

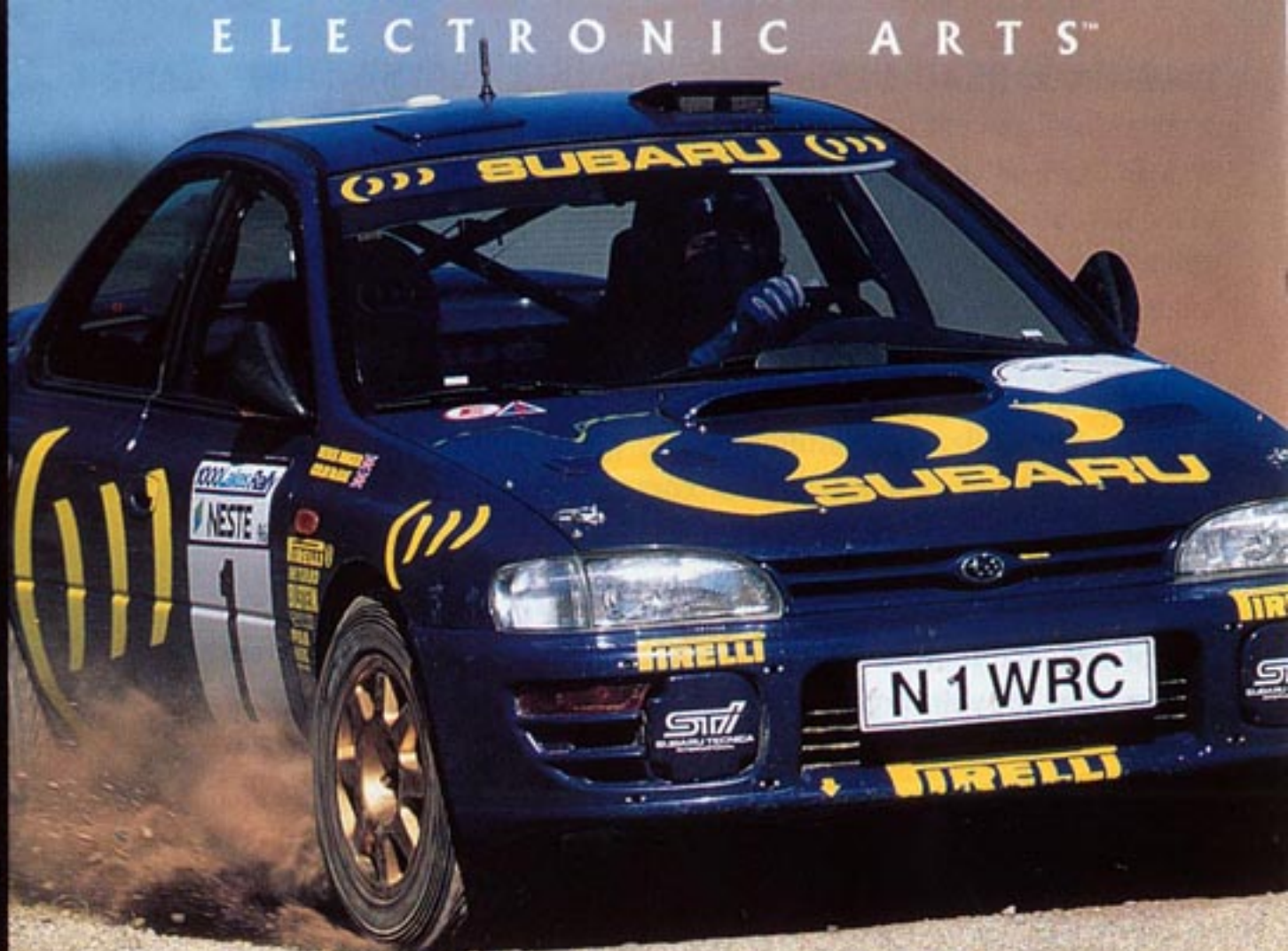
ELECTRONIC ARTS™



PlayStation

NTSC U/C

PlayStation™



NEED FOR SPEED VRALLY™

KIDS TO ADULTS



CONTENT RATED BY
ESRB

SLUS-00590



ELECTRONIC ARTS™

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