
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-01003
V-RALLY 2
NEED FOR SPEED
ESSO
MICHELIN
ELECTRONIC ARTS

V-RALLY 2
NEED FOR SPEED

CONTENTS

BASIC CONTROLS 3

BASIC COMMAND SUMMARY 3

INTRO 4

GETTING STARTED 4

ON THE ROAD 7

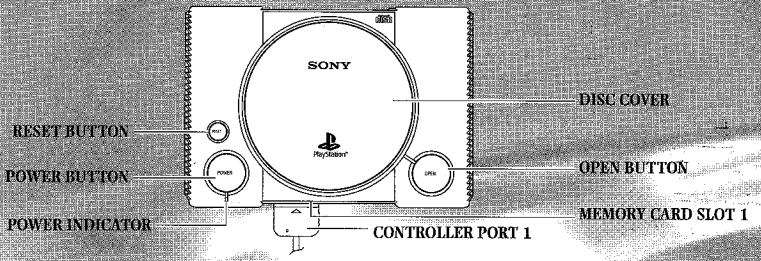
GAME MODES 9

TRACK EDITOR 14

LOADING AND SAVING 18

CREDITS 19

STARTING THE GAME



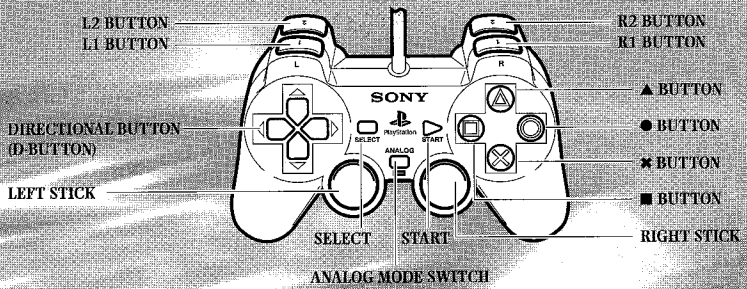
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *V-Rally 2™ Need for Speed™* disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console.

NOTE: ***When using the Multi Tap, at least one Controller must be connected to Controller port 1-A, and additional controllers need to be connected in consecutive controller ports.***

4. The developer logos appear, followed by the opening video sequence.

   ➥If you want to bypass the video, press **START**.
5. At the conclusion of the video sequence, the Main menu appears (➤ p. 4).

BASIC CONTROLS



BASIC COMMAND SUMMARY

Turn Left/Right	D-Button ↔
Accelerate	✖
Brake	■
Handbrake	●
Gear Up/Down	L2/R2

For a more detailed list of commands, ➤ *On the Road* on p. 7.

INTRO

Welcome to the world of Rally Racing, where precision driving skill rules. In a typical rally race, each team, consisting of a driver and a navigator, takes to the road for some high stakes racing action. In all, there are 84 races to compete in, spread throughout an international circuit. Here you must push your rally car to the limit on a combination of tire-smokin' race tracks and muddy back roads courses. Plus with the all-new Track Editor, you can shape your own distinctive rally courses. There's also 16 dream machines to put through the paces through four unique race modes. To be the best, you'll need to get down and dirty, so fire up your engine and show what you've got!

NOTE: ***For more information about this and other titles, check out Electronic Arts™ on the web at www.ea.com.***

GETTING STARTED

MAIN MENU

Start a single or multiplayer rally or access game options.

1 PLAYER START	Challenge computer-controlled drivers or rally against the clock for track and lap records.
2 PLAYERS START	Battle a friend in a head-to-head matchup.
GAME OPTIONS	Access the Game Options screen. (➤ p. 6.)

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

NOTE: ***To play a 3 or 4 Player game, you must have the appropriate number of controllers plugged into a Multi Tap in sequential order in Controller Port 1.***

NOTE: ***If you turn on your console with a saved Championship or V-Rally Trophy mode in-progress on your Memory Card, an option to resume play appears on the Main menu. Otherwise, load the saved game on the Memory Cards Options screen.***

DRIVER SELECTION SCREEN

Select to use a current driver or to create an all-new one.

