

NEED FOR SPEED HOT PURSUIT 2



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.

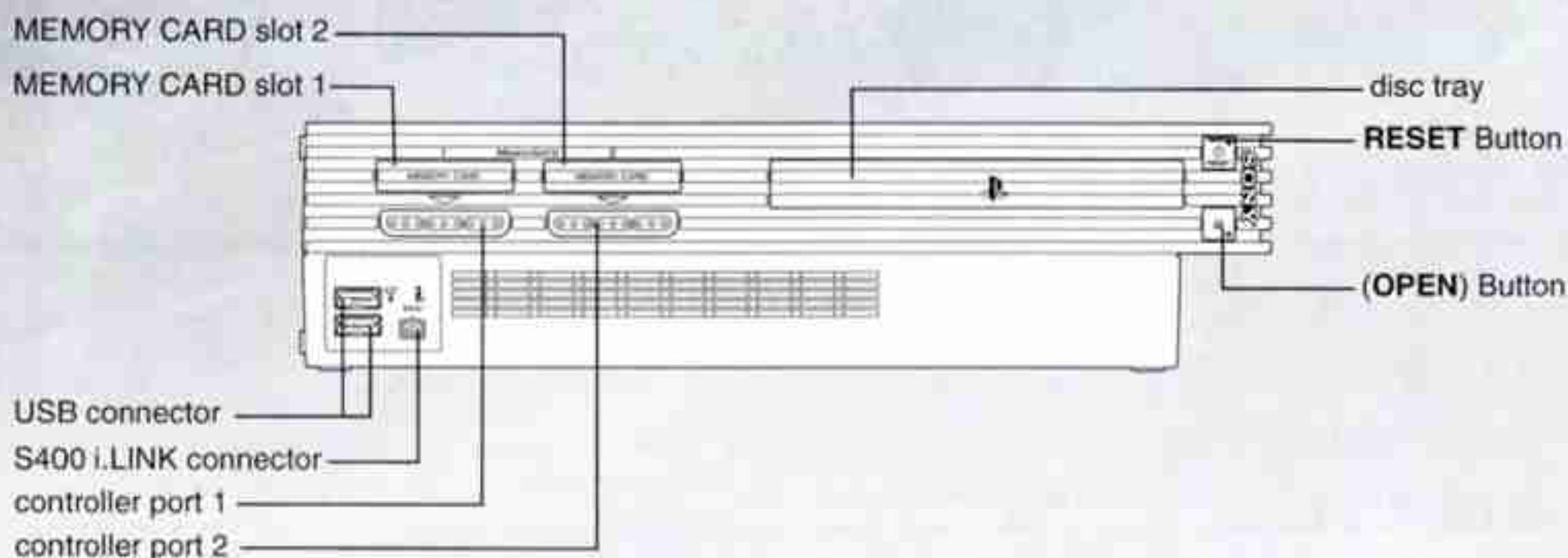
NEED FOR SPEED HOT PURSUIT 2

CONTENTS

STARTING THE GAME	2
COMMAND REFERENCE	3
INTRODUCTION	5
COMPLETE CONTROLS	6
SETTING UP THE GAME	8
MAIN MENU	8
HOT PURSUIT	8
WORLD RACING	8
CHALLENGE MENU	8
SETUP MENU	9
CAR SELECTION	9
TRACK SELECTION	10
PAUSE MENU	10
RACE RESULTS SCREEN	11
REPLAY	11
PLAYING THE GAME	11
EVENT TREES	11
ZONE AND JUMP CAMS	12
COPS	12
GAME MODES	12
QUICK RACE	12
YOU'RE THE COP (HOT PURSUIT ONLY)	13
CHALLENGE	13
ULTIMATE RACER	13
CHAMPIONSHIP	13
MULTIPLAYER	13
REWARDS	14
RACE TYPES	14
SINGLE RACE	14
KNOCKOUT	14
LAP KNOCKOUT	14
FREE RUN	14
OPTIONS	15
OPTIONS SCREEN	15
SAVING AND LOADING	15
CREDITS	16
LIMITED 90-DAY WARRANTY	18

