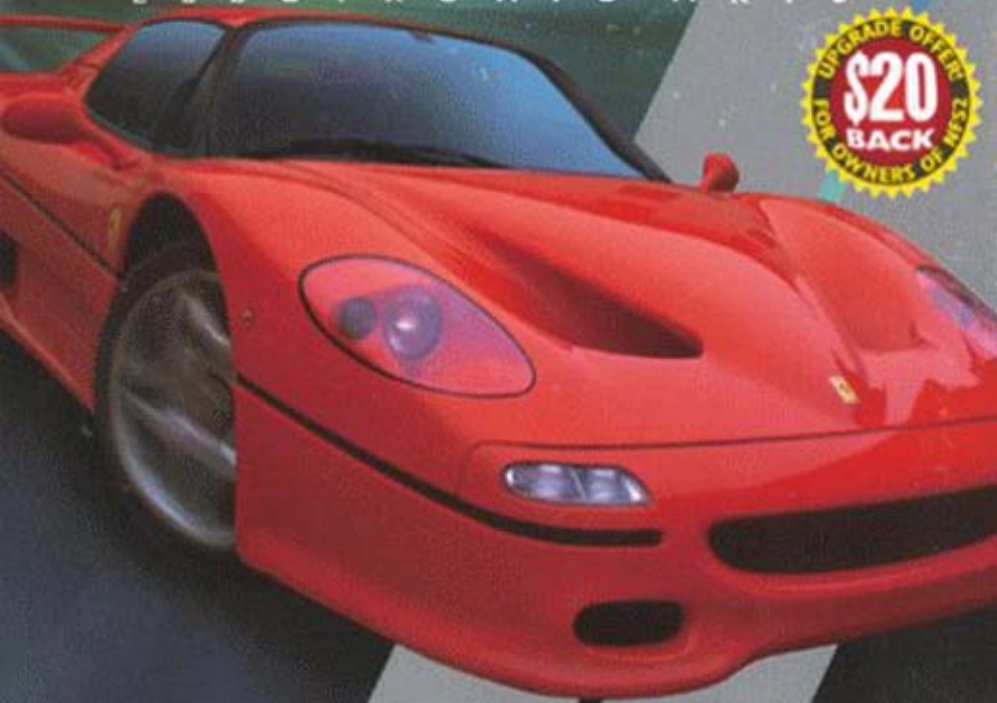


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MAIN



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



INTRODUCTION

No matter what kind of car you drive, the allure of the ultimate car remains. Something better... faster...sexier. A dream machine. The problem is, only a handful of us will ever get to look at one of these Supercars™ in person, let alone take it out for a spin.

Need for Speed™ II SE puts you behind the wheel of not one, but twelve supercars. Utilizing powerful 3-D technology, NFS II SE blazes new trails in authenticity, depth, and unadulterated driving passion. This is one simulation that feels like the real thing. Except for the smell of new leather.

- Twelve ultra-rare, ultra-hot supercars and concept machines: McLaren F1™, Ferrari 355 F1™, Ferrari F50™, Ford® GT90™, Ford® Indigo™, Ford® Mustang Mach III™, Jaguar™ XJ220™, Lotus GT1™, Lotus™ Esprit V8™, Italdesign™ Calà™, Italdesign™ Nazca C2™, and Isdera™ Commendatore 112i™. (Plus up to three bonus cars if you're fast enough.)
- Interact with fully realized 3-D worlds with all the fun of racing and none of the painful consequences—drive on or off the road, against traffic, even experience a 360° flip from within the cockpit and walk away without a scratch.
- Fine tune your car down to the last details, including spoiler settings, gear ratios, color, and more.
- Seven incredibly detailed international courses take you 'round the world. (Plus a bonus course if you earn it.)
- Mix it up and race all seven courses forward, backward, or even in a mirror image.
- Unrivaled multiplayer competition: 2–8 player network play, modem, serial link, split screen, plus tough (and smart) computer opponents.
- Flexible driving options: three race types, arcade and simulation settings, different skill levels, and more.
- Supercar videos, history, performance information, and comprehensive stats.
- Interactive CD-quality score reflects your driving situation, performance, and locale.

GETTING STARTED

MAIN MENU

Like the cars in NFS II SE, the user interface is designed for maximum speed (with a touch of luxury). The Main menu that appears after the introduction screens presents you with a list of options in the left-hand column. Click on an option, and you move to the right side of the screen menu choices. Click on a menu item to select or change it. If a menu item has three periods after it (...), it takes you to a submenu. When you're ready to exit from a menu, click DONE to accept all changes or CANCEL to ignore any changes.



➤ **NOTE:** While a menu is active, you are constrained to the right side of the screen; you can't click on another menu at the left until you select **DONE** or **CANCEL**.

TIP Not all options are available in all modes. Unavailable options are grayed out and can't be selected.



CLICK MOUSE TO ACTIVATE/CHANGE MENU ITEMS.

The Main menu options are briefly detailed below.

- GAME SETUP** Choose the game mode, race type, and style settings you want to drive in. See *Game Setup Menu* on p. 4.
- LOCATION** Choose the track and number of laps, or view track info and records. See *Location Menu* on p. 5.
- PLAYER ONE** Choose your car model, transmission type, color, and settings (including advanced setup options), or check out the multimedia showcase for each model. See *Player Car Menu* on p. 6.
- PLAYER TWO** (Only available in Split Screen mode) Choose your car model, transmission type, color, and settings (including advanced setup options), or check out the multimedia showcase for each model. See *Player Car Menu* on p. 6.
- OPPONENTS** Choose computer opponent car, number, skill level, and traffic options. See *Opponents Menu* on p. 6.
- RACE** Start driving. See *Vehicle Operation* on p. 11.
- OPTIONS** Set game audio, graphics, control options, load and save games, or view the credits. See *Options Menu* on p. 8.
- EXIT** Exit NFS II SE and return to your operating system. Select **YES** to exit or **NO** to return to *NFS II SE*.



