



## SYSTEM REQUIREMENTS

### **MINIMUM CONFIGURATION**

- ❖ Windows® 95 or Windows 98 (Windows NT is not supported)
- ❖ 200 MHz or faster Intel® Pentium®, Cyrix® 6x86™, or AMD® K6™ processor without a 3D card. 166 MHz or faster processor with a 3D card.
- ❖ 32 MB RAM
- ❖ 4x CD-ROM drive (600K/second transfer rate) using 32-bit Windows 95/98 CD-ROM driver
- ❖ DirectX 6.1 compatible sound card with DirectSound™ support
- ❖ High Color capable 2 MB PCI or AGP video card with DirectDraw™ compatible driver
- ❖ 50 MB free hard disk space plus space for saved games (additional space required for DirectX™ 6.1 installation and Windows swap file)
- ❖ Keyboard; mouse

### **RECOMMENDED CONFIGURATION**

- ❖ 266 MHz or faster Pentium II processor
- ❖ 32 MB RAM
- ❖ 8x or faster CD-ROM drive using 32-bit Windows 95/98 CD-ROM driver
- ❖ 350 MB free hard disk space plus space for saved games (additional space required for DirectX 6.1 installation and Windows swap file)
- ❖ 3D graphics accelerator using the 3dfx Voodoo™ Graphics, Voodoo 2™, Banshee™, Voodoo 3™ or other Direct3D™ compatible card.

### **REQUIRED FOR MULTIPLAYER GAMES**

- ❖ 1 CD per computer

#### **Network (2-8 players)**

- ❖ IPX compliant network
- ❖ 200 MHz or faster Intel Pentium processor with a 3D card

#### **Modem (2 players)**

- ❖ 100% Hayes-compatible 28.800 Kbps or faster modem
- ❖ 200 MHz or faster Intel Pentium processor with a 3D card
- ❖ High speed serial port (16550 UART)



## **Serial play (2 players)**

- ❖ Null modem cable
- ❖ 200 MHz or faster Intel Pentium processor with a 3D card
- ❖ High speed serial port (16550 UART)

## **SUPPORTED INPUT DEVICES**


- ❖ Keyboard, Windows 95/98 supported gamepad (10 or more buttons recommended), Windows 95/98 supported joystick, Windows 95/98 supported racing controller

## **DISK PREPARATION**


Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk and Disk Defragmenter.

ScanDisk searches your hard drive for lost allocation units as well as cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

### ***To run ScanDisk:***

1. Left-click the  Start button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select Run.
3. In the Run dialog box, type scandisk, then click OK. The Setup screen appears.
- ❖ Make sure a check mark appears in the Automatically Fix Errors box, then select the drive to which you are installing the game (e.g., C:).
4. Click START to begin ScanDisk.

### ***To run Disk Defragmenter:***

1. Left-click the  Start button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select Run.
3. In the Run dialog box, type defrag, then click OK. The Setup screen appears.
4. Select the drive to which you are installing the game.
5. Click OK to begin Disk Defragmenter.

# DIRECTX INSTALLATION NOTES

**READ THIS SECTION COMPLETELY BEFORE PLAYING NEED FOR SPEED™: HIGH STAKES OR INSTALLING THE DIRECTX DRIVERS.**


DirectX is an Application Programming Interface that gives Windows 95/98 based applications high-performance, real-time access to your hardware, while reducing the complexity of installing and configuring your hardware. This makes the DirectX API well suited for Windows 95/98 games.

*NFS: High Stakes* uses the DirectX 6.1 API (the latest iteration of DirectX at the time of release) and includes DirectX 6.1 files which you can install.

Two DirectX components, DirectDraw and DirectSound, may require updating your video card and sound card drivers respectively for proper operation of these components. Using video card and sound card drivers that do not support DirectX will result in display and audio problems in DirectX applications.

