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PlayStation

PlayStation

NTSC U/C

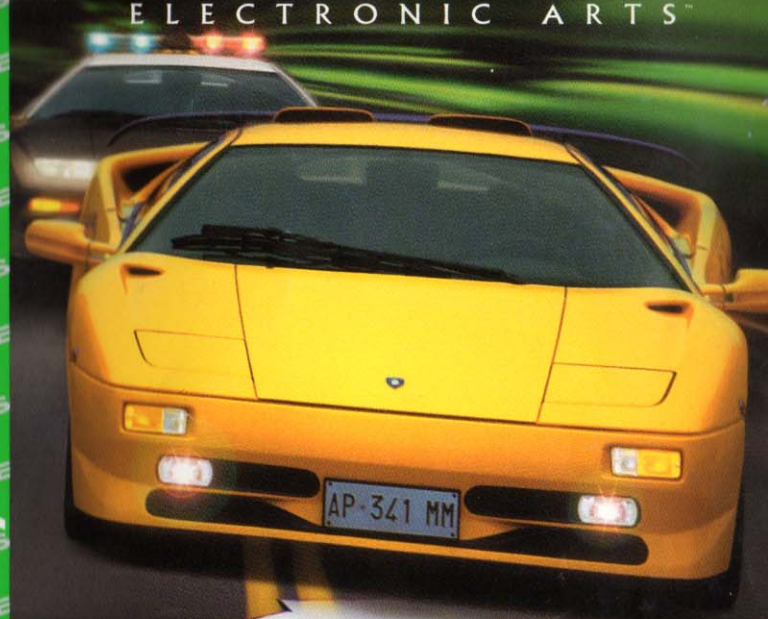
PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-00620

ELECTRONIC ARTS™



NEED FOR SPEED™ HOT PURSUIT 2

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

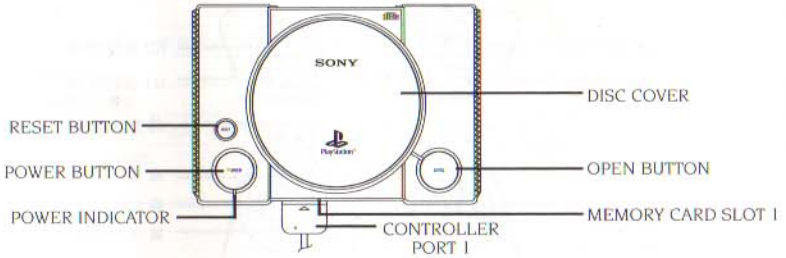
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

STARTING THE GAME 3
CONTROL SUMMARY 4
FEEL THE NEED 5
TAKING A SPIN 6
DEFAULT DRIVING COMMANDS 6
THE PAUSE MENU 7
RACE SUMMARY SCREEN 8
CUSTOMIZING YOUR RACE 9
GAME SETUP MENU 9
OPTIONS 11
TRACK MENU 15
PLAYER CAR MENU 17
OPPONENTS MENU 19
ADDITIONAL GAME MODES 19
HOT PURSUIT MODE 19
TOURNAMENT MODE 20
KNOCKOUT MODE 22
PRACTICE MODE 23
CREDITS 24

STARTING THE GAME

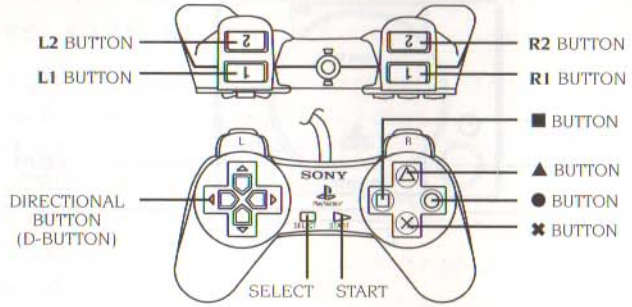


1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.
2. Insert the *Need for Speed™ III: Hot Pursuit* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console. The video introductory sequence begins.
4. Following the introductory sequence, the Game Setup menu appears. See *Taking a Spin on p. 6.*

➤ To bypass the introductory sequence and advance to the Game Setup menu, press ✖.

