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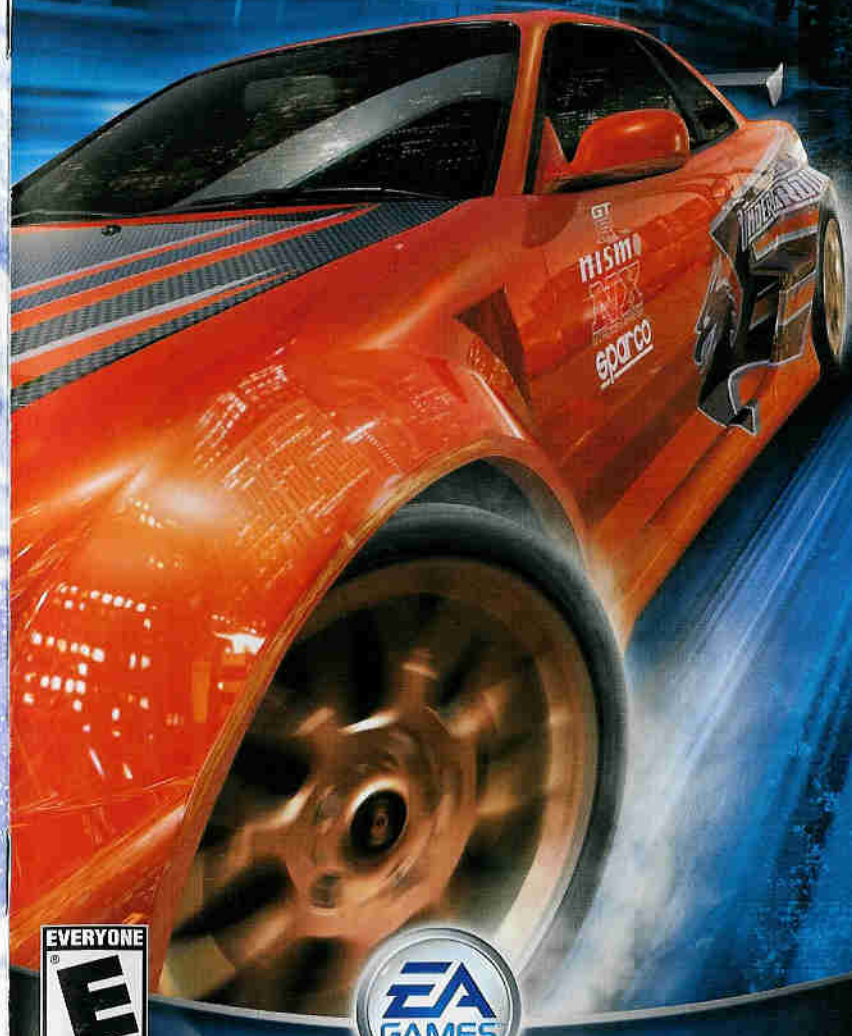
PlayStation.2

EVERYONE
E
Comic Mischief
Mild Violence

ONLINE
BROADBAND AND DIALUP

Electronic Arts Inc., 200 Redwood Shores Parkway, Redwood City, CA 94065.
Online and Multiplayer game play available for the PlayStation 2 computer entertainment system only. INTERNET CONNECTIVITY required. PlayStation 2 console online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). All features not available on all platforms. See back of game pack for details.
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NEED FOR SPEED™ UNDERGROUND



EVERYONE
E
CONTENT RATED BY
ESRB



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- * This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- * 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.

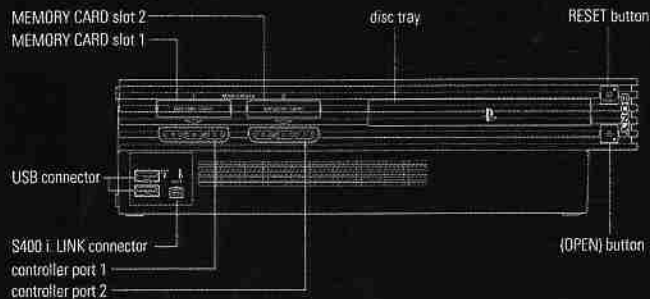
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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GETTING STARTED