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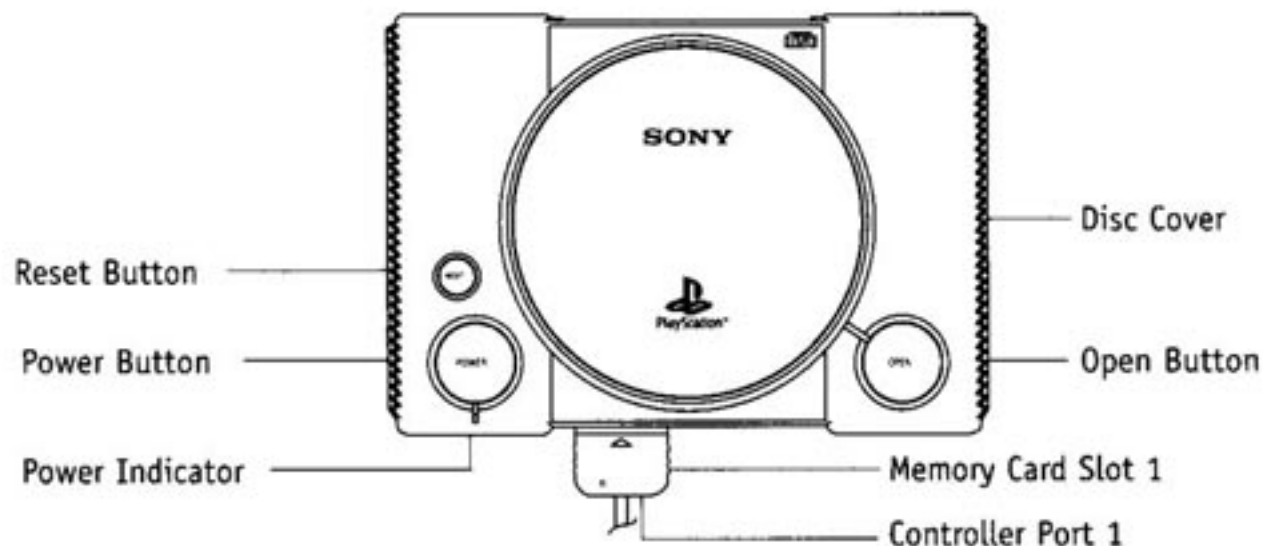
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STARTING THE GAME



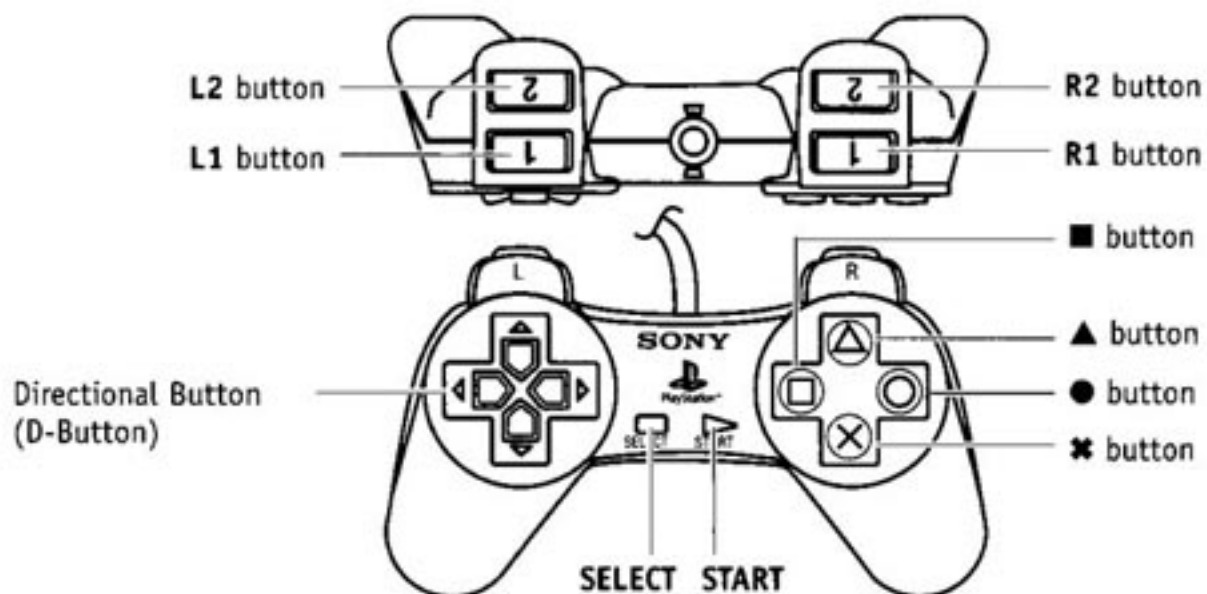
1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**