QUICKSTART

If you're like us, you're itching to get out on the road and start driving. Follow these steps to take a quick spin:

- Select RACE from the Main menu. The game loads, and you find yourself at the starting line.
- After the camera circles around your car, the race begins. Press **↑** to accelerate.
- Press **←**/**→** to steer left/right, and **↓** to brake.
- To cycle through the camera views, press **C**.
- You may have trouble staying on the road at first. Remember that you're using the keyboard to mimic the analog functions of accelerator, brake, and steering wheel. Tap the arrow keys to make slight adjustments rather than constantly holding them down.

GAME SETUP MENU

Choose the type of game you want to play. Default options are listed in **bold type** in this manual.

GAME TYPE

ONE PLAYER: It's you against the computer.

SPLIT SCREEN: You don't need a network for a 2-player race—you can face off against a friend on a single computer. While both players can share the keyboard, it helps if you have a joystick for the second player. See *Split Screen Racing* on p. 17.

MODEM: Link up with a friend for 2-player racing. See *Modem Hookup* on p. 17.

SERIAL LINK: Use a serial cable to link two players for head-to-head action. See *Serial Link* on p. 18.

NETWORK: Even the best computer opponents can't provide the challenge a human driver can. Up to eight players can drive in network play. See *Network Play* on p. 19.

RACE TYPE

SINGLE RACE: Beautiful in its simplicity, this selection takes you to a one-shot race on the currently selected track.

TOURNAMENT: Take a world tour on the seven *NFS II SE* tracks. This tour has one goal and one goal only: to win the *NFS II SE* championship by accumulating the most points. See *Tournament Mode* on p. 15.

KNOCKOUT: This mode is like musical chairs. Nine cars start, and at the conclusion of each race the slowest driver is dropped. See *Knockout Mode* on p. 16.



STYLE

SIMULATION: Cars drive and react just as they do in real life.

ARCADE: The computer gives you an assist so that you can take more chances. The car sticks to the road better, power slides are easier, and you maintain momentum even after collisions.

WILD: This suped-up mode gives you more gravity to hug corners and knock your opponents out of the way.

CATCH-UP

ON: Applicable only in multiplayer games, this option helps the driver(s) that are behind catch the leader. This can lead to close finishes even among drivers of different skill levels.

OFF: Disables any assistance for the trailing cars.

BACKWARDS

ON: Race any of the tracks in the opposite direction.

OFF: Race in the normal direction.

MIRRORED

ON: Race on the mirror image of any of the tracks.

OFF: Race the track in the normal view.

DONE

Accept all changes and return to the previous menu.

CANCEL

Cancel all changes and return to the previous menu.

➤ **NOTE:** DONE and CANCEL work in the same manner in all menus.

LOCATION MENU

Choose track location and options, or view track information.

TRACK

Cycle through the available tracks.

LAPS

Select a race of 2, 4, or 8 laps.

TRACK INFO...

Takes you to the Track Info screen. The right portion of the screen shows the track map, length, difficulty, and geographic location.

NEXT TRACK

Cycle to the next location. This option is also available in the Track Records screen.

TRACK RECORDS...

Go to the Track Records screen to check out user best times.

- To view your stats by track, laps, or car in different graph types, select **PERSONAL STATS** from the Track Records screen or Location menu.

LAPS: Cycle though the best times for 2, 4, or 8 laps.

CLEAR RECORDS: At the confirmation prompt, select **YES** to delete all user records for the current track or **NO** to cancel.



OPPONENTS MENU

The **OPPONENTS** option on the Main menu lets you select computer opponent and traffic options, and view saved or current replays.

- CAR** Select a specific model to race against or leave it at **CLASS A** (hardest), **B**, or **C** (easiest) to let the computer select class of car(s) you're driving against. When **TRAFFIC** is **ON**, **CLASS A**, **B**, **C** opponent cars cannot be selected.
- NUMBER** If the only challenge you want to face is the track itself, select **NONE**; otherwise select **ONE** opponent or a **FULL GRID** of opponents for up to 7 computer drivers. If **NONE** is selected, you can't change the opponent car.
- SKILL LEVEL** **ADVANCED**: You have a fast car. To put it to the test, you need challenging opponents.
- BEGINNER**: Computer-controlled cars aren't as fast or aggressive. This level isn't available in a Tournament or Knockout.
- TRAFFIC** Turn local traffic **ON** for slow moving (compared to you) obstacles or **OFF** to get rid of the Sunday drivers. Note that Pioneer Proving Grounds has no traffic (it's a test track), even if this option is **ON**.

➤ **NOTE**: You cannot turn Traffic **ON** when racing against a full grid of opponents.

OPTIONAL EQUIPMENT

This section details the Player Car and Options menus, which you can use to pick a car, set it up, and configure NFS II SE to fit your driving style.

PLAYER CAR MENU

The **PLAYER CAR** selection on the Main menu gives you access to a menu for selecting your car, setting it up, and viewing Showcase video and information.