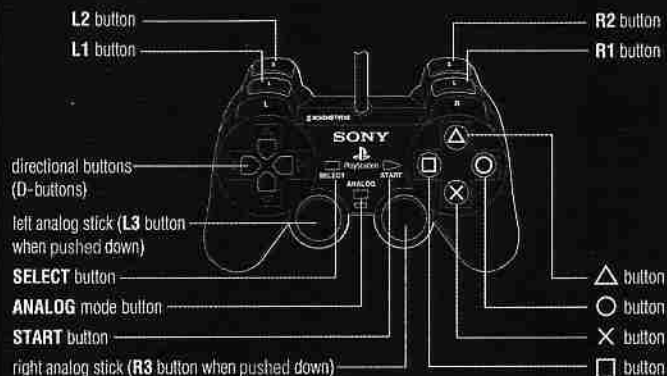
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Need for Speed™ Underground* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

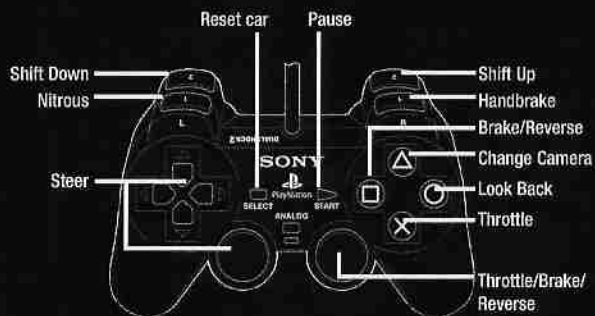
COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



COMPLETE CONTROLS

DRIVING CONTROLS



MENU CONTROLS

Highlight menu items	D-button ↕
Cycle choices/Move sliders	D-button ⇔
Select/Go to next screen	⊗ button
Return to previous screen	△ button
Help	⊙ button

WELCOME TO UNDERGROUND

This racing scene is not advertised in the paper, it has no official sponsors, and there are no grandstands at the finish line. Races happen late at night under the cover of darkness, on public streets but away from the public eye. In short, they happen underground.

Need for Speed Underground immerses you in the rolling party that is underground racing, a world where races come together quickly and quietly, and where reputation counts for more than any trophy. Make a reputation for yourself by matching cars and reflexes with the top urban drivers—AI, multiplayer, and online—as you strive to gain respect in this dangerous world.

Drive highly tuned imports against the best drivers at their favorite hometown haunts. Win races and use your earnings to tweak every detail of your car; then see your machine rendered on-screen in lustrous detail. Take it back to the streets for an even bigger race.

The streets are made for cars, and these cars are made for racing, so get ready to run 'em in the ultimate vehicular rush: *Need for Speed Underground*.

For more info about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

SETTING UP THE GAME

If you don't know which way is up, you're going down—so read on.

MAIN MENU

The Main menu is your access point for everything in the game.

Run a series of races against the best in the streets

Take on a friend in a two-player race

Adjust gameplay settings

Play against other racers online



Straight up single player challenges

Tweak your car from stock to freak

Create / Save / Load and Delete Profiles

DRIVER PROFILES

Use this menu to load an existing user profile or to create a new one.

Note: A memory card (8MB) [for PlayStation[®]2] is needed to save/load a profile.

TO CREATE A NEW DRIVER PROFILE:

1. Select DRIVER PROFILE from the Main menu and press the \otimes button. The Driver Profile menu appears.
2. Select CREATE PROFILE from the Driver Profile menu. A virtual keyboard appears.
3. Enter a name for your new driver profile by using the D-button \updownarrow to select a letter and pressing the \otimes button to confirm.
4. Select DONE and press the \otimes button when you are finished. The new driver profile is loaded and the Driver Profile menu appears.

Note: For more information on autosaving a game, \gg *Saving and Loading* on p. 20.

TO LOAD AN EXISTING PROFILE:

1. Select DRIVER PROFILE from the Main menu and press the \otimes button. The Driver Profile menu appears.
2. Select LOAD PROFILE from the Driver Profile menu and press the \otimes button. A list of available driver profiles appears.
3. Select the desired driver profile and press the \otimes button. The driver profile is loaded and the Driver Profile menu appears.

Note: Any unsaved changes in a profile are lost if you decide to load a new profile.

\Rightarrow To delete a profile, select DELETE PROFILE in the Driver Profile menu and press the \otimes button. The profile is deleted.