During DirectX installation, your video card and sound card drivers will be updated if necessary. The DirectX 6.1 files included with *NFS: High Stakes* include drivers for most video cards and sound cards from the major manufacturers of these peripherals. For new hardware, and for lesser-known brands of peripherals, you may have to contact your manufacturer to obtain drivers that support DirectX.

After installing DirectX 6.1, check to see if your video card or sound card drivers have DirectX support:

1. With the *NFS: High Stakes* CD in your CD-ROM drive, click the  Start button on your Windows Taskbar, then click Run...
  2. In the Run dialog box, type d:\directx\directx\dxdiag, then click OK (substitute the correct letter of your CD drive if other than 'D:'). The DirectX Diagnostic Tool opens.
  3. Click the Display 1 tab to check the status of your primary video card driver, the Display 2 tab to check the status of any secondary video card driver, and the Sound tab to check the status of your sound card driver. In the Drivers information box, check the "Version" and "Certified" lines.
- ❖ If your primary video card driver, secondary video card driver, or sound card driver is not Certified by Microsoft as supporting DirectX, you may need to contact your manufacturer to obtain updated drivers that support DirectX.
  - ❖ If your primary video card driver, secondary video card driver, or sound card driver is Certified by Microsoft® as supporting DirectX, your primary video card driver, secondary video card driver, or sound card driver should work properly in DirectX applications.
  - ❖ Look in the Notes field for further information.



4. If all drivers are certified, and you are still experiencing problems, you can run the Windows Help's DirectX troubleshooter to further troubleshoot the problem. Click the More Help tab, click Troubleshoot, then follow the onscreen prompts.


## IMPORTANT NOTE:

During DirectX 6.1 installation, if you use a video card or sound card driver from your manufacturer that supports DirectX but is not yet Certified by Microsoft, you are prompted to replace the driver with a Certified driver. For video cards, we recommend not replacing your manufacturer's video card driver in this situation. Some manufacturers rely on their specific driver for functionality of their display utilities programs. Replacing the manufacturer's driver with Microsoft's® driver may disable the functionality of these utility programs.

## INSTALLING THE GAME

*To install NFS: High Stakes:*

1. Start the Windows 95/98 operating system.
2. Insert the *NFS: High Stakes* CD into your CD-ROM drive. The Language Select screen appears.

**NOTE:** If the Language Select screen does not automatically appear, click  Start > Run, then type d:\autorun.exe in the text box and click OK. (Substitute the correct letter of your CD-ROM drive if other than 'D:'). The Language Select screen appears.

### Language Select Screen

Choose the English or Spanish version of the game.

⇒ To select a language, highlight your choice and click OK. The Setup program appears.

### Setup Program

**NOTE:** Users with Voodoo-based accelerator cards may be prompted to install new drivers in order to play the game correctly.

1. The Setup program steps you through the *NFS: High Stakes* installation. Click Next>. The Destination Location window appears.
  2. This is the location to which the *NFS: High Stakes* files will be copied. Click Next> to accept the default. The Setup Type window appears.
- ⇒ To choose a custom location, click Browse..., select the location, then click Next>.
3. Select the game size you want to install, then click Next>. The Program Folder window appears.

4. Select the folder in the Start menu from which you want to run *NFS: High Stakes* and click Next>. Just click Next> to accept the default. The game files are copied to your hard drive. When file transfer is complete the Shortcut prompt appears.
5. Choose Yes if you want a *NFS: High Stakes* shortcut icon placed on your desktop. This completes the Setup program.
6. Click OK at the information prompt. The Registration prompt appears.

### Registration Prompt

Choose to register your copy of *NFS: High Stakes* Now or Later.

⇒ To select a registration option, click your choice.

**REGISTER NOW:** The registration form appears. Complete the form and send it to Electronic Arts™. The DirectX 6.1 prompt appears.

**REGISTER LATER:** The registration prompt closes, and the DirectX 6.1 prompt appears.

### DirectX 6 Prompt

For more information on DirectX 6.1, ► *DirectX Installation Notes* on p. 3.