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

CONTROL SUMMARY



MENU CONTROLS

Highlight menu item	D-Button ↕
Change highlighted item	D-Button ↔ (when ◄ ► appears)
Activate menu item (accept changes)	✖
Return to previous menu (cancel changes)	▲
Access on-screen help	●
Advance to next menu	**START**

DEFAULT DRIVING CONTROLS

Steer left/right	D-Button ↔
Accelerate	✖
Brake; Reverse (after coming to a stop)	■
Hand brake	●
Cycle camera views	▲
Horn; Highbeams (with Night Driving ON)	D-Button ↑
Reset car after a crash	**L1**
Look behind	**L2**
Shift up/down	**R1/R2**

FEEL THE NEED

Rolling onto the showroom floor with the stately gait of a thoroughbred, *Need for Speed III: Hot Pursuit* is the ultimate blending of genteel luxury and lead-footed racing action.

With a nod to its rich heritage, *NFS III* offers a selection of today's most desirable super cars, each meticulously reproduced, in both design and performance, to the exact specifications of its manufacturer. Looking forward, *NFS III* features a refined 3-D engine and next-generation graphics that accelerate you into the future of auto racing.

ALL NEW FEATURES:

- Eight of the world's most exotic super cars.
- Hot Pursuit Mode–Outsmart the cops or risk losing your driving privilege.
- Practice Mode–With tools to help you perfect your driving technique.
- Night Driving–Cut a path through the darkness with your headlights and highbeams.
- Weather-Wet roads and muddy shoulders create hazardous driving conditions.

TAKING A SPIN

If you're like us, your first order of business is to take one of these super cars down to the track and begin pushing the performance envelope.

The fastest way to hit the road is by accepting the *NFS III* default settings. You'll begin a Single Race on the Hometown circuit. Your only opponent is the same model super car.

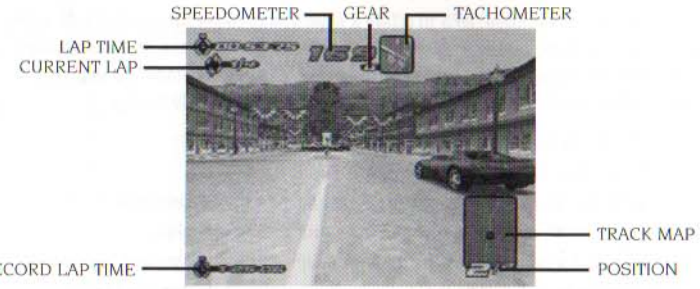
- To begin a race, press **START** at each of the pre-race screens (Game Setup, Track, Player Car, Opponent, Race). The race loads.

➤ For information on race modes and options, See *Customizing Your Race on p. 9.*

TIP: To access on-screen help from any menu screen, press ●.

DEFAULT DRIVING COMMANDS

Your race loads with your car idling at the Starting line, as the announcer counts down, *"3...2...1...GO!"* When he says "GO," hit the gas and see what your machine can do!



- To accelerate, press ✖.

TIP: Don't overrev the engine before the race starts. If your tach is too high when your car locks into first gear, you'll burn your tires and lose valuable ground.

- To **steer** left/right, D-Button ↔.
- To **brake**, press ■.
- To cycle through **camera views**, press ▲. (To toggle all on-screen gauges **ON**/OFF, hold ▲ for a full second.)
- To **look behind** you, press and hold **L2**.
- To honk your **horn**, D-Button ↑.
- To **reset** your car (recover quickly from crashes), press **L1**.
- To pull the **hand brake**, press ●. Use this for tight hairpins and power braking at high speeds.

TIP: During practice, or just for fun, use the hand brake to perfect spinouts and 360°s.

