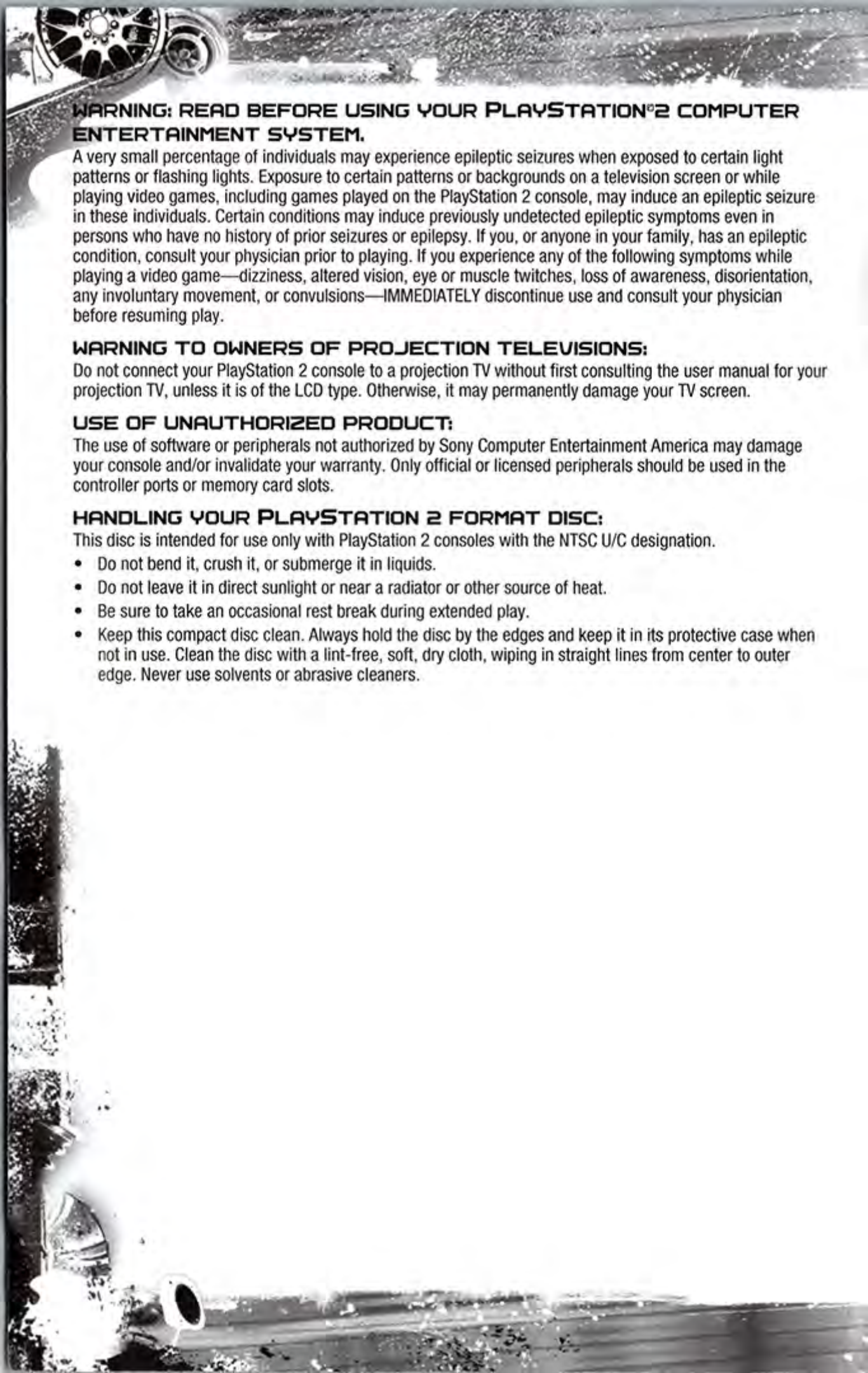


*NEED FOR SPEED*TM
CARBON
COLLECTOR'S EDITION





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.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

BASIC CONTROLS

The controls listed below are the default configuration. Change your controller configuration in the Controls section of the Options menu.