STARTING THE GAME

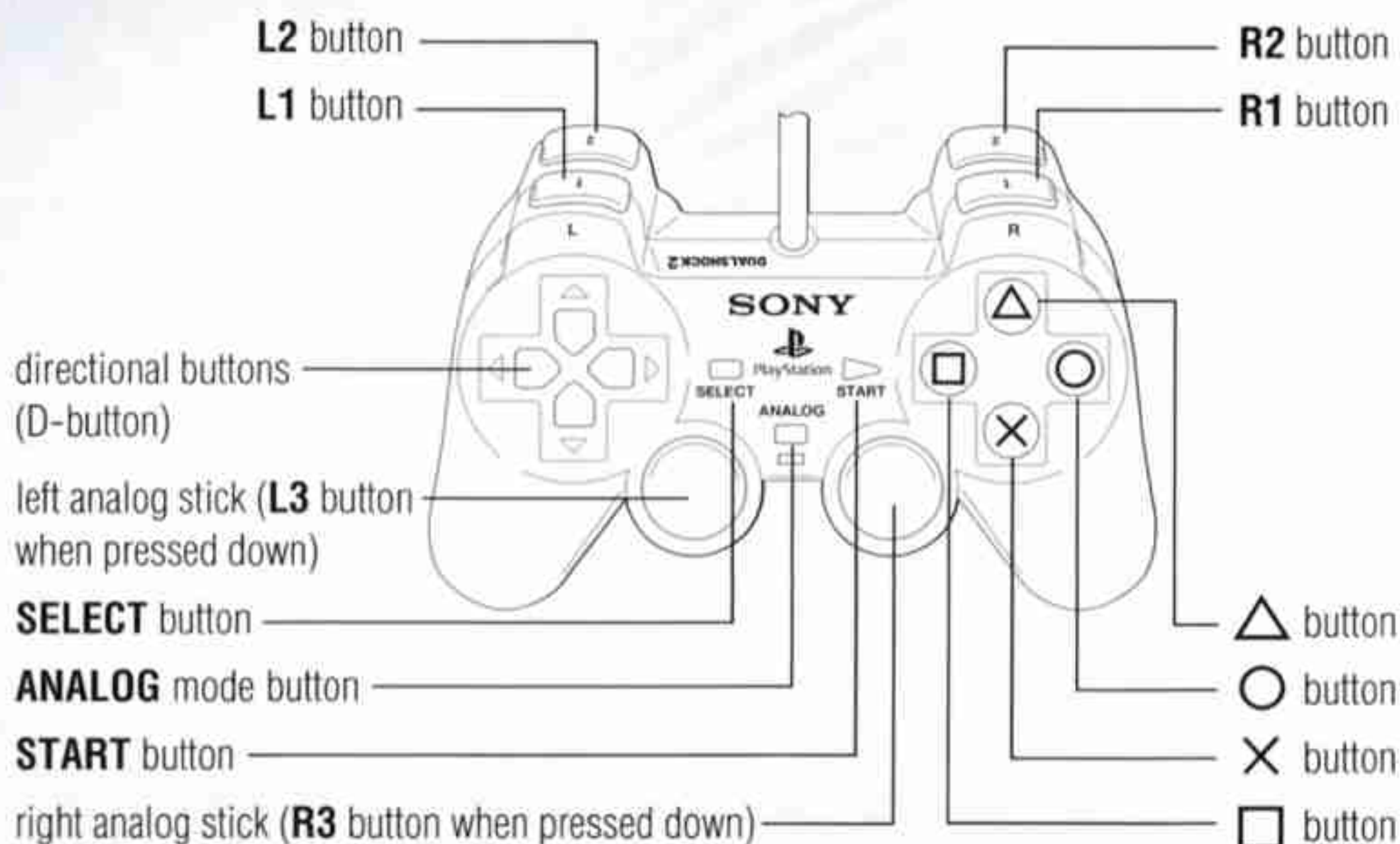
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



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™ Hot Pursuit 2* 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

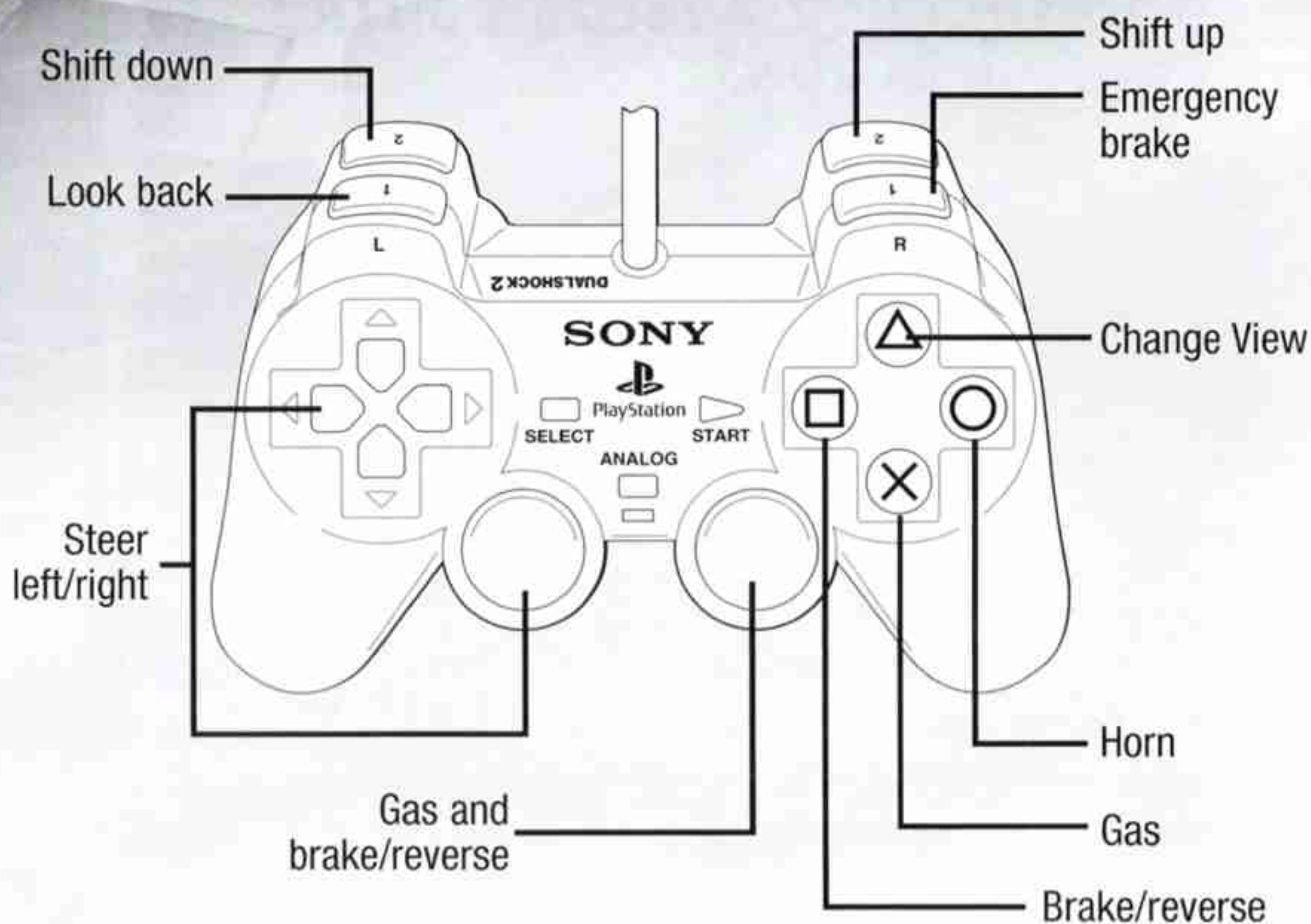
DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu items	D-button ↑
Cycle choices	D-button ↔
Select/Go to next screen	× button
Return to previous screen	▲ button
Help	● button