THE PAUSE MENU

You can access the Pause menu at anytime to take a break or adjust Pause menu options. At the Pause menu, you can set audio levels or quit the race.

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

CONTINUE	Get back to the racing action.
RESTART	Return to the Starting line and restart the current race.
MUSIC	Set the volume level of the music played during the race.
SFX	Set the volume level of the sound effects played during the race.
SPEECH	Set the volume level of the speech played during the race.
QUIT	Exit the current race. (Choose to go to the Game Setup or Race Summary screen.)

RACE SUMMARY SCREEN

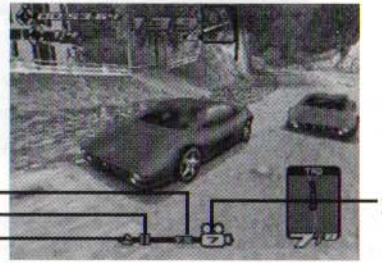
Following a race, the Race Summary screen appears. At the Race Summary screen, you can check statistics, records and view a replay of the entire race.

➤ If you achieved a track record, the Name Entry box precedes the Race Summary screen, and is followed by the Track Records screen.



REPLAY

When you select **REPLAY**, the highlight film rolls from start to finish. Use the command icons to control the replay.



CUSTOMIZING YOUR RACE

This section explains the options and tools you can use to set up your races.

GAME SETUP MENU

Configure Game Setup options to create the ultimate driving environment for your next race.



D-BUTTON ↕ TO HIGHLIGHT AN ITEM. IF ◄ ► APPEARS, D-BUTTON ↔ TO CYCLE CHOICES; IF NOT, PRESS ✖ TO ADVANCE TO THE APPROPRIATE SCREEN.

NOTE: THESE CONTROLS ARE USED IN ALL **NFS III** MENUS, SO LEARN 'EM HERE AND USE THEM EVERYWHERE!

- To accept Game Setup options, press **START**. The Track menu appears. See *Track Menu on p. 15.*

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

GAME TYPE

ONE PLAYER Challenge computer-controlled drivers or race against the clock for track and lap records.

TWO PLAYER You can compete head-to-head against a friend on a split-screen or team up against computer-controlled super cars.

When you choose TWO PLAYER, the Catch Up and Head Start options become available.

CATCH UP Set Catch Up ON to increase the trailing human player's ability to catch the leading human player. Catch Up races are usually competitive all the way to the Finish line.

HEAD START Head Start gives the less experienced driver an edge. When the race begins, the other player cannot accelerate until the Head Start time expires.

- D-Button ↔ to move the slider toward Player 1 or Player 2. That player's Head Start increases by the number of seconds displayed in the middle of the slider.

TIP: When using Head Start, you may wish to set Catch Up OFF. With Catch Up ON, the speed boost brings the trailing player right back into it.

RACE MODE

SINGLE RACE Hit the road for a single race on any of the available tracks.

HOT PURSUIT Hot Pursuit mode introduces law enforcement into the game. A single-race mode, you must avoid cops, road blocks, and spike belts to make it to the finish line. See *Hot Pursuit Mode on p. 19.*

TOURNAMENT Complete Tournaments to gain access to unavailable tracks and super cars. See *Tournament Mode on p. 20.*

KNOCKOUT A Knockout is an elimination tournament. Win Knockouts to gain access to the hidden track and car. See *Knockout Mode on p. 22.*

PRACTICE Drive solo on any track to familiarize yourself with its twists, turns, and short cuts. Driving assistance features help you master the circuit. See *Practice Mode on p. 23.*

STYLE

ARCADE Control is relatively easy, tires grip the road, and obstacles are more forgiving.

SIMULATION Performance and handling vary depending on the flavor of the circuit. You'll want to set up your car to address track characteristics.

SKILL LEVEL

BEGINNER At the Beginner level, computer-controlled drivers are slower. Less experienced players have a better shot at capturing the checkered flag.

EXPERT At the Expert level, computer opponents are faster, and they race with more precise driving skills.