SELECT A DRIVER	D-Button ↔ to cycle available drivers, then press ✖ to select.
NEW DRIVER	Access the New Driver menu. ➥ To create a name, D-Button to highlight a letter, then press ✖ to select. When the name is complete, select END.
ERASE DRIVERS	Delete a saved driver
COPY DRIVERS	Copy a saved driver to a second Memory Card.

After selecting a driver, the Cars screen appears.

CARS SCREEN

Select the speed machine you want to rally.

➥ D-Button ↕ to highlight an option, then D-Button ↔ to change option settings.

CAR	D-Button ↔ to cycle available cars, then press ✖ to select.
CATEGORY	Cycle the available car types.
TRY CAR	Press ✖ to test drive the highlighted car. To return to the Cars screen, press START.

GAME MODE SCREEN

Choose the game mode you wish to compete in or build your own unique track.

GAME MODES	Select a racing mode. (➤ *Game Modes* on p. 9.)
TRACK EDITOR	Access the Track Editor screen. (➤ *Track Editor* on p. 14.)
ALTERNATE PLAY	When ON, players take turns racing in multi-player modes.

GAME OPTIONS SCREEN

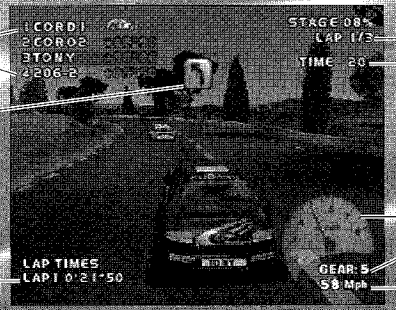
Set the game options you prefer.

DISPLAY	Access the Display Options screen.
SCREEN FORMAT	Toggle between a 4/3 or 16/9 image format.
SPEED DISPLAY	Toggle to display your speed in MPH/KPH.
SCREEN CENTERING	Press ✖, then D-Button to center your game screen.
2 PLAYERS SPLIT	Toggle a VERTICAL/**HORIZONTAL** split screen for a two-player game.
AUDIO	Access the Audio Options screen.
SOUND VOLUME	Press ✖ to access the Sound Volume menu. Here you can set the volume level for Menu Music, Racing Music, Sound Effects, and Speech.
PLAYING TYPE	Choose to listen to music tracks in a LINEAR, **RANDOM**, or REPEAT order.
TRACK	Select the music track that currently plays.
MEMORY CARDS	Access the Memory Cards Options screen.
SAVE MODE	Choose an AUTOMATIC or **MANUAL** save mode.
LOAD GAME AND SCORES	Load previously-saved game data from a Memory Card. (➤ *Loading and Saving* on p. 18.)
SAVE GAME AND SCORES	Save your current game data. (➤ *Loading and Saving* on p. 18.)
ERASE GAME AND SCORES	Delete saved game data from a Memory Card.
GAME SCORES	Access the Game Scores screen to view the best times for every track.
GAME PROGRESSION	View a summary of your mode progress and unlocked bonus cars.

ON THE ROAD

Each car in *V-Rally 2™ Need for Speed™* has individual characteristics and 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 COMMANDS



➥ To **accelerate**, press ✖.

➥ To **steer** left/right, D-Button ‹ ›.

➥ To **brake**, press ■.

➥ To **reverse**, press and hold ■.

➥ To cycle through **camera views**, press ▲.

➥ To **gear up/down** with a MANUAL transmission, press **L2/R2**.

➥ To pull the **hand brake**, press ●. Use this for tight hairpins and power slides at high speeds.

➥ To **look over your shoulder**, press and hold **L1**.