- CAR** Choose the car you want to drive. Yes, it's tough to pick just one, but you can always drive a different one next race.
- TRANSMISSION** Choose **AUTOMATIC** or **MANUAL** transmission. With an **AUTOMATIC** transmission, the computer takes care of shifting. With **MANUAL**, you have complete control. Manual shifting is more challenging, but allows you to squeeze more performance out of your car.
- COLOR** Change the color of your car's paint. Each car has a default color.
- **NOTE**: You cannot change the Indigo's default color.



GRAPH

Toggle this option to ON to display a graph of performance data below the options rather than a picture of the car.

SETTINGS...

In Simulation mode, you can go to the Settings menu to configure your car—including downforce and gear ratio options. See *Settings Menu* below.

SHOWCASE...

Go to the Showcase screen to view car information, videos, pictures, and more. See *Showcase Screen* on p. 8.

SETTINGS MENU

Use this menu to adjust every detail of your dream machine without getting your hands dirty.



CLICK MOUSE OR PRESS TO CHANGE ITEMS.

FRONT DOWNFORCE

Set the amount of front spoiler downforce to **STOCK**, **MEDIUM**, or **HIGH**. If you feel as though your car is understeering (steering is slow or unresponsive), it's a good idea to apply more downforce.

REAR DOWNFORCE

Set the amount of rear spoiler downforce to **STOCK**, **MEDIUM**, or **HIGH**. If you feel as though your car is oversteering (the rear tires are sliding out around turns), you may want to try more downforce.

BRAKE BIAS

Select **FRONT**, **STOCK**, or **REAR** brake bias. **FRONT** bias applies more braking power to the front brakes, causing the tail of the car to slide less in turns. **REAR** bias makes the back slide out more, but also makes the rear brakes lock up more easily.

GEAR RATIOS

Select **SHORT**, **STOCK**, or **TALL** gear ratios. **SHORT** improves acceleration at slow speeds. **TALL** is best suited to smooth drivers, but it translates to slow acceleration at low speeds. As a rule of thumb, use **SHORT** when you're on twisty, climbing courses and **TALL** on straighter tracks.

RESET

Reset all car settings to their defaults.



SHOWCASE SCREEN

Even when you're not driving it, sometimes you want to take a good long look at your baby.

NEXT CAR

Cycle through the available cars.

MORE STATS

Display **GENERAL** (price, weight, dimensions, etc.), **PERFORMANCE** (acceleration, top speed, etc.), **TRANSMISSION** (gearbox and type), or **MECHANICAL** (engine type, displacement, horsepower, etc.) information.

HISTORY...

Displays a screen depicting the history of the manufacturer of the selected car. Select **NEXT CAR** to change cars.

SLIDE SHOW...

Displays slides of the NFS II SE supercars. Choose **NEXT SLIDE** to advance to the next slide for the selected car or **NEXT CAR** to change cars.

VIDEO...

Plays a video clip of any car in action. (No clip is available for the Isdera™ Commendatore 112i™.)

OPTIONS MENU

The **OPTIONS** selection on the Main menu takes you (oddly enough) to the Options menu. Here, you can set your audio, graphics, and controls options, load and save games, or view the credits.

SPEEDOMETER

Select **MPH** or **KM/H** units for your HUD reading.

AUDIO...

Set volume and sound quality options.



CLICK THE +/-
BUTTONS TO
CHANGE SLIDER
VALUES (OR
PRESS  )

MENU MUSIC: Set the volume of the music that plays during menu screens. To turn music all the way off, set the slider so that it is all the way to the left.

RACING MUSIC: Set the volume of music that plays when you're racing.



SOUND EFFECTS: Set the volume of driving sound effects such as engine and tire noise, collisions, speech, etc.

INTERACTIVE MUSIC: Toggle **ON/OFF** to hear music that responds to your race status and locale.

RACING TUNE: Cycle through the tunes available during the race. (You must set Interactive Music OFF to adjust this option.)

ENGINE SOUNDS: Toggle car engine sound between **STANDARD** and **OPTIMAL**. **OPTIMAL** is higher quality but requires more system resources.

AUDIO MODE: Toggle between **STEREO** or **MONO** sound.

AUDIO QUALITY: Select **16 BIT** (high resolution) or **8 BIT** (low resolution; uses fewer resources).

CONTROLS...

Go to the Controls menu to set up your controller. See *Controls Menu* on p. 10.

LOAD/SAVE...

Load or save a Tournament or Replay.

SAVE TOURNAMENT: Save a Tournament in progress. Select this option, then type in a name (up to 8 characters) for your Tournament and press **[ENTER]**. If you enter the name of an existing file, you are prompted to confirm overwriting the file.

LOAD TOURNAMENT: Load a previously saved Tournament file. If you try to load a saved Tournament when a Tournament is in progress, you are prompted to confirm overwriting your game.

DELETE TOURNAMENT: Select this option, then select the Tournament file you want to permanently delete and press **[ENTER]**. To confirm deletion, select YES (to cancel, select NO).

SAVE/VIEW/DELETE REPLAY: This is functionally the same as Tournament files, except that you're saving and loading race replay files. When you've driven a great race, use this option to save it for posterity. Or so you can load it up again and again for your own pleasure.

GRAPHICS...

Use the Graphics menu to set up the optimum graphics for your system. If you notice gameplay slowdown, try reducing the level of detail.

➤ **NOTE:** Graphics defaults are automatically set the first time *NFS II SE* runs, based on your system performance.