START A NEW GAME

TO START A QUICK RACE:

1. Select QUICK RACE from the Main menu and press the \otimes button. The Quick Race Mode menu appears.
2. Select a race mode (\gg *Race Modes* on p. 14) and press the \otimes button. The Car Selection menu appears.
3. Select a car (\gg *Select a Car*, below) and press the \otimes button. The Select Transmission menu appears.
4. Select AUTO or MANUAL transmission and press the \otimes button. The Select Location menu appears.
5. Select a Location and set the Mode Options. Gameplay begins.

TO BEGIN A NEW CAREER GAME IN UNDERGROUND MODE:

1. Create a new Driver Profile (\gg *Driver Profiles* on p. 6). The Main menu appears.
2. Select GO UNDERGROUND from the Main menu and press the \otimes button. A confirmation overlay appears.
3. Select ACCEPT and press the \otimes button. Gameplay begins.

CUSTOMIZING YOUR CAR

A new breed of low-slung street machines has taken over the roads, and yesteryear's steel hotrods just can't compete. Today's lightweight alloy and carbon-fiber tuners use revolutionary engine modifications to propel them to absurd speeds. Their bold visual effects turn heads, even when moving at a crawl.

SELECT A CAR

Your ride makes or breaks your reputation in the underground. Looks are important, but no one pays much attention to any car if it's running dead last.

MAKE AND MODEL

Browse through the available cars but don't think of them as finished products. With a few wins under your belt you'll be customizing these base vehicles into exquisite street machines that car dealers can barely recognize.

* When picking a car, check out the Acceleration, Top Speed, and Handling ratings at the bottom of the screen. Performance modifications can improve these characteristics later, but you'll need to win some races with your stock vehicle in order to fund any serious work under the hood.



CUSTOMIZING

New cars are nice at the showroom, but there's plenty of room for improvement once they hit the streets. Make your car your own with *Need for Speed Underground's* extraordinary customization process. A vast array of modifications is available for your ride—if you've got the bank, that is.



➔ To customize a Quick Race car, select CUSTOMIZE RIDE from the Main menu and press the  button.

TO CUSTOMIZE YOUR UNDERGROUND CAR:

1. Select UNDERGROUND from the Main menu and press the  button. The Underground menu appears.
2. Select CUSTOMIZE RIDE from the Underground menu and press the  button. The Customize screen appears. You may now begin customizing your car.

REPUTATION (YELLOW STARS)

Your car can contribute to your style point score just by looking smooth. The more you modify your car visually, the more reputation you'll get. Each yellow star in the Reputation meter is a bonus multiplier for style points. For example, two yellow stars automatically doubles your style point score.

In addition, reputation is required to enter Underground Mode tournaments. Cars without enough reputation are considered "not cool" and have to upgrade their look to get into the tournament.

VISUAL MODS

Style is in the details, so *Need for Speed Underground* leaves the details up to you. Choose from dozens of styles of hoods, rims, bumpers, exhaust tips, spoilers, side skirts, and more. Transform your car's surfaces with luminescent paint, vinyl graphics, positional decals and window tints; and if that's not enough you can float the whole package over glowing neon.

VINYLS

Vinyls are distinctive graphics that stick to your car's bodywork. They can be placed in up to four layers, allowing you to stack graphics for a collage effect. Each vinyl's color can also be customized, to further individualize your car's look.

➔ To stack vinyls, place the first vinyl on the bottom layer and then select a different layer for the next vinyl. The new vinyl is placed on top while leaving the first one undisturbed.

DECALS

Decals are manufacturer's stickers that come with the products you purchase for your car. For example, if you purchase a performance modification package, you will gain access to all the companies' decals associated with that package which you can place on your car. Decals can be placed in a number of zones including windows, doors, quarter panels, and the hood.

PERFORMANCE MODS

Let's face it, the automotive engineers who designed these cars never thought they could go this fast. Today's tuner culture hungers for speed, so they've enhanced every aspect of automotive performance with computer-designed aftermarket parts. *Need for Speed Underground* offers hundreds of modifications from brand-name manufacturers. Everything from chips to nitrous oxide to weight reduction kits are available. Add all of this available power to your car and just keeping it under control could be a challenge.

* Highlight a modification to see how it would improve your car's performance. Note the effect of the modification on the Acceleration, Top Speed, and Handling status bars.

OPTIONS MENU

Customize your settings for the entire game.

➔ To access the options menu, select **OPTIONS** in the Main menu and press the  button.