PAUSE MENU

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

RESUME RACE	Continue the race.
SOUND OPTIONS	Access the Sound Options menu. To return to the Pause menu, press ▲.
DISPLAY OPTIONS	Access the Display Options menu. To return to the Pause menu, press ▲.
ABORT RACE	End the race and return to the Main menu.
VIBRATIONS	Toggle **ON**/OFF to play with feedback on a Dual Shock™ Controller.

AFTER THE RACE

At the end of the race, the game displays a Race Summary overlay.

◇ To view a replay of your race, press ▲.

◇ To continue, to your next race, press ✖.

GAME MODES

ARCADE MODE

In Arcade mode, four competitors compete in a race against the clock. Within each race, a player must pass checkpoints within a given time period to complete the lap. After three complete laps, the driver with the fastest time wins the race.

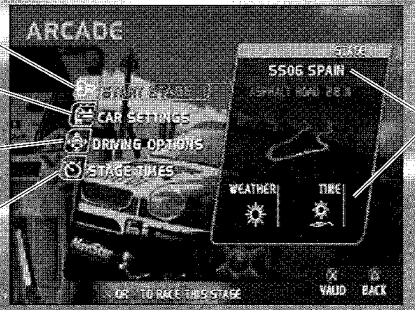
Arcade mode consists of three racing levels: Level 1, Level 2, and Expert. To complete a level, you must successfully complete each race in the level.

To play Arcade mode:

1. Select ARCADE from the Game Mode screen. The Arcade Level screen appears.
2. On the Arcade Level screen, D-Button ↕ to highlight a race series to compete in, then press ✖ to select. The Arcade screen appears.

❑ You must complete LEVEL 1 before advancing to LEVEL 2, and LEVEL 2 before advancing to EXPERT LEVEL.

Arcade Screen



Car Settings Screen

TIRE SELECTION	Select the optimal tires for the surface you will be racing on.
GEAR BOX	Adjust the gear ratios for your transmission.
CHASSIS	Adjust the way your car reacts to the road by tuning the suspension.
BRAKES	Distribute the braking force for your front and rear brakes.

➥ To return to the Arcade screen, press ▲.

Driving Options Screen

GEAR BOX	Select to play with **AUTOMATIC** or MANUAL transmission.
ASSISTANCE	Toggle ON braking assistance to help control your speed.
STEERING	D-Button ↔ to raise or lower the sensitivity of the wheel.
CONTROLLER	Access the Controller Options menu.
SET BUTTONS	Reconfigure your current controller settings.
CALIBRATION	Calibrate your steering wheel controller.
VIBRATIONS	Toggle **ON**/OFF to play with feedback on a Dual Shock Controller.
TYPE	Select your controller type.
RESET SETTINGS	Restore the default controls settings.

➥ To return to the Arcade screen, press ▲.

V-RALLY TROPHY MODE

V-Rally Trophy mode consists of three different track groups (Euro Trophy, World Trophy, and Expert Trophy) in which four competitors vie to collect the respective trophies.

The winner of the group is determined by the lowest cumulative race time of all the group stages. You must finish in first place in each group to continue to the next group.

In V-Rally Trophy mode, vehicle damage is only visual and does not affect your car's performance.

To play V-Rally Trophy mode:

1. Select V-RALLY TROPHY from the Game Mode screen. The Trophy Select screen appears.
2. On the Trophy Select screen, D-Button ↕ to highlight a race series to compete in, then press ✖ to select. The Lineup screen appears.

❑ You must complete the EUROPEAN TROPHY series before advancing to the WORLD TROPHY series, and complete the WORLD TROPHY series before advancing to the EXPERT TROPHY series.

3. On the Lineup screen, press ✖ to advance to the Trophy screen.

Trophy Screen

START STAGE	Select to start your race.
CAR SETTINGS	Access the Car Settings screen. (➤ *Car Settings Screen* on p. 10.)
DRIVING OPTIONS	Access the Driving Options Screen. (➤ *Driving Options Screen* on p. 10.)
STAGE TIMES	View the best race times for the current track.
ABORT TROPHY	End your series and return to the Game Mode screen.