⇒ To install DirectX 6.1 to your computer, click Yes. If the prompt displays “(not recommended)”, click No.

⇒ This completes the Setup program. Click OK at the information prompt, and you're ready to play.

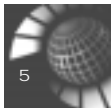
## UNINSTALLING/RE-INSTALLING THE GAME

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

1. Start the Windows 95/98 operating system.
2. Insert the *NFS: High Stakes* CD into your CD-ROM drive. The Autorun menu appears.


**NOTE:** If the Autorun menu does not automatically appear, click  Start > Run, then type d:\autorun.exe in the text box and click OK. (Substitute the correct letter of your CD-ROM drive if other than 'D:'). The Autorun menu appears.


3. Click UNINSTALL to remove the game from your system or RE-INSTALL to uninstall the game followed immediately by the Setup program.
4. During the uninstall process, a menu appears asking if you wish to delete saved game data. Click YES to remove all game information from your system.



## STARTING THE GAME

1. Start the Windows operating system.

- ⇒ If the *NFS: High Stakes* CD is in your CD-ROM drive, double-click the *Need For Speed: High Stakes* shortcut icon on your desktop or click  Start > Programs > Electronic Arts > Need for Speed High Stakes > Need for Speed High Stakes (this is the default Program Folder path). The introduction video appears, followed by the Game Setup screen.
- ⇒ If the *NFS: High Stakes* CD is not in your CD-ROM drive, insert the CD into your CD-ROM drive. The Autorun screen appears. Click PLAY. The introduction video appears, followed by the Game Setup Screen.

**NOTE:** If the Autorun screen does not appear, click  Start > Run, then type d:\autorun.exe in the text box and click OK. (Substitute the correct letter of your CD-ROM drive if other than 'D:').

Please see the enclosed *NFS: High Stakes* manual for gameplay instructions.

## PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem installing or using your software, we want to help.

- ⇒ Please make sure you have read thoroughly the *System Requirements* and *Installing the Game* sections.

If you followed the directions and still have trouble installing or operating the software, below are some hints that might help solve the problem.


### CD PROBLEMS

A 4x-speed or faster CD-ROM drive is required to run *NFS: High Stakes*.

#### ***Receive "File not found" error message when installing or running the game***

- ❖ Make sure the CD is in the CD-ROM drive. The CD must be in the drive to install or run the game.
- ❖ Make sure the CD is not scratched or damaged.

#### ***CD-ROM Performance Problems***

- ❖ Make sure you are using a 32-bit native Windows 95/98 driver to control your CD-ROM drive. You can configure these drivers with the Device Manager found in  Start > Control Panel > System Properties.
- ❖ Do not use a DOS-based 16-bit driver to control your CD-ROM (loaded in CONFIG.SYS) as it may significantly reduce performance.

## Choppy or stuttering video or audio

You may be able to resolve these problems by adjusting the CD-ROM read-ahead cache.

### To adjust the read-ahead cache:

1. At the Windows 95/98 desktop, right-click the My Computer icon, then choose Properties from the pop-up menu.
2. Click the Performance tab, then click File System...
3. Click the CD-ROM tab, then click in the Optimize access pattern for: box, and choose QUAD-SPEED OR HIGHER.
4. Move the Supplemental cache size: slider to SMALL, then click Apply.

**NOTE:** Moving the slider to LARGE does not improve *NFS: High Stakes* video performance, and may actually hinder performance by reserving RAM that would otherwise be available for the game.

## VIDEO PROBLEMS

*NFS: High Stakes* requires a PCI or AGP SVGA video card with 65,535 colors and 2 MB or more video memory.

**NOTE:** If your Windows 95/98 display driver does not support DirectDraw, you may experience difficulties installing or running *NFS: High Stakes*.