DEFAULT DRIVING CONTROLS



EA TIP: Get on the road – To begin a single player race right away, choose either *Hot Pursuit* (cops) or *World Racing* (no cops), then choose *Quick Race* on the next screen.

- ➡ To access the Pause menu during gameplay, press the **START** button (> *Pause menu* on p. 10).
- ➡ For more detailed information about game controls, > *Complete Controls* on p. 6.

INTRODUCTION

Need for Speed™ Hot Pursuit 2 puts you behind the wheel of the world's fastest exotic cars, rendered in stunning detail on 30 spectacular courses. Race against a friend or varying numbers of tough A.I. competitors, but keep your eyes peeled for the cops – they're smart, they're well-equipped, and they mean business.

The Hot Pursuit Ultimate Racer tournament dares you to outrun the law, as well as lets you be the cop stopping the speeders, in dozens of unique driving challenges. The World Racing Championship tournament pits you against the world's fastest cars in a series of challenging situations – without interference from the law.

Why are you still reading this manual? The track is the best place to learn about driving, so get out there and satisfy your Need for Speed. Good luck ... you're going to need it.

FEATURES

- ❑ Incomparable driving experience – the guys who really own these cars don't drive them this fast!
- ❑ Best-looking cars ... period – so real you'll worry about door dings when you park.
- ❑ Best-looking environments – beautiful vistas at every turn, but keep your eyes on the road.
- ❑ Awesome physics engine – don't blame us if you crash, these cars behave predictably in every situation.
- ❑ Hot Pursuit mode – well-equipped cops with ample intelligence take pursuit to the next level.
- ❑ World Racing mode – test your mettle and your machine against the best racers on the road.
- ❑ Reward mechanisms – drive well and earn NFS Points to unlock additional cars and tracks.
- ❑ New and unique cut-scenes – they're worth watching, and watching again.
- ❑ Jump and Zone Cams – catch big air and the camera pulls back for a slow-motion shot, among other cool camera tricks.

FOR MORE INFO about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

COMPLETE CONTROLS

MENU CONTROLS

Highlight Menu Items	D-button ↑
Cycle Choices	D-button ↔
Select/Go to Next Screen	✕ button
Return to Previous Screen	▲ button
Help	● button

DRIVING CONTROLS

Steering	Left analog stick or D-button ↔
Gas and Brake/Reverse	Right analog stick ↑
Gas	✕ button
Brake/Reverse	■ button
Emergency Brake	R1 button
Horn	● button
Shift Up	R2 button
Shift Down	L2 button

❑ Default controls (configuration A) are listed above. Alternate configurations are available in the Controller section of the *Options menu*. (> p. 15.)

YOU'RE THE COP CONTROLS

Activate Siren/Target Speeders	● button
Call Roadblock or Spike Strip (manual / semi-auto transmission)	▲ button + R2 button
Call Roadblock or Spike Strip (automatic transmission)	R2 button
Call Helicopter (manual / semi-auto transmission)	▲ button + L2 button
Call Helicopter (automatic transmission)	L2 button
Activate Speed Boost	R3 button

NOTE: Zone Cams are not available when racing as the Cop.

CAMERA/VIEW CONTROLS

Look Back	L1 button
Change View	▲ button
Cycle Heads-Up Display (HUD)	D-button →
Zone Freeze (manual / semi-auto transmission)	■ button + L2 button
Zone Freeze (automatic transmission)	L2 button
Zone Zoom (manual / semi-auto transmission)	▲ button + R2 button
Zone Zoom (automatic transmission)	R2 button

REPLAY CONTROLS

Player 1/Player 2	L1 button
Previous Marker	D-button ⤴
Next Marker	D-button ⤵
Slow Motion	■ button
Stop/Play	✕ button
Camera Angle	▲ button
Help	● button
Toggle Replay Controls On / Off	SELECT button
Return to Menu	START button

☐ View replay from the *Pause menu* (> p. 10), or from the *Race Results* screen (> p. 11).

SETTING UP THE GAME

MAIN MENU

The Main menu presents you with a basic decision: do you want cops on your tail or not? If you want cops swarming behind you, or if you want to be the cop yourself, then pick Hot Pursuit. If you prefer a classic street race against a friend or aggressive A.I. racers, pick World Racing. If you want to change the game settings, select Options.



HOT PURSUIT

Select from the different Hot Pursuit game modes: Quick Race, You're the Cop, Challenge or Ultimate Racer.

WORLD RACING

Select from the different World Racing game modes: Quick Race, Challenge, or Championship.