NOTE: ***When the Trophy screen reappears after the first race, the QUIT AND SAVE OPTION appears. When you select this option, choose to abort your game, then choose to save your progress or not. After this, press ✖ to return to the Main menu.***

CHAMPIONSHIP MODE

In Championship mode, eight competitors battle to win the coveted titles of European Champion, World Champion, or Expert. Each driver races against the clock in a rally round, made up of two or three stages. The top six drivers with the lowest cumulative race times for the round earn points. The winner of the championship is determined by who has the most points at the conclusion of the final rally round.

In Championship mode races, any physical damage sustained by your vehicle affects the car's performance level. So between stages you must carry out repairs to keep your car running smoothly.

To play Championship mode:

1. Select CHAMPIONSHIP from the Game Mode screen. The Championship Select screen appears.
2. On the Championship Select screen, D-Button ↕ to highlight a race series to compete in, then press ✖ to select. The Lineup screen appears.

❑ You must complete the EUROPEAN championship series before advancing to the WORLD championship series, and complete the WORLD championship series before advancing to the EXPERT championship series.

3. On the Lineup screen, press ✖ to advance to the Stage screen.
4. On the Stage screen, press ✖ to advance to the Championship screen.

Championship Screen

START STAGE	Select to start your race.
CAR SETTINGS	Access the Car Settings screen. (➤ *Car Settings Screen* on p. 10.)
DRIVING OPTIONS	Access the Driving Options Screen. (➤ *Driving Options Screen* on p. 10.)
STAGE TIMES	View the best race times for the current track.
ABORT	End your series and return to the Game Mode screen.

NOTE: ***When the Trophy screen reappears after the first race, the QUIT AND SAVE OPTION appears. When you select this option, choose to abort your game, then choose to save your progress or not. After this, press ✖ to return to the Main menu.***

NOTE: ***If you exit and save before completing all of the stages in a single country, your progress will be saved through the previous country that you have successfully completed.***

Service Area Screen

The Service Area screen appears between stages of a championship round. Here, you can allocate up to 30 minutes of Repair Time to fix any damaged areas of your vehicle.



➥ When all repair minutes have been distributed, press START to advance to the next stage.

Standings Screen

At the completion of a round (two or three stages), the Standings screen appears. The top six racers in each round gain points, which are used to calculate race standings.

After the final championship round, the competitor with the most points accumulated is declared the winner.

TIME TRIAL MODE

Race on any available track against yourself or a split screen opponent to hone your skills and familiarize yourself with the many *V-Rally 2 Need for Speed* tracks.

NOTE: ***Opponents are not visible on each other's screens.***

Time Trial Screen

SELECT COUNTRY	Choose a country to race in.
LAPS	Select the number of laps to race. Choose from 1–INFINITE.
CHANGE EVERY	Set the number of laps to drive before switching. This is only available if the Alternate Play option is ON.
ABORT	Select to return to the Game Mode screen.

➥After setting your race options, press ✖ to begin the Time Trial.

TRACK EDITOR

One of the coolest new features of *V-Rally 2 Need for Speed* is the inclusion of a Track Editor that allows you to create and save customized courses.

➥To begin, select TRACK EDITOR from the Game Mode screen. The Track Editor Options screen appears.