- AUDIO** Adjust volume and sound settings.
- CAMERA** Switch your favorite view and adjust jump camera sensitivity.
- CAR** Adjust transmission type and stability control.
- CONTROLLER** Choose from preset controller configurations and toggle controller vibration.
- DISPLAY** Customize map, gauges, heads-up display, and color calibration.
- EA TRAX** Customize the game's tunes.
- SAVE/LOAD** Save your current game, load a saved game, or toggle autosave.
- CREDITS** See who created *Need for Speed Underground*.
- TRAILERS** Preview upcoming games.

DRIVE YOURSELF CRAZY

You can drive like your dad when you get old, but now is the time to drive like your reputation depends on it... because it does.



STYLE POINTS

During every race you gain or lose points for your driving moves. Gain points for sliding sideways, getting airborne, avoiding traffic, drifting, and so on. Lose points for hitting traffic cars or failing to clear a big jump. After each event your style points are added to an ever-growing total, and as your total swells you'll unlock new cars and new vinyl graphics.

* Some events, such as drift races, are purely style competitions. Score more points than your opponents and you win.

Tip: Customize your car to gain street respect and increase your style points. A wildly tweaked car can score up to five times the style points in every race. ➤ *Reputation (Yellow Stars)* on p. 8.

MAP

The map shows your relative position to other racers. You are the orange arrow, the other racers are blue arrows.

JUMP CAMERAS

Special cameras pull back to capture the action when you catch air or pile into another car. The sensitivity of these cameras can be adjusted (➤ *Options menu* on p. 10).

UNDERGROUND

Underground racing is not a one-night stand. It's a challenging series of races that require dedication and skill. Completing underground challenges unlocks visual and performance car modifications, as well as the decals that go with them.

CAREER STATUS

You can review your status in underground mode by selecting one of the following options from the Underground menu:

STATISTICS	Your stats in each race mode.
RANKINGS	Player rankings in each race mode.
MAGAZINES	See magazine covers that feature your car.

BANK

It takes cash to tune your car and you'll get plenty by winning races. Each victory will add to your bank. Spend it on visual and performance modifications when you customize your ride.

⇒ To move on to the next Underground race, select RACE MAP from the Underground menu.

TRADE IN YOUR OLD CAR

Getting tired of your ride? Consider trading it in for a new one. You can swap for a stock model of a different vehicle, and you get to customize a fresh machine. All previously unlocked modifications remain available for the new car.





⇒ To trade in your ride, select TRADE IN from the Customize menu and press the  button.

SPLIT-SCREEN

Two-player racing puts you up against your friends and their custom rides on a variety of tracks in any race mode.

* Races appear on a split-screen with Player 1 on the top of the screen and Player 2 on the bottom.

TO BEGIN A NEW TWO-PLAYER GAME:

1. Select SPLIT-SCREEN from the Main menu and press the  button. The Quick Race screen appears.
2. Select a race mode and press the  button. The Car Select screen appears.
3. Select each player's car and press the  button. This can be done simultaneously. The Location screen appears.
4. Select a location and press the  button.
5. Set mode options and press the  button. Gameplay begins.

PAUSE MENU

Press the **START** button during gameplay to access the Pause menu.

RESUME RACE	Get back into the race.
RESTART	Do this race over.
OPTIONS	Adjust game settings (→ <i>Options menu</i> on p. 10).
QUIT	End the race and return to the Main menu.

RACE MODES

What kind of race are you down for?

CIRCUIT

See the city in seconds on the circuit tour. Race on a big looping course, and when all race laps are done you'll finish right where you started: at the party.

SPRINT

Racing plain and simple: this point to that point. Get there first.

DRAG

Wind your motor to the limits in a pedal-mashing, speed-shifting drag race.

- * All self-respecting drag racers use manual transmissions, and that includes you. Watch your tach carefully and shift up by pressing the **R2** button when the tach needle turns green.
- * Classic drags test the acceleration limits of your machine, and don't think the driver isn't tested as well. Shift too early and you waste your car's power; shift too late and overrevving could fry your precious engine.

DRIFT

Slide to the side to get props from your peeps. If your tires don't break loose, then you're impressing nobody.

- * Drift racing is your chance to win massive style points by sliding around turns. Slide sideways on these courses to accumulate points. But beware, the walls come up quickly and stopping ain't easy.
- * Your car won't behave the same on a drift track as it does on a regular city street. The center of the road is oiled down to reduce friction and let you break loose a little easier.
- ➡ Tap your emergency brake to initiate a slide, then steer with the skid and feather the throttle to keep it going.