CHALLENGE MENU

When you choose Challenge in either Hot Pursuit or World Racing you can set the number of players, race type, and skill level. If you want to modify the race settings further, select Setup.

NOTE: Default options appear in **bold** in this manual.

- ➔ To highlight Challenge menu items, press the D-button $\updownarrow$.
- ➔ To cycle through menu item choices, press the D-button $\leftrightarrow$.
- ➔ To leave the Challenge menu, press the $\blacktriangle$ button.

PLAYERS

Select the number of human opponents.

RACE TYPE

Choose between **SINGLE RACE**, **KNOCKOUT**, **LAP KNOCKOUT**, or **FREE RUN**.

SKILL LEVEL

Select the skill level (**BEGINNER**, **ADVANCED**, OR **EXPERT**) of the driver(s) in this race.

SETUP

To further customize the race, select Setup.

SETUP MENU

The Setup menu allows you to further modify race settings including traffic, damage, and opponent skill levels.

NOTE: Not all Setup menu options are available to all race modes.

OPPONENTS	Select the number of opponents or a full grid.
OPPONENT TYPE	Race against identical or a random selection of cars.
CATCH-UP	Catch-up makes it easier to catch the leader, or for others to catch you when you're leading. ON is default.
TRAFFIC	Select MINIMUM , MODERATE, or MAXIMUM, or turn OFF the level of non-racing traffic.
TRACKS	Select RANDOM or SAME to select whether knockout events are held at the same track, or on a random selection of tracks.
DAMAGE	Turn damage OFF, and you're invincible. Turn damage ON and glass breaks, sheet metal bends, and the engine pours out smoke.

CAR SELECTION

The *Need for Speed Hot Pursuit 2* Car Selection screen is every driver's dream. The hottest automobiles ever produced spin on a turntable in front of you, gleaming in the spotlights. If you drive fast enough, any of these dream cars can be yours. What if you don't like the color? No problem, most of the cars come in multiple colors with just the touch of a button.

Pick your car carefully. Looks are important, but in the end only horsepower and handling will keep you out of jail. As you earn NFS Points, you will unlock new cars.

- ☐ NFS Edition cars have a slightly higher level of performance than their stock counterparts.
- ☐ PURSUIT cars are police chase vehicles with superior handling and performance and access to Speed Boost (in You're the Cop mode only).
- ➔ To browse through cars, press the D-button $\leftrightarrow$.
- ➔ If more than one color is available for a car, press the D-button $\updownarrow$.

NOTE: Some cars may not have optional colors to select.

- ➔ To select any unlocked car, press the $\times$ button.
- ➔ To get a closer view and hear a description of the car press the $\blacksquare$ button.

TRANSMISSION TYPE

AUTOMATIC

The car shifts automatically.

MANUAL

The gears must be shifted manually by pressing the **R2** button to upshift and pressing the **L2** button to downshift. Once mastered, manual shifting is slightly faster than automatic.

SEMI-AUTO

The car shifts automatically, but you can override the shifts by pressing the **R2** button to upshift and pressing the **L2** button to downshift.

HANDLING TYPE

CLASSIC

Holds the road better but may limit some high-performance maneuvers.

EXTREME

More realistic handling that requires a lighter touch on the steering wheel.

TRACK SELECTION

Need for Speed Hot Pursuit 2 features 30 challenging and scenic tracks from around the globe. Everything from forest fires to mineshafts awaits you.

SELECTING A TRACK

- ❑ Track selection is necessary only in Challenge and You're the Cop modes.
- ➔ To highlight an unlocked track press the D-button $\leftrightarrow$. Track information (difficulty, elevation, and length) is listed at the bottom of the screen.
- ➔ If available, highlight an alternate time of day or track condition by pressing the D-button $\updownarrow$.
- ➔ To select a highlighted track, press the $\times$ button.
- ➔ To select the number of laps (looping tracks only), press the D-button $\leftrightarrow$.
- ➔ Press the $\blacksquare$ button to play an audible description of the track.

EA TIP: *Need for Speed Hot Pursuit 2* tracks are filled with shortcuts (and long-cuts too). Learning these can help you win against otherwise daunting opponents.

PAUSE MENU

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

RESUME RACE

Continue the current race.

RESTART RACE

Begin a new race with the same settings as the previous race.

OPTIONS

Adjust audio, display, vibration, damage, handling, transmission and Jump/Zone cam settings.

VIEW REPLAY

Watch replay of current race. ($\rightarrow$ *Complete Controls* on p. 6 for replay controls.)

QUIT RACE

End current race and return to the Main menu.

RACE RESULTS SCREEN

At the end of each challenge the Race Results screen updates you on your performance in the race and in the game overall.

REPLAY

A replay of every event is available at the end of the race.

- ➔ To view a replay of the last race, select View Replay from the Race Results screen.
- ➔ To view a replay of the current race, press the **START** button to pause the game, then select View Replay (> *Pause menu* on p. 10).
- ➔ For more detailed information about replay controls, > *Complete Controls* on p. 6.

PLAYING THE GAME



The default Head's-Up Display (HUD) is shown above. Alternative views include a clear view, map only, or analog gauges. (> *Complete Controls* on p. 6.)

EA TIP: Using the handbrake (press the **R1** button) at the beginning of a sharp turn will skid out the rear of the car, letting you slide through the turn faster. But be careful, this move can be dicey at high speeds.

EVENT TREES

The two Event Trees (Ultimate Racer and Championship) feature detailed maps of the connected races that lead you to your ultimate goals. The Ultimate Racer Tree (Hot Pursuit mode) and Championship Tree (World Racing mode) allow you to pick your own path through an interconnected series of challenges.