Track Editor Options Screen

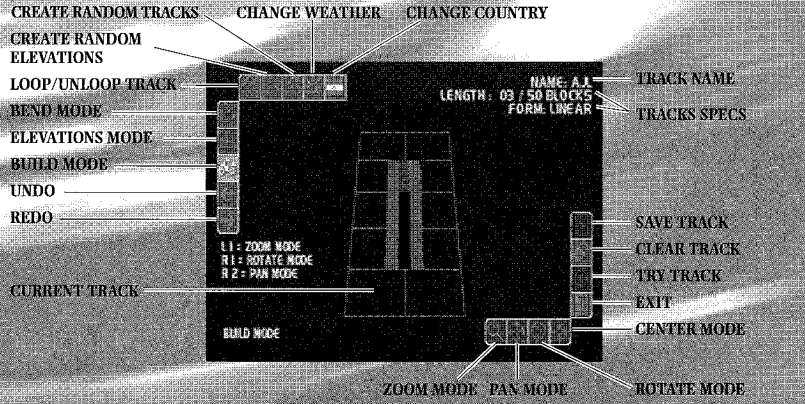
NEW TRACK	Create an all new course to race.
LOAD TRACK	Load a saved track from a Memory Card.
ERASE TRACK	Delete a saved track from a Memory Card.
COPY TRACKS	Copy a saved track from one Memory Card to another.
EXIT TO MAIN MENU	Return to the Main menu.

To create a new track:

1. Select NEW TRACK. The New Track Name menu appears.
2. After entering a track name, select END. The Track Editor screen appears.

Track Editor Screen

Use the Track Editor tools to build your dream rally course.



➥D-Button to highlight a tool, then press ✖ to select the tool.

LOOP/UNLOOP TRACK	Use this option to turn a linear track into a loop or vice-versa. This does not work if the ends are too far apart or if all blocks have been used.
CREATE RANDOM TRACK	Press ✖ to access the Random Form Generation menu. After selecting Random Form Generation options, press ✖ to generate a new track.
STAGE FORM	Select a LINEAR or **LOOPED** stage design.
LENGTH	Set the overall length of the track.
BENDS	Set the degree of curvature for course turns.
SPEED	Set to race a high-speed straight track or a slower, more twisty track.
CREATE RANDOM ELEVATIONS	Press ✖ to access the Elevation menu. After selecting options, press ✖ to generate elevation customizations.
ELEVATIONS	Set the elevation changes for the track.
BUMP FREQ.	Set the amount of bumps on the course from **NONE** to MANY.
BUMP HIGH	Adjust the roughness of the course from **LOW** to HIGH.
STAGE GOING	Determines if you will climb or descend on your course.
CHANGE WEATHER	Press ✖ to cycle through weather condition options
CHANGE COUNTRY	Press ✖ to cycle through country setting options.
SAVE TRACK	Save your current track to a Memory Card.
CLEAR TRACK	Clear all previous customizations and start from scratch.
TRY TRACK	Take a test drive through your current track. To exit your test drive, press **START** and select RETURN TO TRACK EDITOR.

EXIT	Press ✖ to return to the Track Editor Options screen.
ZOOM MODE	When selected, D-Button ↑ to zoom in or D-Button ↓ to zoom out. Can also be used by holding **L1**.
PAN MODE	When selected, D-Button ↕ to move the track up/down or D-Button ↔ to move the track left/right. Can also be used by holding **R2**.
ROTATE MODE	When selected, D-Button ↕ to rotate the track vertically or D-Button ↔ to rotate the track horizontally. Can also be used by holding **R1**.
CENTER MODE	Press ✖ to center the track onscreen.
BEND MODE	When selected, D-Button ↕ to highlight a section of the track, then D-Button ↔ to bend the section.
ELEVATIONS MODE	When selected, D-Button ↔ to highlight a section of the track, then D-Button ↕ to adjust the elevation of the highlighted section.
BUILD MODE	When selected, D-Button ↕ to highlight a location to build or remove track sections. Building can only take place at the end of a track, but you can remove pieces from any section. D-Button ↔ to select a type of track section to add, then press ✖. Press ■ to delete a track section.
UNDO	Press ✖ to negate the last track customization.
REDO	Press ✖ to restore the last track customization.

NOTE: ***Created tracks may be raced in Time Trial mode.***