2. Insert the *Need for Speed™ V-Rally™* disc and close the Disc Cover.

3. Insert game controllers and turn on the PlayStation™ game console.

Note: When using the Multi-Tap, at least one controller must be connected to port 1-A.

4. To skip through the introductory screens, press **START** at each screen. The Main menu appears (► *Getting Started* p. 4).



CONTROL SUMMARY

MENU CONTROLS

ACTION

CONTROL

Highlight item

D-Button ↑

Cycle/toggle highlighted item

D-Button ↔

Activate item/proceed

✕

Accept changes and return
to previous menu

▲

DEFAULT DRIVING CONTROLS

By default, NFS V-Rally uses the following driving controls.

ACTION	CONTROL
Pause game	START
Steer left/right	D-Button ↔
Accelerate	*
Brake	■ (hold to brake and change to reverse gear with AUTOMATIC shifting selected)
Hand brake	●
Change camera view	▲
Shift gears down/up	L2/R2
Look behind	L1
Return car to track after accident	R1 (hold for 2 seconds)

GETTING STARTED

MAIN MENU

Welcome to *NFS V-Rally* control central. From here, start a new ARCADE series, CHAMPIONSHIP, or TIME TRIAL, select the number of players, or change player settings and game options.

Note: Default options are listed in bold in this manual.

- ARCADE:** Start a new Arcade mode racing series. Race against a friend or the computer to master multiple stages. ➤ *Starting an Arcade Series* on p. 8.
- CHAMPIONSHIP:** Start or load a Championship series. To win a Championship, you must accumulate the most points over eight international rallies consisting of three stages each. ➤ *Championship Mode* on p. 13.

- TIME TRIAL:** Race against yourself or a split screen opponent to hone your skills and familiarize yourself with the many *NFS V-Rally* tracks. ➤ *Time Trial Mode* on p. 14.
- NUMBER OF PLAYERS:** Select 1-player racing to race against the computer, or 2-player to race with a friend on a split screen.
- PLAYER SETTINGS:** Select, create, or edit Player names and settings. ➤ *Player Settings* below.
- GAME OPTIONS:** Set game options and save/load memory card files. ➤ *Game Options Screen* on p. 6.

PLAYER SETTINGS SCREEN

Select, create, or edit Player names and settings. Game settings and results are stored with Player names, and can be saved and loaded to/from a memory card.

- NEW PLAYER:** Go to the New Player screen to create a new three-letter Player name.
- ☞ To select the highlighted letter, press **X**.
 - ☞ To confirm the user name, highlight OK and press **X**.
- SELECT EXISTING PLAYER:** Go to the Select Existing Player screen to load the settings from an existing Player name.
- ☞ To load the highlighted Player, press **X**.
- ERASE PLAYER:** You can store up to ten Player names. Use this option to go to the Erase Player screen to remove existing Player names.
- ☞ To delete the highlighted Player, press **X**.

- CAR SELECTION:** Go to the Car Selection screen to select any of the 11 available cars.
- ⇒ To cycle through the cars, D-Button ←→. Specifications and a picture appear for the selected car.
- GEARBOX:** Select **AUTOMATIC** transmission to have the computer shift for you, or select **MANUAL** to shift for yourself.
- CONTROLLER CONFIGURATION:** Go to the Controller Configuration screen to select one of five controller setups.
- ⇒ If a neGcon controller is connected to your PlayStation game console, the **NEGCON WHEELS SETUP** allows you to configure your neGcon controller wheels.
- SPEED DISPLAY IN:** Toggle your speedometer to **MPH** or **KM/H**.
- EXIT:** Return to the Main menu.