EA TIP: Winning an event may unlock more events than placing second or third. So the faster you go, the more choices you may have for your next race.

To Navigate the Tree:

1. Press the D-button $\updownarrow$ or $\leftrightarrow$ to highlight events on the tree.
2. Press the $\times$ button to see more information about a highlighted event.
3. Press the $\times$ button again to begin any unlocked event.

ZONE AND JUMP CAMS

Zone and Jump cams highlight thrilling moments as they happen. Slam into a roadblock and time momentarily stops for a 360-degree overhead Zone Cam shot of the action. Catch big air and the Jump Cam automatically pulls back for a slow motion shot of your car in flight. Zone cameras only function when they are turned on in the Pause Menu.

To manually activate Zone Cams at any time during gameplay:

- ➔ Press the **L2** button (automatic transmission) or press the $\blacktriangle$ button + the **L2** button (manual / semi-auto transmission) to stop the action momentarily while the camera circles your car.
- ➔ Press the **R2** button (automatic transmission) or press the $\blacktriangle$ button + the **R2** button (manual / semi-auto transmission) to preview the track ahead.

NOTE: Zone cams are not available when racing as the cop.

COPS

So you think getting away is going to be easy? Think again. The cops in *Need for Speed Hot Pursuit 2* use advanced cooperative tactics to bring you to a halt. Their equipment includes: spike strips, road blocks, and well-armed helicopters, so even the best drivers can't take their freedom for granted. ($\rightarrow$ *You're the Cop* on p. 13.)

GAME MODES

Sometimes you feel like a cop, sometimes you don't. That's why *Need for Speed Hot Pursuit 2* offers so many ways to play. Choose between racing, chasing, being chased, or just blasting around the track solo. What kind of drive are you up for?

Hot Pursuit – The cops chase you, or you're the cop chasing speeders.

- ☐ Glowing blue triangles appear toward the bottom of the screen. Each triangle indicates a cop just behind you. The larger it appears, the closer the cop is.

World Racing – Racing without cops.

- ☐ Glowing orange triangles appear near the bottom of the screen. Each triangle indicates another racer just behind you.

QUICK RACE

The fastest way to the starting line, Quick Race is a randomly generated single-player race. You will be given any one of the unlocked cars on any one of the unlocked tracks.

YOU'RE THE COP (HOT PURSUIT ONLY)

Chase speeders in a suped-up cruiser while calling in other officers for support. In two-player you chase your friend or vice-versa.

DRIVING THE BLACK & WHITE

In You're the Cop mode, you get a chance to stop speeders yourself, so it pays to know cop tactics.

- ➔ Activate the siren to target speeders. A blue arrow will float above the targeted car. (> *Complete Controls* on p. 6.)
- ➔ Call for help from a roadblock or helicopter, and your fellow officers will help you stop the targeted car. (> *Complete Controls* on p. 6.)
- ➔ Once you get close enough, hit the speeder repeatedly and pin them to finish the arrest.
- ➔ Fill your arrest quota before time runs out to earn bonus points.

CHALLENGE

A highly customized race against A.I. racers, or against a friend. You pick the car, the track, the type of race, and more. A classic test of your driving skill.

ULTIMATE RACER

So you want to be the Ultimate Racer? Risk it all on the mean streets as you sometimes pit your skills and your wits against the advanced tactics of the police and their high-tech equipment. At other times, you are the cop doing the chasing! Gather points by advancing through the tree on your way to the final race.

CHAMPIONSHIP

Rub sheet metal with highly advanced drivers that test your driving skills and the limits of your machine, with no pesky cops to interfere. A good finish unlocks more options for the next race as you choose your own path through the tree to become "World Champion".

MULTIPLAYER

Rip up the road with a friend. All Challenge races and You're the Cop chases are available as two-person, split-screen races. Player 1 always appears at the top of the split screen, with Player 2 at the bottom.

EA TIP: *Don't miss multiplayer You're the Cop, where one player runs from the long arm of the other.*

To Start a Multiplayer Race:

1. Select HOT PURSUIT or WORLD RACING
2. Select CHALLENGE or YOU'RE THE COP (HOT PURSUIT only).
3. Select TWO PLAYERS.

4. Player one selects a car from the top of the screen; Player 2 selects one from the bottom. (> *Car Selection* on p. 9.)
 5. Select a track.
- ☐ Multiplayer is not selectable unless two controllers are plugged into the PlayStation 2 console.

REWARDS

Fast driving will get you places, and in *Need for Speed Hot Pursuit 2* it can open up new worlds. Accumulate points during every event as well as Challenge mode based on your driving performance. These points automatically unlock new cars and tracks for you.

RACE TYPES

Need for Speed Hot Pursuit 2 offers several different ways to compete on the course, from meandering Sunday drives in Free Run to a series of white-knuckle finishes in Knockout.

SINGLE RACE

Uphold your honor by showing other drivers nothing but your tailpipes. This is a standard race, and the first driver across the finish line wins.

KNOCKOUT

At the end of each Knockout race the driver that finished last (and any arrested drivers in Hot Pursuit mode) are eliminated from the competition. The races can take place on either the same track or a series of random tracks from those you have unlocked. The winner of the last race wins the Knockout.

LAP KNOCKOUT

Race laps around a track against other competing drivers. At the end of each lap the driver in last place and any arrested drivers are eliminated. The driver in first place at the end of the last lap wins.