- **WINDOW SIZE:** (not available in accelerated version) Cycle the size of the gameplay window to FULL, MEDIUM, or SMALL. During gameplay, press **[F1]** to cycle the window size.
- **IMAGE QUALITY:** Select a resolution from HIGH, MEDIUM, LOW, or INTERLACED. (During gameplay, press **[F2]**.) In the 3Dfx version, this option is CAR DETAIL which toggles chrome mapping on and off.
- **VIEW DISTANCE:** Toggle the image quality of the world surrounding the track to FAR (higher detail), MEDIUM, or CLOSE (lower detail). (During gameplay, press **[F3]**.)
- **HORIZON:** Turn the horizon graphics ON/OFF. (During gameplay, press **[F4]**.)

PERSONAL STATS Toggle **ON/OFF** to track a variety of statistics on all of your races.
See *Track Records* on p. 14.

➤ **NOTE:** Personal stats will only be accumulated when STYLE in the Game Setup menu is set to SIMULATION.

CREDITS.... View the mechanics, artists, technicians, and others who created *NFS II SE*.

CONTROLS MENU

NFS II SE allows you to configure your driving controls in just about any combination.

SETUP... Go to the Setup menu to change controller settings.

- To change a setting, click on it (or highlight it and press **[ENTER]**), then press the new control you want to assign. For instance, to change the Accelerate control to Button **A** on your joystick, click ACCELERATE, then press Button **A**.
- In Split Screen mode, an additional column of control settings for Player 2 is available and the controls for Player 1 have different defaults.

STEERING SENSITIVITY...

If you've mapped steer left/right to a Windows 95 supported analog controller, this screen adjusts the maximum range of your steering axis (e.g., left/right on an analog joystick). The default is the **FULL** range of your controller axis, but you can reduce the amount to **THREE QUARTER**, **HALF**, or **ONE QUARTER** if you want a tighter steering range.

FORCE FEEDBACK

If your joystick/steering wheel has force feedback capability, use the sliders to change centering and effect severity.



VEHICLE OPERATION

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

DEFAULT DRIVING COMMANDS

The race loads with your car idling at the Start/Finish line. 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 **[↑]**.
- To steer left/right, press **[←]/[→]**.
- To brake, press **[↓]**.
- To upshift, press **[A]**.
- To downshift, press **[Z]**.

DRIVING VIEWS

NFS II SE has multiple driving views you can use during a race:

HELI CAM

This elevated view brings a large portion of the track into the picture. With this camera, you can see cars coming up behind you as well as approaching turns.

TAIL CAM

This fixed camera sits directly behind your car. The Tail Cam is the optimum view for admiring your car as it burns up the track.

IN-CAR CAM

The most realistic of the four views (not available for 3Dfx), this angle seats you right in the cockpit. Monitor your car's performance with the fully functional dashboard, and settle into the performance machine of your dreams. This view isn't available in Split Screen mode.

BUMPER CAM

Experience pure, unadulterated speed—turns that appear out of nowhere, blurring landscapes, and spins that'll make you nauseous. Easily the most challenging driving perspective, arguably the most fun!

- Races begin with the default racing view (Heli Cam). To change views, press **[C]**.
- During a race, you can look over your shoulder to see what's happening behind you. To check your rear view, press and hold **[B]**.



HEADS UP DISPLAY (Not Available with 3DFx)

With cars as responsive as these, you can tell a lot about what's going on inside just by sound and feel—but not everything. That's why we've included the Heads Up Display (HUD). A glance at the top of your screen reveals your car's performance.



- To cycle the Map and HUD, press **F5**. Press once to turn the map on/off; a second time to toggle the entire HUD on/off, and a third time to restore the entire HUD.

➤ **NOTE TO SPLIT SCREEN RACERS:** To independently cycle Player 2's Map and HUD, press **F6**.

TACHOMETER

The Tachometer gauges your engine speed. If your car has an automatic transmission, this gauge is irrelevant, but if you're driving a manual transmission, the Tachometer is your best shifting indicator.

GEAR

If you can't remember which gear you're in, check out the gear indicator. There's nothing worse than downshifting too far and over revving your engine.

SPEEDOMETER

More of an ego indicator than anything else. Of more value is, "How fast am I going in relation to the opposition?" Unless, of course, you're going for the track record (another ego indicator).

LAP TIME

Time elapsed on your current lap. One of the more important indicators, Lap Time allows you to compete against The Ultimate Judge™—yourself.

RECORD LAP TIME

Gauge yourself against the best, but don't get too entranced by this stat. It's possible to post a Record Lap Time and still lose the race.

POSITION

The Position indicator displays your place in the pack.



- LAP** Displays your current lap as a fraction over the total number of laps in the race.
- TRACK MAP** An overview of the entire course, the Track Map shows your position on the track relative to your opponents. An icon representing your car is positioned in the middle of the map, and the track rotates around it.
- OPPONENT CAR** Displays the name of the closest competitor car ahead of you.

THE PAUSE MENU

If your need for speed is ever overwhelmed by the need to take a break, you can pause the action. At the Pause menu, you can adjust sound and music levels or quit the race.

- To pause a race, press **[ESC]**. The Pause menu appears.
- **Note to 3Dfx Users:** In the 3Dfx version, the Pause menu is translucent and the camera pans around your car. All Pause menu options function identically to those listed below.
- To toggle the Pause menu On/Off (to view only the car), press **[F1]**.
 - To toggle automatic camera panning On/Off, press **[F3]**.
 - To auto-pan clockwise/counter-clockwise, press **[F2]**/**[F4]**.

- CONTINUE** Get back to the racing action.
- RESTART** Start over at the beginning of the race. This option isn't available in Tournament or Knockout modes.
- RACING MUSIC** Use the slider to adjust in-game race music just as you would at the Options menu. See *Options Menu* on p. 8.
- SOUND EFFECTS** Use the slider to adjust in-game sound effects.
- QUIT** Exit the current race.
- QUIT TO SYSTEM** Exit the game.

