ELECTRONIC ARTS™

PlayStation®

NTSC | U/C

PlayStation®



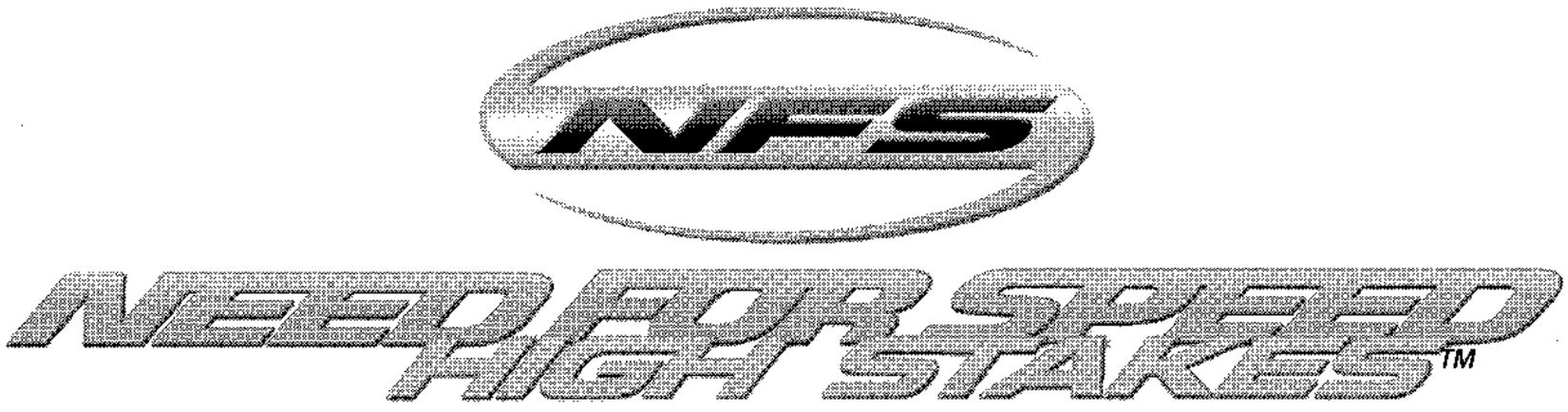
NEED FOR SPEED™ HIGH STAKES

EVERYONE

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CONTENT RATED BY ESRB

SLUS-00826



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BASIC COMMAND SUMMARY

Accelerate	✖
Steer left/right	D-Button ↔
Brake/Reverse	■
Hand Brake	●

For a more detailed list of commands, ➤ *Default Driving Commands* on p. 11.

GETTING STARTED

Use the Game Setup screen to select game modes and set race options.

GAME SETUP SCREEN

The Game Setup screen contains a number of options that you configure to create the ultimate driving environment for your next race.



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

GAME TYPE

Select to play a one or two player race. Depending on the type of game you select, different race mode options appear.

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 supercars.

SINGLE PLAYER RACE TYPES

TEST DRIVE ..... Select any car and run a quick one-lap test drive through traffic.
SINGLE RACE ..... Hit the road for a single race on any of the available tracks.
HOT PURSUIT ..... You must avoid cops, road blocks, and spike belts to make it to the finish line or play as a cop to bust those who violate the speed limit. ➤ *Hot Pursuit* on p. 13.
TOURNAMENT ..... Complete Tournaments to gain access to new tracks and special events. ➤ *Tournament Mode* on p. 14.
SPECIAL EVENTS ..... Compete in unique racing events to earn credits and unlock more supercars. ➤ *Special Events Mode* on p. 16.

TWO PLAYER RACE TYPES

TEST DRIVE ..... Challenge a competitor to a one-lap race on any available track.
Single Race ..... Race head-to-head against a friend in a single race.
Hot Pursuit ..... Compete on either side of the law. ➤ *Hot Pursuit* on p. 13.
High Stakes ..... Battle a buddy for pink slips. ➤ *High Stakes Mode* on p. 16.

RACE SETUP

Select the number of computer-controlled drivers to race against.
SOLO ..... Hit the road without any challengers.
DUEL ..... Race against a single opponent.
FULL GRID ..... Challenge a full complement of competitors.

SKILL LEVEL

BEGINNER ..... Computer-controlled cars are slower. Less-experienced players have a better shot at capturing the checkered flag.
INTERMEDIATE ..... A good challenge for players with a moderate level of experience.
EXPERT ..... Computer opponents are faster, and they race with more precise driving skills.

EA TIP

You'll have more success at the Expert level if you wait until you win Tournaments and use your earnings to purchase the higher-performance supercars.

GAME OPTIONS

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

AUDIO SCREEN

MUSIC ..... Set the volume level of the music.
SFX ..... Set the volume level of the sound effects.
ENGINE ..... Set the volume level of engine sounds.
SPEECH ..... Set the volume level of the announcer.
AMBIENT ..... Set the volume level for ambient world sounds.
AUDIO MODE ..... Select an audio mode compatible with your TV.
CD PLAYER ..... Select the music tracks to be played during the game.

