Click the type of file you want to delete REPLAYS, GHOSTS, KNOCKOUTS, or TOURNAMENTS. The list of saved files appears.

2. Select the file you want to delete, then click DELETE. The file is deleted.

MULTIPLAYER RACING

Race head-to-head against a friend on one computer in Split Screen Arcade mode, link two computers together for Modem and Serial link 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.**

SPLIT SCREEN ARCADE RACES

Two players can race on one PC in Split Screen mode. Both players can share the keyboard if necessary, but we recommend that one player use an alternate controller such as a joystick for best results.

❏ In Split Screen mode, menus such as Player Car and Player Name have settings for Player 1 and Player 2.

❏ In Split Screen mode, the Controls menu adds a column for Player 2's controls. The defaults are as follows (note that Player 1's controls are different than they are in Single Player mode):

ACTION	PLAYER 1	PLAYER 2
Steer left/right	←/→	G/D
Accelerate	↑	R
Accelerate	↑	R
Brake	↓	F
Brake	↓	F
Handbrake	INS	SPACEBAR
Shift gears up/down	PAGE UP/PAGE DOWN	A/Z
Cycle camera views	K	Q
Horn (Siren in Hot Pursuit mode)	M	W
Look behind	HOME	E
Reset car	END	X
Lay spike strip (Hot Pursuit mode)	P	S
Cycle lights ON/HIGHBEAMS/OFF	L	Y
Look left/right	,/.	C/V

NOTE: **Hot Pursuit specialty controls are not available in Multiplayer modes.**

NETWORK (IPX)

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

To begin a Network (IPX) race:

1. From the Game Setup menu, select CONNECT PLAYERS… The Connect Players menu appears.

2. Select NETWORK (IPX). The current games list appears.

3. Choose CREATE GAME to host a Network game, or select a game from the current games list and click JOIN GAME to be a client in a game.

❑ The host is prompted to enter a name and configure network settings for data transfer and data updates.

❑ Choose **CLIENT/SERVER** for network games with more than two players or PEER-TO-PEER to optimize data transfer for two-player games.

❑ The Updates option configures data transfer over the network. **CONTROLLER** updates are best for fast, local area networks. POSITIONAL updates are better suited for slow network connections.

4. Make your data choices, then click OK. The Multiplayer screen appears. (➤ p. 25.)

NETWORK (TCP)

If you have an IP address and access to a TCP network, you can link with up to eight computers for multiplayer racing.

To begin a Network (TCP) race:

1. From the Game Setup menu, select CONNECT PLAYERS… The Connect Players menu appears.

2. Select NETWORK (TCP), then choose to HOST or JOIN the game.

❑ The host is prompted to enter a name and configure network settings for data transfer and data updates:updates.

❑ Choose **CLIENT/SERVER** for network games with more than two players or PEER-TO-PEER to optimize data transfer for two-player games.

❑ The Updates option configures data transfer over the network. CONTROLLER updates are best for fast, local area networks. **POSITIONAL** updates are better suited for slow network connections.

❑ If you are joining a game, type the IP address of the host computer, then click OK.

3. Make your data choices, then click OK. The Multiplayer screen appears. (➤ p. 29.)
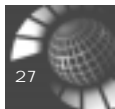
INTERNET

Connect to **www.earacing.com** for EA's beta release of it's online matchmaking service to connect players around the world. You must have a connection to the Internet to access EARacing.com.

1. From the Game SetupMenu screen, select CONNECT PLAYERS. The Connect Players menu appears.

2. Select EARACING ONLINE.

MODEM

Two computers can connect via modem for two player racing.

1. From the Game Setup menu, select CONNECT PLAYERS… The Connect Players screen appears.

2. Select MODEM… Then choose whether to DIAL or ANSWER a call. The computer that answers the call is the host.

❑ If you are making the call, type the modem number of the host computer, then click OK.

3. If you are hosting the game, you must choose whether the game is **PEER-TO-PEER** or CLIENT/SERVER and whether it has POSITIONAL UPDATES or **CONTROLLER UPDATES**, then click OK. The Multiplayer screen appears. (➤ p. 29.)

SERIAL LINK

In this mode, two PCs are linked via a serial cable for head-to-head action.

1. From the Game Setup menu, select CONNECT PLAYERS… The Connect Players screen appears.

2. Select SERIAL… the Serial Connection menu appears.

3. Check the com port number displayed on the screen. If this is correct for your serial cable, click CONNECT. The Multiplayer screen appears. (➤ p. 29.)

● To cycle to the correct com port, click COM PORT.

MULTIPLAYER MAIN MENU

The Multiplayer Main menu is similar to the standard Main menu screen (➤ p. 4). This is where you set up the race and chat with your opponents before you begin.

Select a race type ——————————————————————————————————

Player name and car information ——————————

Select race options ——————

Chat window ——————————
Chat box ——————
Begin the race ——————
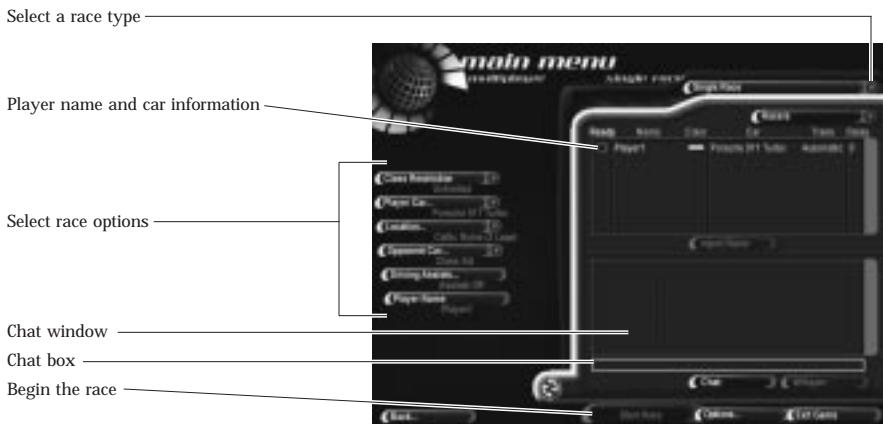
Although the host is responsible for setting up the multiplayer race, clients can communicate their suggestions via the chat window.

● To chat, type a message, then press ENTER to send. The message, labeled by your name, appears in the chat window.

● Clients have minimal control on the Multiplayer screen. They may only configure their cars and enter their names.

● When a client is set to race, s/he clicks READY TO RACE. The red signal next to the client's name turns green indicating that s/he is good to go.

● When all clients are ready, the host clicks RACE. The game loads, the computers sync up, and the race starts.

HOT KEYS

Pause race	ESC
Hide Pause menu	F1
Rotate Pause camera left/right	F2 / F4
Stop Pause camera rotation	F3
Toggle on-screen gauges (Player 1/Player 2) ON/OFF	F5 / F6
Toggle rearview mirror ON/OFF	F7
Toggle music ON/OFF	F8
Toggle sound FX ON/OFF	F9
Toggle cop scanner ON/OFF	F10
Reduce/Expand window	F11 / F12

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WARRANTY INFORMATION

Need Technical Support? Please see the enclosed Reference Card for technical support information.

Need Gameplay Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). 95c per minute.
In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

In **Australia**:   For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 ($1.50 per min.) CTS 7 days a week 10AM-8PM.
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We recommend that you send your product using a delivery method that is traceable.

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We recommend that you send your product using a delivery method that is traceable.

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