THE FINISH LINE

After you cross the Start/Finish line following the final lap, your car automatically comes to a stop and the Race Summary screen appears.

If you post a track record, the Name Entry overlay appears. (For more info, see *Track Records* on p. 14.)



RACE SUMMARY SCREEN

At the Race Summary screen, you can check your race results and compare them against the competition, view a replay of the race (replays cannot be viewed in Network, Modem, or Serial Link games), or hop back in your car and do it again.

LAP TIMES SCREEN

The Lap Times screen displays a breakdown of your race time lap-by-lap. If you raced against any human opponents, you can quickly compare your times.

TRACK RECORDS

NFS II SE recognizes superior driving achievement and rewards it by inducting your name into the record books. All records are based on time, rather than speed. If you post a top-10 time or break the single lap record on a track, the Name Entry overlay appears, prompting you to add your name to the elite. You can view these by clicking the VIEW RECORDS option.

➤ **NOTE:** Top-10 time categories are based on the total number of laps run.

- To enter your name, type it on the keyboard then press **ENTER**. Your name is added to the course's Track Records screen.

REPLAY

View a replay of your last race through any of the available cameras.



CYCLE REPLAY SPEED
PAUSE/PLAY

EXIT REPLAY
CYCLE CAMERA VIEWS

REPLAY PROGRESS INDICATOR

PRESS **←** **→** OR CONTROLLER **↔** TO SELECT ITEMS
AND **ENTER** OR BUTTON **A** TO SELECT.



➤ **NOTE:** To save a replay, use the SAVE REPLAY option from the Options>Load/Save menu after you've finished your race. Only one replay is saved in memory at a time; if you start a new race before saving a replay to the hard drive, the replay is gone forever.

COMPETITION MODES

While driving a Single Race is a blast, eventually you'll be ready to move on to *NFS II SE*'s series modes. Tournament mode is a points-based series for the *NFS II SE* world championship. Knockout is a shorter series designed to be played in a single session. There's a payoff for winning either mode, so more than pride is at stake.

TOURNAMENT MODE

A Tournament takes you around the world for a series of 4-lap races on the seven *NFS II SE* tracks. You can race the tracks in any order and save your progress after each race. If you place first, second, or third in the Tournament, you get three, two, or one bonus cars.

Tournaments are subject to the following restrictions:

- Skill level is **ADVANCED**.
- The number of laps is set to 4 and Traffic is **OFF**.
- The Opponents menu isn't available.

Eight cars enter the Tournament (computer drivers fill out slots not occupied by human drivers) and compete for points.

To start a Tournament:

1. Select **TOURNAMENT** mode from the Game Setup menu.
2. Select the track you want to race on first from the Location menu.
3. Choose the car you want from the Player Car menu.
4. Select **RACE** to start driving.

➤ **NOTE:** In Tournament Mode each location is restricted to a "class" of cars. You must choose your car from within the class. (Other cars are not available.)

At the conclusion of the race, points are awarded in the Tournament Standings screen.

- To continue, select **CONTINUE**. You return to the Main menu screen to select your next track (and change your car if you wish).
- Any tracks you've completed are grayed out in the Location menu.

At the conclusion of the Tournament, the Tournament Summary screen shows the final standings.



KNOCKOUT MODE

A Knockout consists of a series of 2-lap races on the seven *NFS II SE* tracks. Nine cars start (computer drivers fill out slots not occupied by human drivers), and at the conclusion of each race the slowest driver is dropped. After the seventh race, 2 drivers remain—they get to face off on the bonus track. If you win the final race, the bonus track becomes available for single races.

In a Knockout, car setup and other options are subject to the following restrictions:

- Skill level is **ADVANCED**.
- The number of laps is set to 2 and Traffic is **OFF**.
- The Opponents menu isn't available.
- You can start with any car, but you can't change your car or setup after the Knockout starts. Choose a car and setup that will perform well on all the tracks.
- Once you've selected **KNOCKOUT** mode and set up your options, select **RACE** to get started. The Knockout starts on the first track (Proving Grounds).
- **RESTART** is not available from the Pause menu. It wouldn't be fair if you could restart a race you were behind in, now would it?
- If you make the cut, the **CONTINUE** option from the Knockout Standings screen takes you to the next track. Otherwise, you return to the Main menu.

If you finish the final Knockout race, the Knockout Summary screen shows the Champion and the runner up.

MULTIPLAYER MOTORING

While racing against the computer can provide hours of entertainment, *NFS II SE* really shines when you race against human opponents. You don't even need a network or modem—you can race one-on-one with a friend in Split Screen mode. See below for instructions on Split Screen, Modem, Serial Link, and Network multiplayer modes.

➤ **NOTE:** In Modem, Serial, and Network modes, you can't change car settings (e.g., downforce and gearing) once you select your game type and proceed. If you wish to use custom car settings, set up your car before you start a multiplayer game.



SPLIT SCREEN RACING

Split Screen mode allows two players to race on a single PC. Both players can share the keyboard if necessary, but we recommend that one player use an alternate controller such as a joystick for best results.

- The In-Car Cam isn't available in Split Screen mode.
- In Split Screen mode, the Controls menu adds a column for Player 2's controls. The defaults are as follows (note that Player 1's controls are different than they are in 1-player mode):

ACTION	PLAYER 1	PLAYER 2
Pause game		
Steer left/right	/	/
Accelerate		
Brake		
Handbrake		
Shift gears up/down	/	/
Cycle through camera views		
Look behind		
Horn		

MODEM HOOKUP

Two players can hook up via modem for 2-player single and series racing.