GAME OPTIONS SCREEN

Set game options and save, load, or merge game data to/from your memory card.

GAME DIFFICULTY: Select **ROOKIE**, **PRO**, or **ACE** difficulty.

SCREEN SETUP: Go to the Screen Setup menu to set aspect ratio, split screen, and game screen offset options:

Screen Mode 16/9: Set to **ON** for a 16/9 aspect ratio wide screen format or leave **OFF** for normal screen mode.

Split Screen: (Available in 2-Player mode.) Select a **HORIZONTAL** or **VERTICAL** split screen.

H. Screen Offset: D-Button ←→ to horizontally adjust the center of the game screen to fit your monitor.

V. Screen Offset: D-Button ↔ to vertically adjust the center of the screen.

SOUND OPTIONS: Go to the Sound Options menu to adjust sound options:

Music Mode: Choose to **REPEAT ALL** music tracks, **SHUFFLE** (random) play tracks, or continually **REPEAT TRACK**.

Track: Select the music track that currently plays.

SFX Mode: Select **MONO**, **STEREO**, or **SURROUND** sound.

Music Volume: Adjust the slider to set background music volume level. To turn music OFF, move the slider all the way to the left.

Copilot Volume: Set the volume of your copilot's instructions and information.

Ambient Volume: Set the volume of the background sound effects.

LOAD GAME DATA: Load saved options settings and high score data from the memory card.

SAVE GAME DATA: Save current game settings and scores to the memory card.

Note: Never insert or remove a memory card when loading or saving files. You can only save ONE set of game data per memory card. When you start *NFS V-Rally*, the program automatically loads any saved settings from the memory card.

MERGE HI SCORES: Merge high score data from a memory card with current game data. This allows you to compare a friend's high scores with your own.

EXIT: Return to the Main menu.

STARTING AN ARCADE SERIES

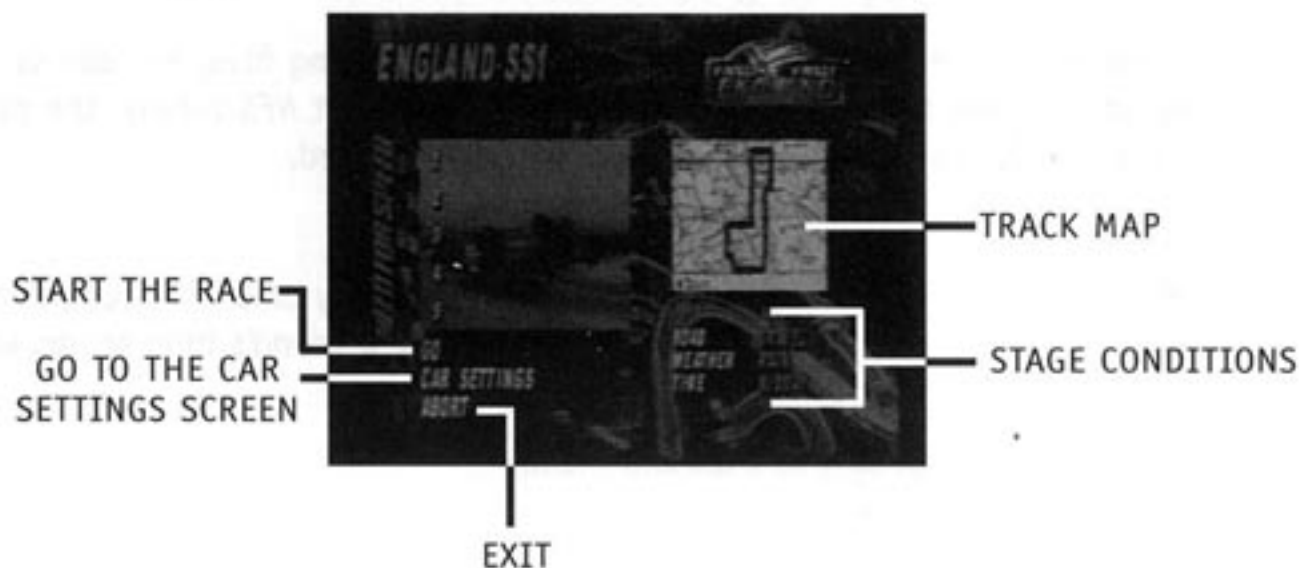
In Arcade mode, you must win all stages in the series before you exhaust your three credits.