FREE RUN

Drive the track without a time limit or other opponents. This is a great way to practice the unlocked tracks without any competition. You can also practice avoiding the cops in Hot Pursuit Free Run.

OPTIONS

Set your audio, controller, display, save/load, and player name.

OPTIONS SCREEN

AUDIO	Control music and sound effects by adjusting sound levels. Customize where to play songs.
CONTROLLER	Player 1 and Player 2 can individually select from preset controller configurations, calibrate steering wheels, and turn vibration/feedback ON or OFF .
DISPLAY	Fine-tune the display settings including track map, rearview mirror, cameras, gauges, lap times and more.
SAVE/LOAD	Save a game, load a game, or turn AutoSave ON/OFF .
PLAYER NAMES	Enter the players' names and genders to identify your persona.
CREDITS	View credits for <i>Need for Speed Hot Pursuit 2</i> .

SAVING AND LOADING

Need for Speed Hot Pursuit 2 allows you to save game data with the use of a memory card (8MB) (for PlayStation®2).

NOTE: Never insert or remove a memory card 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 Load a Saved Game:

1. Select **OPTIONS** from the Main Menu.
2. Select **SAVE/LOAD** from the Options menu.
3. Select **LOAD**.

To Save Game Data:

1. Select **OPTIONS** from the Main Menu.
2. Select **SAVE/LOAD** from the Options menu.
3. Select **SAVE**.

AUTOSAVE

When Autosave is turned on, *Need for Speed Hot Pursuit 2* automatically saves your game after each event.

To Turn Autosave On or Off:

1. Select **OPTIONS** from the Main Menu.
2. Select **SAVE/LOAD** from the Options menu.
3. Select **AUTOSAVE ON/OFF**.

CREDITS

BLACK BOX GAMES

Programmers: Arn, Andrew Chang, Euan Forrester, Brian Green, Tristan Grimmer, Phil Ibis, Jeff Johnston, Chris Lippmann, Colin O'Connor, Leonard Paul, Jim Randall, Chris Robertson, Martin Sikes

Additional Programming: Ryan Bedard, Steven Brekelmans, Jason Dorie, Keith Hentschel

Artists: Stéphane Alberola, Brendan Cohoe, Darren Gough, Wesley Holder, Greg Ipp, Martin Konopa, Li Lao, Wayne Leung, Christian McKeegan, Sean Murphy, Rob Oliveira, Mike Olson, Alden Phipps, Nigel Quarless, Russell Rice, Craig Schiller, Daniel Seiberling, Gene Shih, THURSTY, Light Show Multimedia Corporation

Additional Artists

Black Box Games: Jon Adkins, Craig Hui, Lasko Konopa, Arnel Labarda, Casey O'Brien, , Phil Tse, Neeraja Vaid, Rob Willock

Cat Daddy Games: Mac Congrove, Harley Howe, Deane Marston, Mike Sarff, Stefan Schwartz

Cameras: Paxton Gerrish, Hames Marshall, Jurie Wessels

Technical Assitant: Stefan Oberg

Audio: Rashid Hille

Producers: David C. Hooper, Richard Mul, Stefan Q. Wessels

Game Designer: William Ho

Quality Assurance: Chris Denschikoff, Daniel Holloway, Chris Rezanson, Tony Rodriguez, Michael Sasyniuk, Jonathan Tobias Spangler, Matt Tomporowski

Special Thanks: Steve Bocska, Graemme Brown, Ken Brown, Adam Bullied, Thomas Burgel, Nick Burke, Ritche Corpus, Sasa Djolic, Robinson Huff, Andrew Hume, Christophe Juncker, Shawn Kunkel, Andrew Laing, Diego Mannino, Brad Mercer, Xenia Mul, Christophe Poupon, Steve Royea, Ryan Senger, Troy Sobotka, Lawrence Sparling, Lisa Stuible, Fred Swan, Paul Tremblay, Amy Tipler, Eric Turmel, Priscilla Wyrzykowski

ELECTRONIC ARTS

Programmer: Amory Wong

Executive Producer: Sam Nelson

Senior Producer: Mark Madland

Associate Producers: Scott Probin, Serena Whitters, Arlaine Walker, Andy Agostini

Senior Development Director: Marcel Laforce

Audio: Juan Jacyna, Robert Ridihalgh, Martin Wasiel, Alistair Hirst, Omar Al-Khafaji, Matt Ragan

Senior Art Director: Henry Labounta

Artists: Curtis Hoiner, Phil Chow, Yvonne Vuu Carinha

Production Coordinators: Lia Siojo, Bryna Dabby

Production Assistance: Brian "Tunaboy" Taney, Ragnar Lindstrom

Contributing Producer: Hanno Lemke

Subject Matter Experts: Gary Hymes, Detective Eric Collier, Detective Mike Hartnett, Jamie Dixon

ELECTRONIC ARTS CANADA QUALITY ASSURANCE

QA Project Manager: David Ham

QA Team Lead: Martin Katzenmeier

Testers: Paul Byrom, Jo'Sun Fu, Anthony Ahamed, Bill Cox, Sean Desharnais, Ed Lambke, Adrian Lee, Matt Maddalozzo, Kent Sunde, Derek Peristy, Dean Peristy, Tony Wong, Steven Yago, James Mar Tan

ELECTRONIC ARTS EUROPE TESTERS

QA Project Manager: Oliver Byrne

QA Team Leads: Piers Langridge, Dan Simcock

Testers: James Fry, Nick Barrett, Scott Newman, Pete Sturgess, Giro Maioriello, Cor Wait, Toby Bushnell