1. Select MODEM from the Game Setup menu, then select DONE.
2. Click CONNECT. The Enter Name popup appears.
3. Type in the player name you wish to use (up to 8 characters) and press . The Modem Setup menu appears.

MODEM SETUP MENU

MODEM

Choose from the available modems. By default, the modem currently selected in your Windows 95 setup is used.

PHONE LIST

Brings up an overlay of previously saved phone numbers.

- To add a phone number, select NEW NUMBER, type the number you wish to add, then press .

DELETE NUMBER Delete a saved phone number.



DIAL Dial the currently selected phone number. When a connection is established, the Modem/Serial Comms screen appears.

ANSWER Prepare your system to answer a call from your friend's modem. When the modems connect, the Modem/Serial Comms screen appears (see below).

➤ **NOTE:** If you are having trouble connecting, see the enclosed Reference Card.

MODEM/SERIAL COMMS SCREEN

This screen is used to select the race type, track, opponent, traffic, car, and transmission settings for your Modem or Serial Link game.

- The Host (the person who answers the Modem or Serial connection) sets all global (e.g., track, opponents) options. However, both players can set their own car and transmission options.
- To send messages to the other player, type on the keyboard.
- When the host has set up the race type and track options and both players have selected their car and transmission, select RACE to begin driving (**ESC** to cancel). When both players have selected RACE, normal gameplay begins.
- To break the connection and return to the Main menu, select QUIT.

SERIAL LINK

In this mode, two PCs are linked via a serial cable for head-to-head action.

1. Select SERIAL LINK from the Game Setup menu, then select DONE.
2. Click CONNECT. The Enter Name popup appears.
3. Type in the player name you wish to use (up to 8 characters) and press **ENTER**. The Serial Link menu appears.

SERIAL LINK MENU

COM PORT Choose the Com port that the serial cable is connected to on your PC.

CONNECT Attempt to connect to the other PC. When both players select this option, the Modem/Serial Comms screen appears. (See *Modem/Serial Comms Screen* above.)

➤ **NOTE:** If a connection cannot be made, a 'Failed to connect' message appears. See the Reference Card for more details.



NETWORK PLAY

If you have access to an IPX network, Network mode provides a proving ground for up to 8 *NFS II SE* drivers.

1. Select NETWORK from the Game Setup menu, then select DONE.
2. Click CONNECT. The Enter Name popup appears.
3. Type in the player name you wish to use (up to 8 characters) and press **[ENTER]**.
The Network Setup menu appears.

NETWORK SETUP MENU

Create or join a Network game.

PROTOCOL Select the Network Protocol you want.

CREATE GAME Create a new Network game using the current protocol. The Network Comms screen appears (see below).

➤ **NOTE:** Only players with a *NFS II SE* CD can create a network game. REMOTE INSTALL users must join an existing game.

JOIN GAME

Join an existing game. A popup listing the current network games (if any exist) appears. Select any game to try to join it; if it's full (more than 7 players) or a Tournament or Knockout is already in progress, you are so notified. If you join successfully, the Network Comms screen appears.

NETWORK COMMS SCREEN

SELECT A SINGLE RACE OR A SERIES IN MULTIPLAYER MODES

ALL PLAYERS CAN SET THEIR CAR AND TRANSMISSION OPTIONS

GREEN LIGHT INDICATES PLAYER IS READY TO RACE

CHOOSE A CLASS OF CARS FROM WHICH ALL THE OTHER PLAYERS MUST CHOOSE

SELECT RACE WHEN YOU'RE READY

■ HOST (PERSON WHO CREATED THE GAME) SETS ALL GLOBAL OPTIONS.

- START TYPING TO SEND MESSAGES TO THE OTHER PLAYERS, PRESS **[HOME]** TO CLEAR.



HOST OPTIONS

➤ **NOTE:** Only the host can set global options such as race type, track, class, and opponents.

- To send messages to the other players, type on the keyboard.
 - When you're ready to go, select RACE to begin driving. When all players have selected RACE, normal gameplay begins.
 - If you get tired of waiting for the other players to continue after you've selected RACE, press **[ESC]** to return to the Network Comms screen. You can then make adjustments to your car and transmission or send messages telling the other players to hurry up.
 - To break the connection and return to the Main menu, select QUIT.
- After a race or series, you return to the Network Comms screen, where you can start a new race or exit back to the Main menu.



CREDITS

NEED FOR SPEED II SPECIAL EDITION

DEVELOPMENT TEAM

Lead Programmer: Gordon Ludlow

Programmers: Matt Campbell, Doug Deardorff,
Sam Deasy, Greg D'Esposito, Jim Hall,
Geoffrey Heller, Ken Koch, Wes Potter,
Chuck Walters, Ted Zuvich

Lead Artist: Stefan Schwartz

Track Design: Stefan Schwartz

Track Creator: Andy Fuller

Track Artists: Beau Folsom, Andy Fuller, Kevin Gee,
Bob Koshi, Sasha Runnels, Stefan Schwartz,
Steve Suhy, Jim Tibbitts, Victor "Zipper" Von Beck

Car Artists: Steve Suhy, Jim Tibbitts,
Andrew McCulloch, Brad Clarkson

Dashboards: Kevin Gee, James "Jammin" Becker

Interface Art: James "Jammin" Becker

Audio Lead: Robert Ridihalgh

Senior Audio: Alistair Hirst

Music: Alistair Hirst, Robert Ridihalgh, Matt Ragan,
Romolo Di Prisco

Mix Engineer: hiwatt marshall

Speech Editing: Jennifer Lewis, Jason Ross

FILM SHOOT (ITALY): VIDEO IMAGE

Producer: Luca Gualdi

Director: Paolo Berni

Production Assistant: Alesandra Penzo

Still Photography: Diego Cassetta

Mustang Video Provided by: Ford Motor Company

Video Editing: Bill Morrison, Ken Cathro

Video Technician: Mark Ricard

Voice Talent: Jim Conrad

Voice Scripts: Tony Whitney, Scott Blackwood

Intro Sequence Animation: Raster Ranch Ltd.