GENERAL GAMEPLAY

Enter shop/Engage event
(Career mode only)

Display world map
(Career mode only)

SMS (Career mode only)

Shift Down

Nitrous

Directional Buttons
(See D-buttons Above)

Steer

Reset Car

Analog mode button

Pause

Speedbreaker (R3 button when pushed down)

Shift Up

Handbrake

Activate Crew Member

Look Back

Accelerate

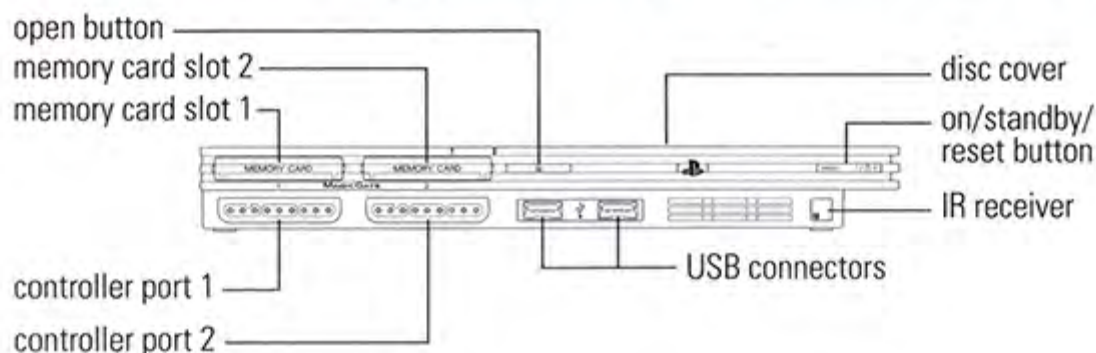
Brake/Reverse

NOTE: *Need for Speed™ Carbon* only supports the DUALSHOCK®2 analog controller.

NOTE: *Need for Speed Carbon* can also be played using the Logitech Driving Force Pro, Logitech Driving Force Ex, or Logitech G25 Racing Wheels connected to a USB connector. See the Options menu's Controls section to review diagrams of your steering wheel's controls.

Check out EA™ online at www.ea.com.