### General Video Card Information

- ❖ During DirectX installation, the DirectX setup program attempts to install a display driver for your video card that supports DirectDraw. If your video card driver does not have DirectDraw support, the DirectX setup program replaces your existing video card driver. In some cases, this may disable manufacturer specific utilities for your video card. If you want to keep these utilities functional, you may have to obtain the latest drivers with DirectDraw support directly from the manufacturer of your video card.
- ❖ If your video card driver already has DirectDraw support, but is not yet Certified by Microsoft, you are prompted to replace your current driver. In most cases, you should not replace your existing driver as it may disable manufacturer specific utilities for your video card. If you have video-related problems using the uncertified DirectDraw drivers from your manufacturer, you may solve these problems by reinstalling DirectX and replacing your current video driver with a DirectX 6.1 video driver.

**NOTE:** Please refer to *DirectX Installation Notes* on p. 3 for more information.



## Windows 95/98 Video Problems

You may be able to resolve choppy or stuttering video or audio problems while running in Windows 95/98 by adjusting the CD-ROM read-ahead caching. (► *Choppy or Stuttering Video or Audio* on p. 7.)

## 3-D Accelerator Tips

If you experience problems with the detection of your supported 3-D accelerator card, please refer to the documentation provided with your 3-D accelerator card.

### Voodoo Graphics and Voodoo 2 Boards

*NFS: High Stakes* requires the Glide run-time drivers for Voodoo Graphics and Voodoo 2 chipsets. If you do not have the Glide run-time drivers for the Voodoo Graphics chipset installed or you have drivers previous to version 3.01, you must manually install them from the d:\3dfx\ directory.

**NOTE:** A limitation with the 3dfx detection function used during the installation process may prevent it from properly detecting current Voodoo 2 drivers on some systems. If during installation, you get an error message stating that your Voodoo 2 card has been detected, but your drivers are out of date, simply click OK and then click NO when the installer prompts you to Quit Setup. Continue installing the game as normal. If you experience problems running *NFS: High Stakes* after receiving this error, please download the newest version of the Voodoo 2 drivers from the 3dfx website at [www.3dfx.com](http://www.3dfx.com).

### Voodoo Rush Boards

*NFS: High Stakes* requires the Glide 3.01 or higher run-time drivers specific to the Voodoo Rush chipset. If you do not have the Glide run-time drivers for the Voodoo Rush chipset installed or you have drivers previous to version 3.01, the *NFS: High Stakes* installation program starts the Glide 3.01 installation, which installs the Glide 3.01 driver to your system. You may also contact your board manufacturer to obtain the latest drivers for your board.

**NOTE:** A limitation with the 3dfx detection function in the Glide 3.01 Installer may prevent it from properly detecting your 3dfx card. If during installation, you get the message "Error: Cannot detect hardware," press OK until setup continues, then install the game as normal. You may not be able to install the Glide 3.01 drivers from the CD-ROM. If you experience problems running *NFS: High Stakes* after receiving this error message, please download the newest version of the Glide drivers from the 3dfx web site at [www.3dfx.com](http://www.3dfx.com).



## MEMORY PROBLEMS

*NFS: High Stakes* requires 32 MB RAM and Virtual Memory ENABLED. We advise letting Windows 95/98 manage the amount of virtual memory automatically (the default setting) and having *at least* 50 MB free hard disk space after installation.

## SOUND PROBLEMS

*NFS: High Stakes* requires a sound card with DirectSound support. If your sound card driver does not have DirectSound support, you may experience choppy or stuttering sound, or sound that cuts in and out. In this case, we recommend obtaining updated drivers from your sound card manufacturer.

### ***Installed sound card, but there is no sound***

⇒ Make sure your speakers or headphones are plugged into the appropriate jack and the volume control is turned up.

### ***General Sound Card Information***

- ❖ During DirectX installation, the DirectX setup program attempts to install a sound driver which has DirectSound support for your sound card. If your sound card driver does not support DirectSound, the DirectX setup program attempts to replace your existing sound card driver.
- ❖ Please consult your sound card manufacturer for updated drivers if DirectX 6.1 DirectSound drivers are not available for your sound card.