LAP KNOCKOUT

Don't save all of your nitrous for the last lap, because the racer in last place is eliminated at the end of each lap.

FREE RUN

No competition, no time limit, no rules. The open road beckons. This is a great way to thoroughly check out each track.

TOURNAMENT (UNDERGROUND MODE ONLY)

In Underground Mode, you must race in tournaments. These are multi-race events where each race gives you points depending on how you finish. The winner is the driver at the end of the tournament who earns the most points.

- * Remember, you have to meet a tournament's reputation requirement (Yellow Stars) to enter. If you don't have a high enough reputation then you won't be allowed to race. Buy visual upgrades to increase your reputation!


POST RACE SCREENS

At the end of each race a status screen displays the finish position of the cars. The winner's overall race time is displayed and each losing car displays its time behind the leader at the finish line.

- ➡ To display your score for this race, press the **X** button.
- ➡ For more information about the race you just finished select STATISTICS from the End of Race menu and press the **X** button.

RACE ONLINE

Put your car and your skills up against the best drivers on the street. Any street in the world, that is.

➔ To connect to Electronic Arts™ Online service, select PLAY ONLINE from the Main menu. Then press the  button.

Note: IMPORTANT INFORMATION ON *NEED FOR SPEED UNDERGROUND* ONLINE SERVICE, INCLUDING AVAILABILITY FOR PLAY, TERMS AND CONDITIONS, AND MEMBERSHIP AGREEMENT CAN BE FOUND AT [HTTP://WWW.EA.COM](http://www.ea.com). EA RESERVES THE RIGHT TO RETIRE THE *NEED FOR SPEED UNDERGROUND* ONLINE SERVICE FOR THIS PRODUCT AFTER 90 DAYS NOTICE. YOU MUST BE 13+ TO REGISTER FOR THE EA ONLINE SERVICE.

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Note: In order to play online, you will need the following items: a network adaptor (ethernet/modem) (for PlayStation^{®2}) installed, an active Internet connection via your own Internet Service Provider (ISP) account, and a memory card (8MB) (for PlayStation^{®2}) with at least 139 KB free space. Prior to playing online, you will need to set up Your Network Configuration file. *Need for Speed Underground* includes a Network Configuration GUI for setting up this file.

Note: When saving and loading Your Network Configuration file, you must use MEMORY CARD slot 1 or MEMORY CARD slot 2. When saving an EA Account, you must use MEMORY CARD slot 1.

Note: To store EA online account information, you must have a memory card in MEMORY CARD slot 1 or MEMORY CARD slot 1-A in a multitap (for PlayStation^{®2}).

PLAYING BEHIND A FIREWALL

We recommend that you do not play *Need For Speed Underground* online behind a firewall. However, if you do wish to play behind a firewall, you must open the following port: 3658. If you need assistance in setting up your firewall, please contact the manufacturer of your firewall.

NETWORK CONFIGURATION

Before you can begin playing online, you must select Your Network Configuration file (found on your memory card) or create a new one through the Network Configuration GUI.

Note: After using the included Configuration GUI, the RESET button functions differently in *Need for Speed Underground*. To put the console into standby mode press and hold the RESET button until the LED indicates a red color.


NETWORK CONFIGURATION FILE

Press the D-button to scroll through the available Internet service provider settings and select one for the upcoming online game. The default displayed on the screen is the last Internet service provider setting used when playing online.

CREATE/EDIT CONFIGURATION



The Network Configuration GUI allows you to create and edit Your Network Configuration file. When selected, the game shuts itself down while the Network Configuration GUI is loaded. When complete, the game re-launches itself and goes through its normal loading procedure before returning to the Main menu screen.

CONNECT


After selecting Your Network Configuration file, press the  button to connect to your Internet service provider. If the connection and DNAS authentication is successful, the *Need for Speed Underground* Server Login screen appears.

ACCOUNT SETUP

Before you can begin playing online, you must create a new account or use an existing one.

* If you have not created an account, highlight CREATE new EA ACCOUNT and press the  button to begin the process. To log off and return to the previous screen, press the  button.

USING AN EXISTING EA ACCOUNT

1. On the Account Log-in menu, select USE (EXISTING ACCOUNT NAME) and press the  button.

2. Enter your user name and password. Then, select OK.

* To select a different account from the default account, select USE ANOTHER EA ACCOUNT.