1. To start a new Arcade series, select ARCADE from the Main menu. The Arcade Select screen appears.
 - ☞ Select **EASY** (4 stages) to get started, then when you win this mode, you can select **MEDIUM** (6 stages), and then **HARD** (8 stages).
2. To continue, press **X**. A menu with the following options appears:

Go:	Advance to the Stage Options screen.
Car Selection:	Choose a different car for the next stage.
Number Of Laps:	Choose from 2-6 laps. The default is 3 laps.
Slower Car Boost:	When ON, this option helps the driver(s) that are behind to catch the leader.

STAGE OPTIONS SCREEN

View track information, change your car setup, or start racing.



CAR SETTINGS SCREEN

Tweak your car setup for the current stage.

- SUSPENSION:** Select **SOFT**, **MEDIUM**, or **HARD** suspension.
- GEAR RATIO:** Select **SHORT**, **NORMAL**, or **LONG** gearing. **SHORT** improves acceleration at slow speeds. **LONG** is best suited to smooth drivers, but it translates to slow acceleration at low speeds. As a rule of thumb, use **SHORT** on twisty courses and **LONG** on straighter tracks.
- GEARBOX:** Select **AUTOMATIC** or **MANUAL** shifting. Manual shifting is more challenging, but allows you to squeeze more performance out of your car.
- OVER/UNDERSTEER:** Adjust the slider to set your car's bias for understeering or oversteering. Understeering bias makes your car more likely to lose front wheel grip on a corner; oversteering makes the rear end more likely to lose grip and slide out on a corner.

ARCADE MODE GAME FLOW

- Credits:** You start with 3 credits. Each time you lose a stage, you lose a credit. When you win a stage, you're granted an additional credit. When you run out of credits, the series is over.
- Track Progression:** You can't skip from course to course; you must win on a course to advance to the next course. You also must win all the **EASY** stages to advance to **MEDIUM**, and win all the **MEDIUM** stages to advance to **HARD**.
- Checkpoints:** You are allowed a certain amount of time to reach each checkpoint. If you fail to reach the checkpoint in the specified time, you lose a credit.

End of Stage:

After the race, a replay of the race automatically loads. To change camera views (additional cameras are available during replay), press **▲**. To exit the replay and continue, press **START** or **✕**.

ON THE TRACK

Because each car has individual characteristics and temperament, each responds differently to your driving style and the nature of the course. However, driving controls are consistent no matter which machine you choose.

DEFAULT DRIVING CONTROLS

The race loads with your car idling at the Start/Finish line. When the countdown reaches "GO", hit the gas and see what your baby can do!

- ☞ To accelerate, press **✕**.
- ☞ To steer left/right, D-Button **↔**.
- ☞ To brake, press **■**.
- ☞ To drive in reverse In **AUTOMATIC** shift mode (the default), hold **■** after you've come to a stop.
- ☞ To pull the hand brake for greater stopping power, press **●**.
- ☞ If you've selected a **MANUAL** transmission (**AUTOMATIC** is the default), press **L2/R2** to shift down/up.
- ☞ Races begin with the default racing view (In-Car Cam). To toggle to the Chase Cam view, press **▲**.
- ☞ During a race, you can look over your shoulder to see what's happening behind you. To check your rear view, press and hold **L1**.
- ☞ If you have a bad wreck, hold **R1** for two seconds to return to the track.

HEADS UP DISPLAY (HUD)

The HUD gives you all the information you need when racing.