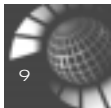
**NOTE:** Please refer to *DirectX Installation Notes* on p. 3 for more information.

## CONTROLLER ISSUES

### ***Joystick Calibration in Windows 95/98***

In order for *NFS: High Stakes* to recognize your joystick, you must calibrate it from the Windows Control Panel. To install or calibrate your joystick in Windows 95/98, access the Windows Control Panel and launch the Game Controllers applet.

**NOTE:** Some gaming devices use their own applets or software for installation and calibration.



## **Gravis Gamepad and 4 button controllers**

Although *NFS: High Stakes* supports multiple buttons when using a single controller, you are limited to 2-button support when using two gamepads (or other 4-button controllers) with a Y-cable adapter.

## **Gravis GrIP™ Users**

- ❖ Make sure the Gravis MultiPort is connected to the joystick port correctly.
- ❖ Make sure the Gravis MultiPort switch is in the left position for GrIP support.
- ❖ Make sure that the Gravis GrIP drivers are installed. If they are not, please refer to your GrIP documentation for installation instructions.
- ❖ Make sure that the Gravis GrIP controls are calibrated under Windows 95/98.

### ***To calibrate the Gravis GrIP in Windows 95/98:***

- ⇒ To install or calibrate your joystick in Windows 95/98, access the Windows Control Panel and launch the Game Controllers applet.
- ❖ Once the steps are complete, the green light should activate on the left wing of the Gravis MultiPort.

**NOTE:** In Windows 95/98, the Gravis GrIP requires that the Gameport Input/Output range be set to 0201-0201. Otherwise, the GrIP may stop functioning after the current use upon rebooting, and you may need to reinstall the gameport and GrIP drivers.

### ***To set your joystick Input/Output Range:***

1. From the Windows Control Panel, double-click the System icon.
2. Select the Device Manager tab, then double-click the Sound, video and game controllers option.
3. Double-click the Gameport Joystick option, then select the Resources tab.
4. Make sure the Use Automatic settings box is cleared, then select the Change Setting button.
5. Change the Input/Output range to 0201-0201.

Some Plug and Play sound cards do not allow this setting to be modified. In this case, please contact your sound card manufacturer or Gravis for a resolution.


## MODEM PROBLEMS

*NFS: High Stakes* requires a 100% Hayes compatible 28.8 Kbps or faster modem for modem play. A high-speed (16550 UART) serial port is required for external modems.

### General Modem Information

*NFS: High Stakes* uses the Windows 95/98 settings to initialize your modem. In order for your modem to work properly in the game, you must install it in Windows 95/98.

#### To install your modem in Windows 95/98:

1. Click the  Start button from the Taskbar. The Start menu opens.
2. From the Start menu, highlight Settings, then select Control Panel from the pop-up menu.
3. From the Windows Control Panel, double-click Modems.
4. If you have not installed a modem before, click Next> to let Windows 95/98 detect your modem.

If your modem came with a Windows 95/98 driver disk or .INF file, follow the manufacturer's installation directions.

### Modem does not initialize

- ❖ Make sure your modem is installed correctly in Windows 95/98 and is turned ON.
- ❖ Make sure your modem works properly in Windows 95/98. If your modem is installed correctly and works with other Windows 95/98 modem applications, but you are having problems initializing it in *NFS: High Stakes*, try changing your modem type in Windows 95/98 to "Standard Modem".
- ❖ Some computers may have telephone answering or FAX applications pre-installed. These applications may tie up the modem, not allowing it access to other applications. Exit all applications that use your modem before playing a modem game.

**NOTE:** You may not be able to run your modem on COM4 if you have a video card based on the S3 chip set. If you experience difficulty making a modem connection on COM4, we suggest changing your modem or serial port to an alternate COM port.