SELECTING A USER NAME

You can have up to four EA Online User Names. User Names can also be deleted from this menu.

- ➔ To use an existing EA User Name, highlight the name and press the **X** button.
- ➔ To create a new User Name, select CREATE NEW USER NAME. Enter the user name, then select OK.
- ➔ To delete a User Name, highlight the name and press the **C** button.

Note: If you have an existing screen name on any of the following services: AOL, AOL Instant Messenger (AIM), CompuServe 2000 or Netscape AOL Instant Messenger, you can use it as your EA Account Name. Visit <http://www.eagames.com> to register, then return to *Need for Speed Underground* on the PlayStation 2 and select USE ANOTHER EA ACCOUNT. Enter your Account Name and password to log on.

SETTING UP AN ONLINE GAME

Choose from a wide variety of online games and options.

SELECT ONLINE CAR MENU

Pick your favorite customized car from your own Quick Race stable and use it online. You can also choose from three tuned sponsor cars, although they may not be customized or used in ranked races.

- ➔ To select a car, highlight it by pressing the D-button and press the **X** button.

MAIN ONLINE MENU

From this menu you can quickly access every aspect of online play.

- RANKED GAME** The competition is stiff and the stakes are high because every race counts toward your ranking.
- UNRANKED GAME** Practice racing without wrecking your reputation.
- SELECT CAR** Switch cars for the next race.
- NEWS** Catch up on the latest *Need for Speed Underground* news, or read the membership agreement.
- RANKINGS** Check out the top 100 online racers. Stats are shown for each race mode as well as overall leaders and the week's best track times.
- OPTIONS** Change gameplay settings (➤ *Options menu* on p. 10).

GAME SELECT MENU

Pick the room you'll race in.

Press the D-button to change race modes and highlight a room to race in. The number of players in each room is displayed to let you know where the party's at. Press the **X** button to enter a highlighted room.

- ➔ Press the **SELECT** button to create your own room.

ROOM MENU

Each race room displays information about the racers within it. From this menu you can look at other players' stats, challenge them to a race and even send them private messages.

- REP** Reputation score
- CONNECTION** The more green hashmarks a player has, the better his or her connection to the server

To chat to everyone in the room, press the **C** button and start typing on the virtual keyboard. Select DONE to send the message.

- ➔ To bring up the challenge menu, press the **X** button.

HEAD-TO-HEAD CHALLENGE MENU

Issue challenges and prepare to back them up on the streets.

- SEND CHALLENGE** Name the track, the number of laps and take on whoever accepts your challenge.

- ➔ To challenge another racer to a one-on-one race, highlight their name, press the **X** button and select Send Challenge.
- ➔ Select CANCEL to cancel challenge.

- VIEW PLAYER DETAILS** Study your opponent's stats.

- BLOCK PLAYER** Prevent individual players from sending you challenges.

- VIEW CAR** Have a look at the highlighted player's car.

- REGISTER COMPLAINT** Capture chat log text and send it to EA Online Services to report an abuse of the Membership agreement.

- ➔ Select PRIVATE MESSAGE to send a message to the highlighted player.
- ➔ To switch to Created Games List, press the D-button ⇨.
- ➔ Press the **SELECT** button to create a game or press the **X** button to view/join a previously created game.
- ➔ Create a four-player game and wait for three additional players to join or select START GAME to begin with fewer racers.

SAVING AND LOADING

Note: Never insert or remove a memory card (8MB) [for PlayStation[®]2] when loading or saving files.


Note: Game files can only be loaded from or saved to a memory card in MEMORY CARD slot 1.

TO AUTOSAVE A GAME:


When playing with a Driver Profile loaded, *Need for Speed Underground* automatically saves each time you customize your car or finish a race. An overwrite warning appears at each automatic save point.

➔ To turn off Autosave, select SAVE/LOAD from the Options menu, scroll to Autosave, and press the left analog stick ⇄ to disable the option.

TO SAVE OR LOAD YOUR GAME MANUALLY:

1. Select SAVE/LOAD from the Options menu and press the  button. The Save/Load menu appears.

2. Select SAVE or LOAD from the Save/Load menu and press the  button.

➔ To save your Underground career game, select SAVE from the Underground menu and press the  button.

LOADING:

To create or load a profile, ➤ *Driver Profiles* on p. 6.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

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EA WARRANTY CONTACT INFO

E-mail and Web page: <http://techsupport.ea.com>

Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

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