TIP: You'll have more success at the Expert level if you wait until you win Tournaments and use the higher-performance super cars.

OPTIONS

Each item listed on the Options menu leads to its own sub-menu.

AUDIO

MENU MUSIC Set the volume level of the music played at the menu screens.

RACING MUSIC Set the volume level of the music played during the race.

SOUND EFFECTS Set the volume level of the sound effects played throughout the game.

SPEECH Set the volume level of the *NFS III* announcer.

AUDIO MODE Select an audio mode compatible with your TV.

STYLE Choose the style of music you want *NFS III* to play.

DISPLAY

SPEEDOMETER	Displays your car's speed. Set units to **MPH** (miles per hour) or KM/H (kilometers/hour), or choose OFF to hide this gauge.
TACHOMETER	Displays the number of revolutions your engine generates per minute and your car's current gear. Toggle **ON**/OFF.
DISPLAY	Choose **MAP** to display your current position on the track, RADAR to display your position in relation to your opponents, or OFF to hide the Display.
LAP TIME	Tracks your lap times. The timer begins each time you start a lap. At the end of a lap, the completed lap time stays on the screen for five seconds before resetting. Toggle **ON**/OFF.
SPLIT TIME	Displays your current time in relation to the **RACE LEADER**, LAP RECORD, your BEST LAP, or your LAST LAP. Set to OFF to hide this gauge.

➤ In Two Player mode, **PLAYER** (your time relative to your human opponent) replaces the RACE LEADER option.

POSITION	Displays your position in relation to the rest of the field. Toggle **ON**/OFF.
LAP NUMBER	Displays your current lap over the total number of laps in the race. Toggle **ON**/OFF.
MIRROR	Available only in Bumper Cam view. Displays a rear view, so you don't have to look over your shoulder to see who's eating your dust. Toggle ON/**OFF**.

CAMERAS

CAMERAS 1-4 — *NFS III* features multiple driving views. Choose the four cameras you want to cycle through during your race.

To choose cameras:

1. D-Button ↕ to highlight a camera, ↔ to cycle choices.
2. Press ✖ to accept or ▲ to cancel. The Options menu appears.

CONTROLLERS

At the Controllers menu, you can choose from three standard controller configurations or create your own custom configuration.

- To select a standard controller configuration, D-Button ↔, then press ▲. When the save prompt appears, choose YES to accept or NO to cancel.

To create a custom controller configuration:

1. D-Button ↕ to highlight the action you want to change, then press ✖ to clear the current control.
2. Press the button you want to assign to the action. Any previous action assigned to that button clears.
3. Continue until you are satisfied with the configuration. Every action must have a designated control.

- To exit the Controllers menu, press ▲. When the save prompt appears, choose YES to accept or NO to cancel.

ANALOG CONTROLLERS

Analog controllers deliver a more realistic driving experience than their digital counterparts because they allow for gradual control, rather than simple on/off functions. *NFS III* recognizes a number of popular analog controllers.

➤ If your controller has an Analog/Digital switch, it must be set to Analog. If you're using an analog controller, always choose the Red setting.

To calibrate an analog controller:

1. Insert the game controller(s) and turn on the PlayStation game console.
2. Go to the Controllers menu and choose a standard or custom controller configuration.
3. To exit the Controllers menu, press ▲. When the save prompt appears, choose YES to accept or NO to cancel. The Calibration menu appears.
4. Highlight an option and press ✖ to activate, then follow the calibration instructions on the screen.
5. Following calibration, press ▲. When the save prompt appears, choose YES to accept or NO to cancel.

TIP: To avoid re-calibrating your analog controller each time you play, be sure to select SAVE SETTINGS at the Memory Card menu.

MEMORY CARD

To save and load *NFS III* files, you must have a memory card connected to your PlayStation game console.

• To return to the Options menu, press ▲.