## **NETWORK PROBLEMS**

*NFS: High Stakes* requires an IPX protocol network and network interface card for network play.

- ❖ If you experience difficulties with network play, consult your network manual or network administrator for specific information on loading drivers.

### **Connection Problems**

- ❖ Make sure the computers you are trying to connect are on the same network and are using the same protocol.

### **Network Performance Issues**

There are various adjustments you can make to be sure you get the best performance out of your network game. These apply to the host computer as well as the clients. Try them on the host first as this may solve all the problems.

- ❖ Make sure the host computer (the one that creates the network game) is the fastest of the computers, as it controls the game speed.
- ❖ High-traffic networks slow the game down considerably. Avoid playing the game at peak traffic hours, while there are large file transfers or print jobs being done.
- ❖ The slowest computer limits performance. Adjusting the screen size or decreasing graphic settings on a slow machine can help boost performance in a network game.


### **General Network Information**

- ❖ Do not run any Windows 95/98 applications that communicate over the network in the background (e.g., mail programs, personal schedulers, or network monitors).
- ❖ Make sure you have disabled network messages. To do this, access the d:\utility folder and run the Nonetmsg batch file.

# TECHNICAL SUPPORT

The *NFS: High Stakes* CD includes a Windows Help file that provides solutions and answers to the most common difficulties and questions about how to properly use this product.

⇒ To access the Help file, enter the *NFS: High Stakes* CD into your CD-Rom drive and select Technical Support from the Autorun menu.

**NOTE:** If the Autorun menu does not appear, click  Start > Run, then type d:\autorun.exe in the text box and click OK. (Substitute the correct letter of your CD-Rom drive if other than 'D:').

The Help file contains a Support Utility that allows you to contact EA via fax or e-mail. The utility automatically detects your system's hardware and organizes this information into a report. This can be used to expedite technical services.

⇒ To run the Support Utility from within the Help file, click the **Contact Technical Support** button, located on page 2 of the Welcome screen.

## TROUBLESHOOTING DOCUMENTS ONLINE!

Electronic Arts Product Support now offers troubleshooting guides that help overcome some common difficulties. If you have access to the World Wide Web, you can find these guides at <http://www.ea.com/techsupp/troubles.htm>

Here you will find troubleshooting information on DirectX, Joysticks, Modems, and Networks, as well as information on regular system maintenance and performance. (For game-specific information and additional troubleshooting, visit our main page at <http://www.ea.com/techsupp>.)

Abbreviated versions of these guides are included in the Help file on the CD for your convenience.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products. This is the same information our product support technicians use to troubleshoot your performance issues. We keep the product support pages updated on a daily basis, so please check here first for no-wait solutions:

<http://www.ea.com/techsupp>

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. *All messages are responded to in kind*—if you send in a request by fax, response will also come by fax. Please be sure to include the support utility's report in your e-mail message, fax, or letter:

⇒ To run the Support Utility, click the Technical Support button on the Autorun launcher followed by the Contact Technical Support button.

If you need to talk to someone immediately, call us at (650) 628-8468 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. *Please have the utility's report printed and ready when you call.* This will help us answer your question in the shortest possible time. No hints or codes are available from (650) 628-8468. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.

EA Tech Support Fax: (650) 628-5999.

Electronic Arts Technical Support

P.O. Box 9025

Redwood City, CA 94063-9025

### **HOW TO REACH US ONLINE**

INTERNET E-MAIL: [support@ea.com](mailto:support@ea.com)

WARRANTY INQUIRIES: [cswarranty@ea.com](mailto:cswarranty@ea.com)

WORLD WIDE WEB: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at [ftp.ea.com](ftp://ftp.ea.com)

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 835

Slough SL3 8XU, UK

Phone (753) 546465.

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 10 AM-8 PM. If you are under 18 years of age parental consent is required.

## **NOTICE**

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

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