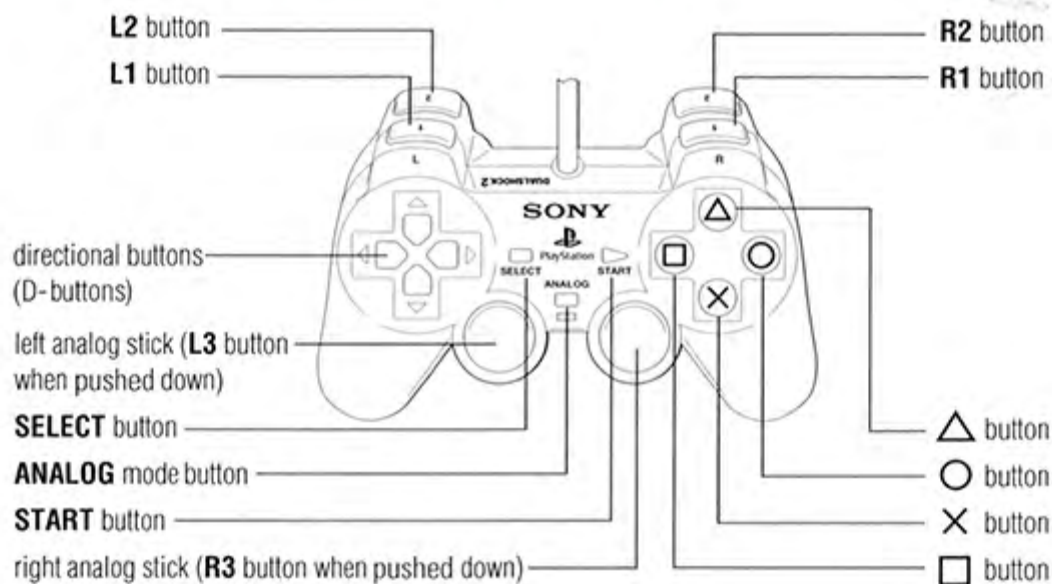
STARTING THE GAME



1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Press the OPEN button to open the disc cover.
4. Place the *Need for Speed Carbon* disc with the label side facing up in the disc holder, and then close the disc cover.
5. Attach game controllers and other peripherals as appropriate.
6. Follow the on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





PLAYING THE GAME

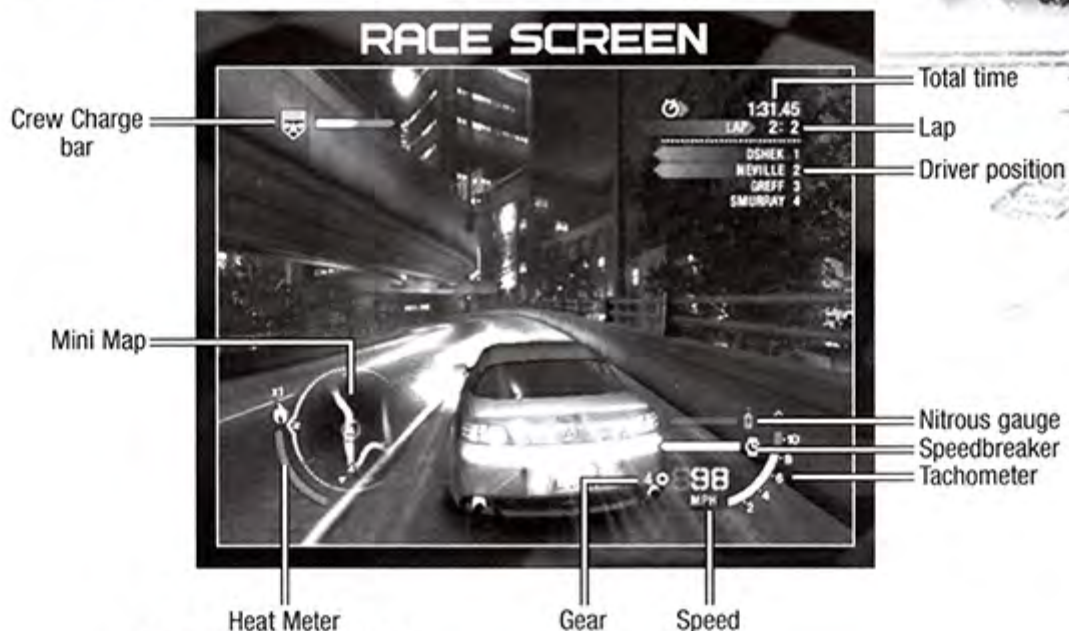
Jump into the action with a Quick Race, take over the city in Career mode, or earn medals in the Challenge Series. What are you waiting for? Get moving!