ELECTRONIC ARTS

Marketing: Keith Munro, Peter Royea, Chris Lee

Public Relations: Jeane Wong, Jason Andersen

Packaging: Adrienne Rogers, Amy Winter, Hamagami/Carroll & RJ Muna

Music Licensing: Steve Schnur, Beverly Koeckeritz

Business Affairs: Joel Linzner, Jennifer Campbell, Jennifer Tait

Legal: Sue Garfield, JoAnn Covington, Lisa Tensfeldt, Lettecia Rayson

Intro Video: Lost Boys Studios

Documentation: Noah Davis

Documentation Layout: The Big Idea Group

Customer Quality Control: Anthony Barbagallo, Dave Knudson, Darryl Jenkins, Andrew Young, Tony Alexander, Simon Steel, Russel Medeiros

Voice: Michael Dobson, Garry Chalk, Jillian Michaels, Blu Mankuma, Doc Harris, Yvonne Campeau, Saffron Henderson, Sharon Alexander, Jim Conrad

Additional Sound and Music Design: The Humble Brothers

Photography: Diego Cassetta (Europe), Rob Newell (Canada)

Special Thanks: Don Mattrick, Bruce McMillan, John Riccitiello, Chip Lange, John Batter, Frank Gibeau, Warren Wall, Jeff Karp, Brian Coleman, Larry Castro, Chris Plummer, Scott Jackson, Carolyn Cudmore, Edwin Dolinski, Terry Klassen, Jono Howard, Bill Scheppler, Janean Bowen, Bob Purewal, Joanne Bondoc, Steven Silvester, Steven Wong, Scott McEwen, Brett Bradstock, Mark Lange, Sam Hofer, Peter Miller, Dave Laviolette, Tom Raycove, James Meyer, EAC Mastering Lab, EAC QA Compatibility Lab, Tony Lam, Jennifer Lewis, Jason Ross, Bob Katz, Brian Ward, Rosalie Vivanco, Chuck Osieja, Andy Abramovici, Sean O'Connor, Andy Beaudoin, Caesar Filori, Chelan County Sheriff's Office, Pam Levins, Tanya Annicchiarico, Pam Burnell, Cody Ritchie, Ryan Cleven, Omar Al-Khafaji, Scott Murray, Brennan Johnson, Hannah Faulkner, Josh Madland, Kell Wiggum, Ritche Corpus, Christophe Juncker, Stuart Coutts, Chris Wilkins

AUTOMOTIVE

Aston Martin Lagonda Limited: Nikki Deen

BMW AG: Achim Muellers

Daimler Chrysler Corporation: Shelley Skeens, Brand Sense; Jennifer Hilton, The Joester Loria Group; Lacey La Barbera, The Joester Loria Group

Ferrari S.p.A. : Silvio Vigato, Katia Bassi, Francesca Curci

Ford Motor Company, Australia: Roger Gray, Robert DeFilippo

Ford Motor Company, North America: Liz Ramaswamy, The Beanstalk Group; Michael Jerchow, The Beanstalk Group; William Bozgan, The Beanstalk Group; JoAnne Mckenzie, iIdentify Licensing Management, LLC

General Motors: Anthony Biondo, Equity Management Inc.; Crys Spires, Equity Management Inc.; Charles Robertson, Equity Management Inc.; Lesley Matt, Equity Management Inc.; John O'Neill, Equity Management Inc.

Holden Special Vehicles: Brad Dunstan, Dean Grimster

Lamborghini S.p.A. : Maria Lucia Lazzarini, Ludovico Mazza

Group Lotus Limited: Katie Dann

McLaren Cars Limited: Tim Murnane, Harold Dermott

Mercedes-Benz Accessories GmbH: Thomas Jentsch

Porsche AG: Cornelia von Buehler, Lena Makelke, Peter Mueller, Peter Metzdorf

CAR DEALERSHIPS:

Vancouver Auto BMW: James Shiskin

Richmond Plymouth Chrysler Jeep Ltd.: Brian Jesse

MCL Motor Cars Inc.: Philip Lim

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.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

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

Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

NEED A HINT? Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the **US**, dial **900-288-HINT (4468)**. 95c per minute.

In **CANADA**, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT – If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

EA TECHNICAL SUPPORT CONTACT INFO

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

FTP Site: <ftp.ea.com>

Mailing Address: Electronic Arts Technical Support

P.O. Box 9025

Redwood City, CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the United Kingdom, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Software and Documentation © 2002 Electronic Arts Inc. Need for Speed, EA GAMES, the EA GAMES logo and Electronic Arts are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA GAMES™ is an Electronic Arts™ brand.

Certain technology developed by Black Box Games Ltd.

Ferrari, Ferrari F50, Ferrari 360 Spider, Ferrari 550 Barchetta Pininfarina, all associated logos, and the Ferrari F50, Ferrari 360 Spider and Ferrari 550 Barchetta Pininfarina distinctive designs are trademarks of Ferrari S.p.A.

The trademarks Lamborghini, Diablo 6.0 VT, Murciélago and all associated logos are used under license of Lamborghini ArtiMarca S.p.A., Italy.

Aston Martin V12 Vanquish used under license from Aston Martin Lagonda Limited, Ford Motor Company.

The BMW logo, wordmark and model designations are trademarks of BMW AG and are used under license.

Dodge is a registered trademark of DaimlerChrysler Corporation. The Dodge® Viper GTS model and its trade dress is used under license from DaimlerChrysler. © DaimlerChrysler Corporation 2002.