PAUSE MENU

- ☞ To pause the game and access the Pause menu, press **START** during gameplay.
- ☞ The Pause menu has different options depending on which mode you're in. The universal options are as follows:

Continue:	Return to the race.
Quit/Abort: current	Depending on your mode, the abort option(s) let you exit the race, series, and/or return to the Main menu.
Sound Options:	Change audio options.
Negcon/Wheels Setup:	Available if a neGcon controller is detected, this options allows you to change your neGcon setup.
Car Settings:	Go to the Car Settings screen to alter your setup—even in the middle of a race!

DRIVING TIPS

CORNERING TIPS

- ☞ Brake in a straight line and steer toward the apex, or center of the turn. Then straighten out and accelerate.
- ☞ Always look ahead of your car when driving through turns. When entering a turn, your eyes should already be focused on the apex. When you hit the apex, your focus should be the exit.
- ☞ When driving through an S-turn, or chicane, you must consider both turns equally. Because acceleration out of the second turn is more important than mid-corner speed, use the first corner to properly set up for the second turn.
- ☞ Accelerate and brake progressively, without 'pulsing' the button.
- ☞ Use the hand brake on all surfaces for very tight hairpins or emergency stops. Brake normally and turn the wheel slightly. Release the brake, and apply the hand brake briefly but hard. The rear wheels lose grip and the rear slides out. When past the apex, accelerate.
- ☞ If you experience understeer, or loss of front wheel grip, in a corner, release the accelerator.
- ☞ If you experience oversteer, or loss of rear wheel grip, in a corner while driving a front- or four-wheel drive car, accelerate to transfer weight to the rear wheels.

BUMPS

- ☞ To get air off a bump, accelerate on the bump, then release the accelerator when you're in the air.
- ☞ To dampen a bump, brake briefly but hard at the start of the bump to lower the front end, then accelerate over the bump.

CHAMPIONSHIP MODE

Championship mode is the ultimate NFS V-Rally experience. Try to win all eight rallies, each of which consists of three stages.

1. To start a Championship, select CHAMPIONSHIP from the Main menu. The Championship Setup screen appears with the following options:

New Championship: Advance to the Rally Select screen.

Continue Saved Championship: Load a saved Championship from the list of saved games (if available) that appears.

Car Selection: Choose the car you want to race with.

Number of Laps: Choose from 2-6 laps. The default is 3 laps.

2. At the Championship Rally Select screen, choose any of the eight rallies—from the rugged terrain of Indonesia to the snow-covered Alps. When you continue, a menu with the following options appears:

Start Rally: Advance to the Stage Options (► p. 8) screen to adjust car settings and start the next race.

Abort Championship: Exit to the Main menu. You are given a chance to save your Championship progress before exiting.

Championship Positions: Available after a race is completed, this option shows the current Championship standings.

- ☞ You can start the rallies in any order. Each rally contains three stages, and when you've completed a rally, you can't race it again.
- ☞ After each rally is complete, the Results screen shows the results for each stage. Next, the Championship Positions screen shows the current standings. When you continue, you return to the Rally Select screen.
- ☞ To win the Championship, you must accumulate the most points over the eight rallies. You get 5 points for a first-place finish, 3 for second place, 1 for third place, and 0 points for fourth place.

TIME TRIAL MODE

Race against yourself or a split screen opponent to hone your skills and familiarize yourself with the many NFS V-Rally tracks. Race on any Arcade mode track that's available (the 4 EASY tracks are available initially) or any stage from any of the eight Championship rallies.

1. To start a Time Trial, select TIME TRIAL from the Main menu. The Time Trial screen appears.

2. To select a stage or rally, D-Button \leftrightarrow , then press \star . A menu with the following options appears:

Go: Start the race.

Car Selection: Choose a different car for the next stage.

Game Mode: Select GHOST to race against a ghost image of your car. After the first lap, a ghost image of your last lap appears to help you assess your progress.

SINGLE: Practice without the ghost image.

DUEL: (2-player mode only) Compete with a friend to record the fastest lap time.

∞ Time Trial racing continues for as long as you want to stay on the track. To quit the current race, select from the following Pause menu options:

RESTART: Restart the Time Trial on the current track.

QUIT: Exit the current track to choose another track.

QUIT TO MAIN MENU: Exit Time Trial mode.

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