NOTE: *Never insert or remove a memory card when loading or saving files.*

SAVE SETTINGS — Saves your game setup and option settings. When you load *NFS III* with a memory card inserted, these settings are automatically loaded into memory.

NOTE: *If you have previously saved settings on the memory card, a prompt appears asking if you want to overwrite those settings.*

SAVE RECORDS — Saves all standings, statistics, and records as well as earned tracks and super cars.

LOAD TOURNAMENT — Load a saved tournament. The Tournament Standings screen appears with your next race ready to go. See *Tournament Mode on p. 20.*

USER NAME

Enter the name under which your records and statistics are recorded.

To enter a user name:

1. D-Button ↕ to cycle through letters.
2. D-Button ↔ to move to the next/previous letter.

• To delete a letter, press ■.

3. When complete, press **START** to accept.

CREDITS

Roll the list of car enthusiasts and gear heads who designed, developed, and produced *Need for Speed III: Hot Pursuit.*

TRACK MENU

Choose a track for your next race. Options on the Track menu let you modify the track, obtain essential track information, and keep tabs on record holders.

• To accept Track menu options and advance to the Player Car menu, press **START**. See *Player Car Menu on p. 17.*

TRACK — Cycle through tracks. Tracks marked by a circle with a slash through it must be earned before you can race them.

LAPS — Set the number of laps you want to race: 2, **4**, or 8.

DIRECTION — After you've mastered a track in the **FORWARD** direction, you can select BACKWARD and race it in the opposite direction.

MIRRORED — When you're comfortable with a circuit in its standard mode, set Mirrored ON and race a mirror-image of the track.

➤ Using Direction and Mirrored options in combination, you can race each track four different ways.

NIGHT DRIVING — Turn Night Driving ON to race under the cover of darkness. If you set Night Driving to RANDOM, the computer decides which time of day the race takes place.

➤ When night driving, your horn button becomes your highbeams switch.

WEATHER — When ON, falling rain or snow creates slick racing surfaces and obstructs your view. Set Weather to RANDOM, and the computer makes this decision for you.

TRACK INFO

The Track Info screen displays a large overhead map of the next track and a slideshow of its most challenging facets. In the background, the *NFS III* announcer offers helpful information and tips.

• To view track info for other tracks, D-Button ↔.

TRACK RECORDS

The Track Records screen displays stats for the top drivers on each track in several categories.

• To adjust a Track Records option, D-Button ↕ to highlight it, then D-Button ↔.

TRACK — Cycle through the available *NFS III* tracks.

LAPS — Cycle through stats by race length: 2, 4, or 8 laps.

MORE STATS — Scroll the stat header bar. In addition to stats, the header bar tracks key Game Setup options used to achieve the top times.

CLEAR RECORDS — Delete user records and remove the current track's statistic information.

• To reset track records, press ✖. When prompted, choose YES to reset or NO to cancel.

PLAYER CAR MENU

Select a car to drive in the next race. You can modify any car's transmission and color and turn ABS ON or OFF on models that are so equipped.

• To accept Player Car menu options, press **START**. The appropriate menu appears:

➤ In Single Race and Hot Pursuit modes, the Opponents menu appears. See *Opponents Menu on p. 19.*

➤ In Tournament, Knockout, and Practice modes, the Race menu appears. At the Race menu, press **START** to begin your race.

➤ In Two Player mode, the Player Two menu appears. The Player Two menu functions exactly like the Player One menu.

CAR — Choose from some of the most desirable cars on the road.

TRANSMISSION — Toggle between **AUTOMATIC** and MANUAL transmissions. With a Manual transmission, shifting is up to you. This presents more of a challenge, but it allows you to squeeze more performance out of your car.

➤ When driving with a Manual transmission, you must put the car into gear at the beginning of a race and after recovering from crashes.

ABS — Some cars in the game are equipped with an Anti-lock Braking System. With ABS ON, your tires won't lock up, or skid, with excessive braking. Turn **OFF** to drive without ABS.

COLOR — Cycle through the available colors for your car.