All Ford vehicle models and trademarks are used under license from Ford Motor Company.

General Motors Trademarks are used under license to Electronic Arts Inc.

The Holden Special Vehicles name and the Lion and Helmet logo are registered trademarks of Holden Limited ACN 000 893 232.

The word "Jaguar", the leaping cat device and the characters "XKR" are trademarks of JAGUAR CARS LTD, ENGLAND and are used under license.

Elise, Lotus and Lotus Round Device are registered trade marks of Group Lotus plc.

McLaren, McLaren Cars Ltd., McLaren F1, McLaren F1LM are trademarks of McLaren Cars Ltd.

"Mercedes", "Mercedes Benz", "CL" and "CLK" are trademarks of Daimler-Benz AG.

Licensed from Dr. Ing. h.c. F. Porsche AG under certain Patents. Porsche, 911, and Carrera are registered trademarks of Dr. Ing. h.c. F. Porsche AG.

All other trademarks are the property of their respective owners.

Proof of Purchase
Need for Speed™ Hot Pursuit 2



1444405

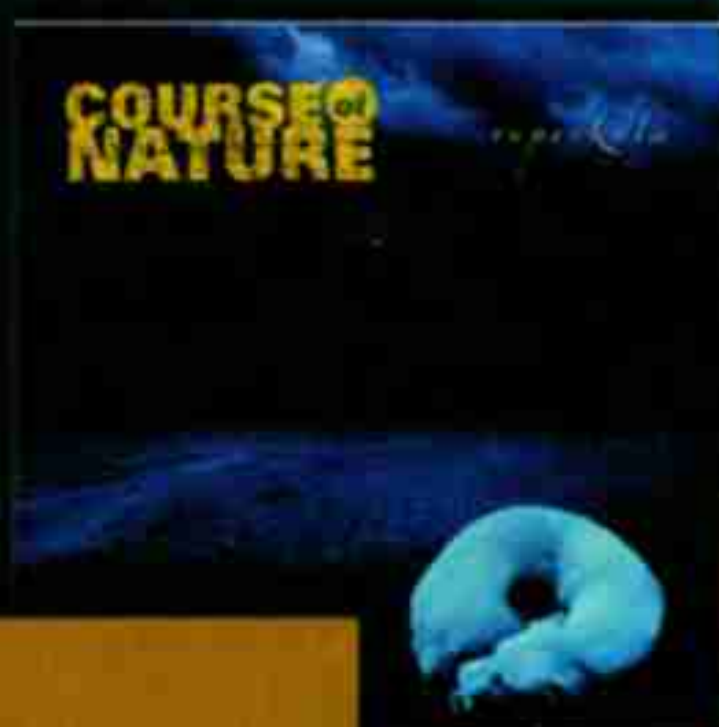
Check Out These Hot New **EA GAMES™** TRAX in

NEED FOR SPEED HOT PURSUIT 2



The Buzzhorn
"Ordinary"

From the album
disconnected



Course of Nature
"Wall of Shame"
From the album *Superkala*



Bush
"The People That We Love"
From the album *Golden State*



Hot Action Cop
"Fever for the Flava"
"Goin' Down On It"



Pulse Ultra
"Build Your Cages"
From the album *Head Space*



Rush
"One Little Victory"
From the album *Vapor Trails*



Uncle Kracker
"Keep It Coming"
From the album
No Stranger to Shame



Also featuring music by EA's own
**The Humble Brothers, Alistair Hirst,
Rom di Prisco, and Matt Ragan**

©2002 Electronic Arts Inc. All rights reserved. All trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

NEED FOR SPEED HOT PURSUIT 2



Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065

© 2002 Electronic Arts Inc. Need for Speed, EA GAMES, the EA GAMES logo and Electronic Arts are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA GAMES™ is an Electronic Arts™ brand.

Ferrari, Ferrari F50, Ferrari 360 Spider, Ferrari 550 Barchetta Pininfarina, all associated logos, and the Ferrari F50, Ferrari 360 Spider and Ferrari 550 Barchetta Pininfarina distinctive designs are trademarks of Ferrari S.p.A. The trademarks Lamborghini, Diablo 6.0 VT, Murciélago and all associated logos are used under license of Lamborghini ArtiMarca S.p.A., Italy. Aston Martin V12 Vanquish used under license from Aston Martin Lagonda Limited, Ford Motor Company. The BMW logo, wordmark and model designations are trademarks of BMW AG and are used under license. Dodge is a registered trademark of DaimlerChrysler Corporation. The Dodge® Viper GTS and its trade dress are used under license by Electronic Arts Inc. ©DaimlerChrysler Corporation 2002. All Ford vehicle models and trademarks are used under license from Ford Motor Company. General Motors Trademarks are used under license by Electronic Arts Inc. The Holden Special Vehicles name and the Lion and Helmet logo are registered trademarks of Holden Limited ACN 000 893 232. The word "Jaguar", the leaping cat device and the characters "XKR" are trademarks of JAGUAR CARS LTD, ENGLAND and are used under license. Elise, Lotus and Lotus Round Device are registered trade marks of Group Lotus plc. McLaren, McLaren Cars Ltd., McLaren F1, McLaren F1LM are trademarks of McLaren Cars Ltd. "Mercedes", "Mercedes Benz", "CL" and "CLK" are trademarks of Daimler-Benz AG. Licensed from Dr. Ing. h.c. F. Porsche AG under certain Patents. Porsche, 911, and Carrera are registered trademarks of Dr. Ing. h.c. F. Porsche AG. All other trademarks are the property of their respective owners.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