Development Director: Joel Lueders

Senior Development Director: Mike Mathisen

Production Assistants: Marni Donnelly, Xenia Mul

Associate Producer: Scott Blackwood

Producer: Mark Madland

Senior Producer: Hanno Lemke

Executive Producer: Sam Nelson

LOCALIZATION TEAM

Localization Producer: Serena Whitters

LOCALIZATION FRANCE

French Translations: Olivier Desanti

French Voice Talent: Philippe Bourgogne

French Speech Recording: Le Lotus Rose

Audio Management: David Lapp

French Localization: Christine Jean

Language Tester: Sylvain Caburrosso

LOCALIZATION GERMANY

German Localization: Bianca Normann

German Translation: Rolf D. Busch, Dagmar Geller

German Speech Recording: M&S Music, Frankfurt

German Voice Talent: Egon Hoegen

Language Tester: Michael Lothmann

LOCALIZATION SPAIN

Translations: Ricardo Martinez, Luis Pines,
Julio Valladares

Language Tester: Antonio Lopez

Voices: Jake Al Take, Regino Ramos,
Antonio Ramos, Jaime Roca



LOCALIZATION SWEDEN

Translation Coordinator: Christina Collin

Translator: Erik Sigvardsson

Quality Control: Ulf Thor

LOCALIZATION ITALY

Italian Version: C.T.O. S.p.A. (Bologna)

MARKETING

Product Manager (North America): Peter Royea

Product Manager (UK): Clive Downie

QUALITY ASSURANCE (SEATTLE)

QA Manager: Sean O'Connor

QA Project Lead: Gayle Johnson

QA Tech: Rick Hernandez

QA Mastering: Rick Hernandez Wyeth Johnston

QA Testers: Mike Cody, Derek Dexheimer, Zac Evans, Pierre Fournier, Paul Gomes, Aries Gum, Rick Hernandez, Isaac Jeppsen, Wyeth Johnston, Rodd Karp, Brian Lenz, Aaron McLin, Ed Miller, Alex Pantelias, Dave Picard, Brian Pulliam, Paul Reed, Joel Skirvin, Chris Stockman, Karen Tarantino, Chris Mason

QUALITY ASSURANCE (CANADA)

Hardware Compatibility Lab Supervisor: Bill Kim

Hardware Compatibility Lead: Colin Cox

Hardware Compatibility Lab Technicians:

Paul Breland, Jason Feser, D'arcy Gog, Zech Prinz, Chris Wallace

Mastering Lab Supervisor: Peter Petkov

Mastering Lab Technicians: Cary Chao, Jeff Hutchinson

QA Database Administration: Bob Purewal, Randy Parmar

DOCUMENTATION AND PACKAGING

Documentation: Jason Armatta

Reference Card: Jason Armatta

Documentation Design and Layout: Corinne Mah

Package Front Photography: Benedict Redgrove, Des Jensen

CAR LICENSORS AND REPRESENTATIVES

Ferrari Motor Cars: Vittorio Avogadro, Andrea Bertolini (Test driver), Giancarlo Lasagni (Test driver)

Ford Motor Company: JoAnne McKenzie, Joe Laura

Italdesign S.P.A.: Fabrizio Giugiaro, Valentina Kalk, Remo Gorianz (Test driver)

EA Licensing Coordinator: Serena Whitters

Special Thanks: Adam "Pretty Boy" MacKay-Smith, Jim Edmunds, Brian Taney, Saki Kaskas, Andrea Bernardoni, Roberto Gandolfi, Maria Ziino, Peter King, Nenad Jankovic, Eduardo Agostini, Daniel Teh



NEED FOR SPEED II FOR WINDOWS® 95

DEVELOPMENT TEAM

Lead Programmer: David Lucas

Senior Programmers: Brad Gour, Wei Shoong Teh,
Laurent Annessi

Programmers: Doug Deardorff, Daniel Teh, Shelby
Hubick, Gerry Rempel, Nenad Jankovic, Ryan Ho,
Chuck Walters, Mike Kiernan, Ted Zuvich, David
Bullock, Greg D'Esposito, Geoffrey Heller

Senior Artists: Kent Maclagan, Scott Jackson

Track Creators: Peter King, Robert Sculnick,
Kent Maclagan, Scott Jackson

Track Artists: Ken Thurston, Mike Vanaselja,
Steve Suhy, Beau Folsom, Andy Fuller,
Norie Miura, Casey O'Brien, Ian Gilliland,
Sal Melluso, Stefan Schwartz, Gregg Haggman,
Adam Myhill

Car Creators: Gordon Redmond, Kim Gill,
Giovanni Sasso, Adam Myhill

Graphical Interface Art: Eduardo Agostini,
Scott Jackson

Dashboards and Special Effects: Simon Craghead

Lead Audio: Alistair Hirst

Music: Saki Kaskas, Jeff Dyck, Alistair Hirst

Additional Music: Robert Ridihalgh, Jay Weinland,
Romolo Di Prisco, Koko Productions, Traz Damji,
Crispin Hands