COMPARE

Compare your car to the other models in the game, and get a sense of how it should perform against them.

PLAYER CAR — Cycle through other models for your car.

• To select the current car for the next race, press ✖. You return to the Player Car menu with the car selected.

• To return to the Player Car menu without accepting changes, press ▲.

COMPARISON — Cycle through other models to compare your car against.

SHOWCASE

Visit the Showcase screen for a wealth of information about your chosen car.

CAR — Cycle through other models for your car.

STATS — Scroll through several statistic screens for the selected car.

HISTORY — Study each manufacturer's history and view the predecessors to today's super cars.

SLIDE SHOW — Flip through a series of glamour shots, dedicated to the selected car.

SETTINGS

At the Advanced Settings menu, you can fine tune your machine for optimum performance geared toward the next track.

➤ You must select SIMULATION as your Style option at the Game Setup menu to access the Advanced Settings menu.

NOTE: *No two cars have identical stock settings. Changes may have varying results on each car's performance.*

TO ADJUST ADVANCED SETTINGS OPTIONS:

1. D-Button ↔ to choose an option, then D-Button ↓ to highlight the Change Setting icon.
2. D-Button ↔ to move the slider toward one selection or the other.
3. Press ✖ to accept or ▲ to cancel. The Player Car menu appears.

• To return Advanced Settings to the defaults, D-Button ↓ to highlight the Custom icon, then D-Button ↔ and choose YES when prompted.

TIP: Experiment with different car settings. The proper setup depends on your driving style. Because no two people navigate a track the same way, no one setup is guaranteed.

OPPONENTS MENU

Choose the number and type of opposing cars you'll face in the next race.

• To accept Opponent menu options, press **START**. The Race menu appears. At the Race menu, press **START** to begin your race.

CAR — Cycle through cars. If you select a specific car, every computer driver in the race drives that model. If you choose RANDOM, you'll face a variety of cars.

NUMBER — Race against **ONE**, NONE, or a FULL GRID of computer-controlled cars. FULL GRID rounds out the race to include the maximum number of opponents for the current game mode.

TRAFFIC — Choose MINIMUM, MEDIUM, or MAXIMUM to fill the track with pesky motorists who obey the speed limit, or **OFF** for closed-circuit racing.

NOTE: *In Two Player mode, you must set the Number option to NONE in order to drive with Traffic.*

CAR COMPARE

See *Compare on p. 17.*

ADDITIONAL GAME MODES

HOT PURSUIT MODE

Nobody rides for free. The thrill of opening up 12 cylinders and unleashing 500 horses takes a cautionary turn when hard-nosed cops patrol the road.

Think you can outrun 'em? Outsmart 'em? Give it a shot. Jump their road blocks, maneuver past spike belts, take shortcuts to lose 'em, and hold the hammer down to serve up a hearty helping of your dust. Reach the finish line and you're home free!

NOTE: *The Ferrari™ 355 F1™ and the Ferrari Maranello™ are not available in Hot Pursuit mode.*

When the cops give chase:

- Upon your first offense, if you pull over immediately, they'll issue a warning.
- If they stop you by force, 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.

EA TIP: Don't get overconfident if you outrun the cops, they'll call in reinforcements with super cars that rival your machine.

HOT PURSUIT SETUP

Choose HOT PURSUIT as your Race Mode from the Game Setup menu, then set up your race in the same manner you would a Single Race. (See *Customizing Your Race on p. 9.*) The difference is noted below.

- If you want to race an opponent, it must be in a one-on-one race. At the Opponents menu, FULL GRID is not available from the Number option.

TWO PLAYER HOT PURSUIT

A Two Player Hot Pursuit race is a head-to-head race. You may not drive against any computer-controlled opponents.

TOURNAMENT MODE

A Tournament consists of eight 4-lap races, each taking place on a different track. Following a Tournament race, check your position on the Tournament Standings screen. You must maintain a top-3 position to move on to the next round.