DISPLAY SCREEN

SPEEDOMETER ..... Displays your car's speed. Set units to MPH, KM/H, **LOCAL** (automatically switches based on the country you're driving in).
DISPLAY ..... **MAP** displays your current position on the track. RADAR displays your position in relation to your opponents.
OPPONENT ID ..... Choose **NAME** to display opposing vehicles by their driver, CAR to display by vehicle type, 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.
SPLIT TIME ..... Displays your current time in relation to the **RACE LEADER** or the NEXT CAR.
◆ In Two Player mode, **PLAYER** (your time relative to your human opponent) replaces the RACE LEADER option.
SPLIT DISPLAY ..... **TIME** displays the difference between you and an opponent by time. DISTANCE displays the difference by measurement.
POSITION ..... Displays your position in relation to the rest of the field.
LAP NUMBER ..... Displays your current lap/total number of laps in the race.

CONTROLLERS SCREEN

At the Controllers screen, you can choose from a number of controller configurations for standard and Dual Shock™ Analog controllers.

➠ To select a standard controller configuration, D-Button ↔ then press ▲.

MEMORY CARD SCREEN

To save and load High Stakes files, you must have a memory card inserted in your PlayStation game console.

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

SAVE ..... Save all option settings, standings, statistics, and records as well as earned tracks and cars.

LOAD ..... Load a saved data file.

USER NAME SCREEN

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

To enter a user name:

1. D-Button in any direction to cycle through letters and numbers, then press ✖ to select.

➠ To delete a character, select BACK.

2. When complete, press **END** to accept.

CREDITS SCREEN

Roll the list of car enthusiasts and gear heads who designed, developed, and produced *NFS: High Stakes.*

TRACK SELECT SCREEN

Choose a track for your next race. Options on the Track Select screen let you modify the track and keep tabs on record holders.

TRACK SELECT OPTIONS

CONTINUE ..... Advance to the Car Select screen.

TRACK ..... Cycle through tracks. You must earn blacked-out tracks before you can race them. ➤ *Tournament Mode* on p. 14.

RECORDS ..... View a list of the best times for the course.

➠ To access the Track Options menu, press ■.

TRACK OPTIONS MENU

From the Track Options menu, you can select numbers of laps, race direction, and toggle several driving options ON/**OFF**.

CAR SELECT SCREEN

Select a car to drive in the next race and view ratings for each vehicle.

CAR SELECT OPTIONS

RACE ..... Accept vehicle options and begin your race.

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

COLOR ..... Cycle through the available colors for your car.

SHOWROOM ..... View a short presentation about your vehicle's features.

◆ In Two Player modes or races with the Duel option selected, a split screen version of the Car Select screen appears. Select a vehicle for each competitor.

➠ To adjust car options, press ■. The Car Options menu appears.

CAR OPTIONS MENU

Use the Car Options menu to customize your dream machine.

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.

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.

NOTE: On some vehicles, this option enables Traction Control Systems.

DAMAGE.....When **ON**, any damage taken during a race realistically affects your dream car's handling capabilities.

Car Garage Screen

Buy, sell, or upgrade your car.

NOTE: The Car Garage screen does not appear in Test Drive, High Stakes (Two-Player mode) or Hot Pursuit mode.

CAR GARAGE OPTIONS

RACE .....Select to accept vehicle options and begin your race.
CAR .....Cycle through the available cars.
CAR DEALER .....Access the Car Dealer screen.
CAR UPGRADES .....Access the Car Upgrade screen.

Car Dealer Screen

Purchase your dream car and customize it to make it the best it can be.

CAR DEALER OPTIONS

CAR .....Cycle through the available supercars.
COLOR .....Cycle through the available colors for your car.
BUY CAR .....Purchase the highlighted vehicle.
SELL CAR.....Sell a supercar from your collection.
SHOWROOM .....View a short presentation about your vehicle's features.

NOTE: The COLOR and SHOWROOM options are only available when purchasing a car.

Car Upgrades Screen

Purchase new upgrades to enhance your car's performance.

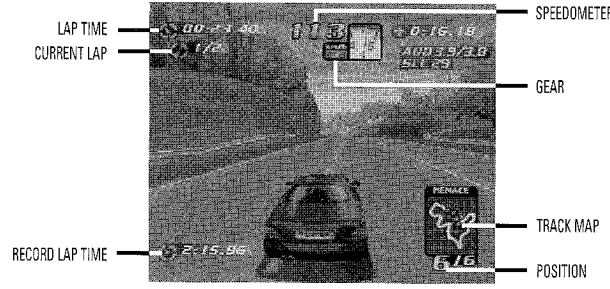
CAR UPGRADE OPTIONS

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

ON THE ROAD

Default Driving Commands

Your race loads with your car idling at the Starting line. When the announcer says "GO," hit the gas and see what your machine can do!



- To **accelerate**, press ✖.
- To **steer** left/right, D-Button ↔.
- To **brake/reverse**, 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 **SELECT**.
- To pull the **hand brake**, press ●. Use this for tight hairpins and power slides at high speeds.
- To change **CD music track** press **L1** + **R1** until the desired track is displayed.
- To activate **Headlights**, press **L1** + D-Button ↑.