Sound Design and Editing: Crispin Hands,
Jennifer Lewis, Jay Weinland

Additional Sound Design: Steve Royea

Mix Engineer: hiwatt marshall, John McLean

Additional Musicians: Nathan Mesnard
(Electric Guitar), Darren Sleno (Cymbals),
Michael J. Sokyryka (Accordion), Rob Bailey
(Acoustic Guitar), Chris Somerville (Didgeridoo),
Angela Somerville (Vocals)

Audio Programming: Robert Ridihalgh

Tools and Library Support: Frank Barchard,
Andrew Brownsword, Gerry Shaw, Rick Friesen,
Dave Mercier, Iain Macanulty, Shane Alfreds,
Kurt Kennett, Tony Lam

Photography: Scott Jackson, Adam Myhill,
Robert Sculnick

Video Technician: Adam MacKay-Smith

Voice Talent: Jim Conrad

Development Director: Brett Bradstock

Sr. Development Director: Brian Wideen

Production Assistants: Serena Whitters, Xenia Mul

Assistant Producers: Scott Blackwood, Richard Mul,
Adam MacKay-Smith

Associate Producers: Gregg Giles, Ivan Allan

Game Design: Scott Blackwood, Hanno Lemke

Producer: Hanno Lemke

Executive Producer: Sam Nelson

LOCALIZATION TEAM

Associate Producers: Marcus Lindblom, Foster Hall

LOCALIZATION FRANCE

Traduction Francaise: Olivier Desanti,
Voix Francaise, Philippe Bourgogne,
Studio d'enregistrement, Le Lotus Rose

Coorindation de la Localisation: Dominique Goy,
Sandra Picaper

LOCALIZATION GERMANY

German Localization: Bianca Normann

German Translation: Rolf Dieter Busch

German Speech Recording: M&S Music, Frankfurt

German Voice Talent: Egon Hoegen

Localization Spain

Translations: Ricardo Martinez, Luis Pines,
Julio Valladares

Spanish Testing: Alvaro Corral

Voices: Jake Al Take, Regino Ramos,
Antonio Ramos, Jaime Roca



LOCALIZATION SWEDEN

Translation Coordinator: Christina Collin

Translator: Erik Sigvardsson

Language Testing: Jonas Bingtenstam

Quality Control: Ulf Thor

Localization Italy

Versione italiana: della C.T.O. S.p.A. (Bologna)

MARKETING

Product Manager (Canada): Peter Royea

Product Manager (UK): Clive Downie

QUALITY ASSURANCE

QA Project Coordinator: Steve Livaja

QA Project Lead: Craig Welburn

QA Assistant Leads: John Johnson, Dan Rodgers,
Geoff Ball

QA Testers: Joel Frigon, R.J. Thompson,
David Orne, Sean Hoskins, Bruce Dunbar,
Patrick Donaghy, Zech Prinz, Avinash Narayan,
Willie Loh, Justin Wiebe, Mark Bayrock,
Kristen Olafson, Randy Daluna, Steve Kuchka,
Connor Dougan, David Ham, Benson Nair,
Mark Lawson, Martin Katzenmeier, Randy Parmar,
Emily Andrews, Casey Bourque, Koji Sato,
Trevor Kerslake

QA Tech: Bill Kim, Colin Cox, D'arcy Gog,
Paul Breland, Chris Wallace, Jason Feser,
Zech Prinz

QA Mastering: Peter Petkov, Cary Chao,
Jeff Hutchinson

Seattle QA: Sean O'Connor, Caesar Filori

San Mateo Final QA: Robert Aguirre,
Big John Hanley, Lambert "Sparky" Doria

FILM SHOOT

Producer: Howard Shaw

Director of Photography: Robert Edesa

Video Designer: Scott Jackson

Line Producer: Antonella Ibbia-Hartog

Production Manager: Burgess Patterson

1st Assistant Director: Peter Gordon

1st Camera Assistant: Nick Infield

2nd Camera Assistants: Oona Menges, Ted Loncto

Gaffer: Robert McCarthy

Key Grip: Mark Stanley

Grip: David Hutton

Best Boy: David Canestro

Grip Assistant: David Weare

Editors: Tom Raycove Bill Morrison

Special Effects: David Lavolette

Sound Recordist: Alistair Hirst

Still Photographer (Italy): Diego Cassetta

Still Photographer (London): Des Jensen

Performance Drivers: Howard Davies (Jaguar
XJ220), Franco Mazzon (Italdesign Calà),
Maurizio Zagarella (McLaren F1), Alastair McQueen
(Lotus Esprit V8), Chris Mennem (Lotus Esprit V8),
Colin Martin (Lotus GT1),

Stunt Drivers: Justin Bell, Nigel Gordon-Stewart,
Candida Watson

Production Assistants (Canada): Serena Whitters,
Xenia Mul

Production Assistant (London): Adam Rudd

Production Assistant (Sardinia): Luca Pirodda

Assistant Producer (Canada): Linda McKinnon

Location Manager (Sardinia): Marco Cerina

Ferrari film by: Video Image

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Fabrizio Giugiaro, Valentina Kalk, McLaren Cars
Ltd., David Clark, Paula Webb, Ford Motor
Company, JoAnne McKenzie, Gerald St. Pierre,
Dave Velliky, Fred Goodnow, ISDERA, Eberhard
Schulz, Ferrari Motor Cars, Vittorio Avogadro



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