- As the Tournament reveals previously unavailable tracks, those tracks become available at the Track menu for all race modes.

- Upon placing first in a Tournament at the Beginner level, another super car becomes available at the Player Car menu. Win at the Expert level, and you have access to all previously unavailable cars.

TOURNAMENT SETUP

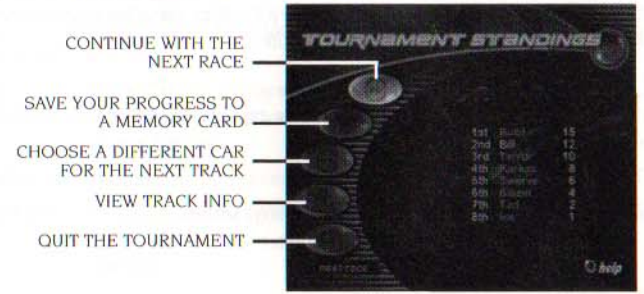
Choose TOURNAMENT as your Race Mode from the Game Setup menu, then set up your Tournament the same manner you would a Single Race. (See *Customizing Your Race on p. 9.*) The differences are noted below.

- At the Track menu, the Track and Laps options are grayed out because Tournaments take place on pre-scheduled circuits, and they are always four laps long.
- The Opponents menu does not appear before the Race menu because the remaining Tournament entries are selected by the computer.

AFTER A RACE

At the end of a race, the Race Summary screen appears. See *Race Summary Screen on p. 8.* The differences are noted below.

- The RESTART option is not available.
- CONTINUE takes you to the Tournament Standings screen.



TRACTION ASSIST	Traction Assist keeps your tires from spinning when you generate excessive torque. Set Traction Assist **ON** and you won't burn 'em off. Toggle **ON**/OFF.
BEST LINE	Tire marks laid down by previous cars mark the Best Line. Follow the Best Line around the circuit to shave seconds off your records. Toggle **ON**/OFF.
TUTOR	With Tutor ON, color-coded arrows and the *NFS III* announcer help you navigate the turns. Toggle **ON**/OFF.

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Title Sequence Production: Circle Productions, Video Image

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Co-Director: Matthew Griffiths

Producer: Anna Brunoro

Director of Photography: Marc Laliberte-Else

Production Manager: Alessandra Penzo, Paolo Berni

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1st Camera Assistant: Steve Banks

2nd Camera Assistants: Elena Ucropina, Claudio Giacomini, Elisena Canelli

Gaffer: Dean Lavoy

Key Grip: Paolo Mariotti

Grip: Dean Lavoy

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Grip Assistant: Paolo Verrilli

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SPECIAL THANKS

David Elton, "Bad" Brad Porteous "The Speedline King", Brian Ward, Joel Lueders, Mike Mathisen, Mark Madland, Andrea Bernardoni, Paulette Doudell, Steve Sammonds, Steve Fitton, Anna Dalla-Betta, Bill O'Brien, Heidi DeRick, James Becker, Kirsten Henderson, Mike Whitters (Subject Matter Expert), Marni Donnelly, Sheila Allan, Adam Myhill, Dwayne Wudrich, Bruce MacKinnon, Wayne Paugh, Darcy Pajak, Darren Schueller, Andy Fuller

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Ferrari Motor Cars: Vittorio Avogadro, Andrea Bertolini (Test Driver), Giancarlo Lasagni (Test Driver), Marco Zublin, Alessandro Furfaro

GM Media Archives: Karen Spern, Kim Schroder

Italdesign S.p.A.: Valentina Kalk, Fabrizio Giugiaro, Remo Gorianz (Test Driver), Luca Balbo

Jaguar Cars Ltd.: John Maries, Kelly Kieran, Sheryl Stonehouse

Lamborghini S.p.A.: Daniela Venturi Butters, Adrian Redpath, Mr. Sultaman Lubis, Inge De Agostini, Mia Budoyo, Mario Sasanetto (Test Driver)

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