NOTE: In Hot Pursuit mode, this command activates the police lights and siren.

- To activate **Turn Signals**, press **L1** + D-Button ↔. Press again to turn off.
- To activate **Hazard Lights**, press **L1** + D-Button ↓. Press again to turn off.

The Pause Menu

You can access the Pause menu at anytime. At the Pause menu, you can set audio levels, restart, 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.

NOTE: This option is not available in Special Events, High Stakes, or Tournament mode.

OPTIONS .....Access the Audio and Controller Settings.
QUIT RACE .....Exit the current race.

After the Race

At the end of the race, the game displays a Race Summary overlay and shows a replay of your race.

- To toggle the Replay Control Bar, press ■.
- To advance to the Game Setup screen, press **START**.
  - Upon exiting the replay, if you achieved a track record, the Name Entry box is displayed, and is followed by the Track Records screen.

ADDITIONAL GAME MODES

Single Race Mode

Single Race mode allows one or two players to participate in one complete race.

- For a One Player Single Race, choose SINGLE RACE as your Race Type from the Game Setup screen, then select a track, purchase a car, and start your race. ➤ *Getting Started* on p. 5.
  - For a Two Player Single Race, you must purchase a car prior to selecting SINGLE RACE or have saved cars on a Memory Card to compete.

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:

- 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 supercars that rival your machine.

When chasing a speeding car:

- The faster you catch a speeder, the more time you have to track down the next speeder.
- After the chase has gone on for an extended period of time, you may request back-up, roadblocks, and spikebelts to help stop the speeder.

➠ To access the Police menu, press and hold **L1**.

EA 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 as your Race Type from the Game Setup screen, then set up your race in the same manner you would in Test Drive mode. ➤ *Getting Started* on p. 5. The differences are noted below.

- On the Car Select screen, choose a dream machine or a police car.
- FULL GRID is not available in Hot Pursuit mode.

TWO PLAYER 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.

TOURNAMENT MODE

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

- Placing in the top three in a tournament unlocks previously unavailable tracks. These tracks become available at the Track menu for all race modes.
- Winning some tournament races unlocks more Special Events to compete in.
- Race winnings are awarded to all drivers in a race, but only the top three earn Credit bonuses.
- If you complete a race without taking any damage and finish in the top three, you earn a Safe Driving Record bonus. However, if your car takes excessive damage in a race, you have to pay a large Repair Bill.
- Check out the Trophy Room for Tournament and Special Events descriptions, qualifications, and awards.

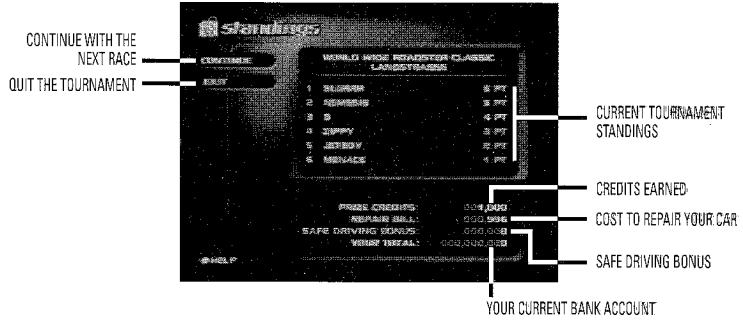
TOURNAMENT SETUP

Choose TOURNAMENT as your Race Type from the Game Setup screen, then set up your Tournament in the same manner you would in Single Race mode. ➤ *Getting Started* on p. 5. The difference is noted below.

- To enter a tournament, you must have the required car. The Tournament screen displays the acceptable cars for each race.
- The Race Info screen appears to inform you where your next race takes place.

AFTER A RACE

At the end of a race, the Tournament Standings appear. The differences are noted below.



Special Events Mode

Special Events mode is similar to Tournament mode.

- ◆ As you win the more prestigious events, new supercars become available for use in all race modes.

SPECIAL EVENTS SETUP

Choose SPECIAL EVENTS as your Race Type from the Game Setup screen, then set up your race in the same manner you would a Single Race mode. ➤ *Getting Started* on p. 5. The differences are noted below.

- ◆ After selecting a Race Type, the Special Events screen appears.

To choose a Special Event:

1. Highlight SPECIAL EVENTS, then D-Button ↔ to cycle through the different events.
   - ◆ To compete in certain events, you must have the requisite amount of credits to pay the Entrance Fee.
2. Highlight CONTINUE and press ✖. The Race Info screen appears.

High Stakes Mode

A High Stakes race is just like a Two-Player Single Race, but you must compete with saved cars. Before the race, each user's car is removed from their memory card. Then, after the race, both cars are saved on the winning driver's memory card.

HIGH STAKES SETUP

Choose High Stakes as your Race Mode from the Game Setup screen, then set up your race as you would a Single Race. The differences are noted below.

- ◆ When you select HIGH STAKES, the Race Format options appear. Select **SINGLE RACE**, BEST OF 3, or BEST OF 5 for your pink slip battle. The Track Select screen appears.