MY ALIAS

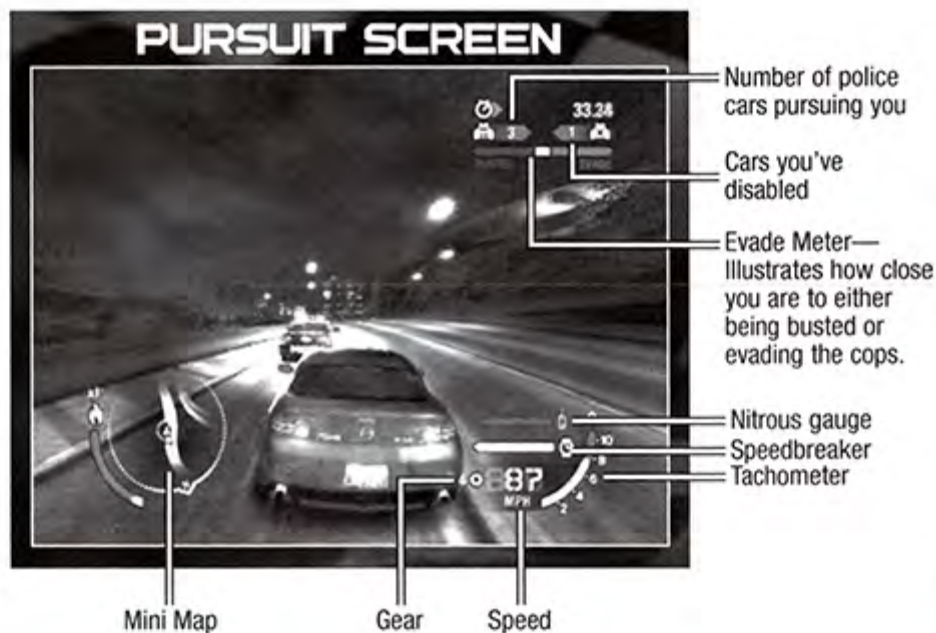
You are prompted to create an Alias before you can begin your career or save any changes. Your game progress is automatically saved to your Alias, once you create it.

MAIN MENU

- | | |
|-------------------------|---|
| Career | See p. 6. |
| My Cars | Add cars to your garage and customize them with visual and performance upgrades you've unlocked. |
| Challenge Series | See p. 7. |
| Quick Race | Get right to business with a race that doesn't count toward your Career mode progress. |
| Reward Cards | Accumulate Reward Cards by achieving the in-game accomplishments described on-screen. Each icon is composed of four achievements that you must complete to obtain the reward. |
| Statistics | Keep track of all your progress in the game including the best times in each race course and your cumulative Pursuit stats. |
| Options | Personalize your options including audio, video, gameplay, and more. You can also access the Options menu by pausing the game. |



Heat Meter
The higher your heat, the more likely you are to be pursued by the police.



SAVING AND LOADING

The game automatically saves and loads your progress when you have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1. You can turn Autosave off in the Gameplay section of the Options menu. You can also manually save your game at any point by selecting SAVE in the Career Main menu.



CAREER MODE

In an all-out war for the city, you and your crew must risk everything to take over rival neighborhoods one block at a time. As the police turn up the heat, the battle ultimately shifts to Carbon Canyon, where territories and reputations can be lost on every perilous curve.

CAR CLASSES

Muscle. Exotic. Tuner. Which class will you represent? Each has strengths and weaknesses. For example, Tuners dominate in the turns, while Exotics put your speedometer to the test. Choose a class then decide between an Automatic or Manual transmission to begin your quest for urban domination.

YOUR CREW

Fortunately, you don't have to do all the work on your own. You've got a crew to back you up. In most events, you can take wingmen with you and use them to help you win races.

RECRUITING CREW MEMBERS

After you defeat a rival crew boss or on certain other occasions, rival crews may offer to join your crew. Select MY CREW in the Safe House to review all your crew management options. Here you are able to read bios for each crew member and see what kind of skills and bonuses they would add to your crew if you hire them.

ROLES

The three types of wingmen—Blockers, Drafters, and Scouts—each have unique roles to help you win races. Blockers get in the way of other drivers to slow them down and throw them off their lines. Drafters give you a second of speed boost for every second you stay behind them. Scouts show you alternate paths around and through the race course.

SKILLS

Your crew members may also have certain skills to help you out along the way. Fixers prevent your heat level from increasing and give you a little extra cash when you win races. Mechanics provide discounts on performance parts and give you a nitrous or Speedbreaker boost in races. Fabricators allow you to unlock certain Autosculpt parts in the Customization menu and let you buy certain visual parts at a discount.

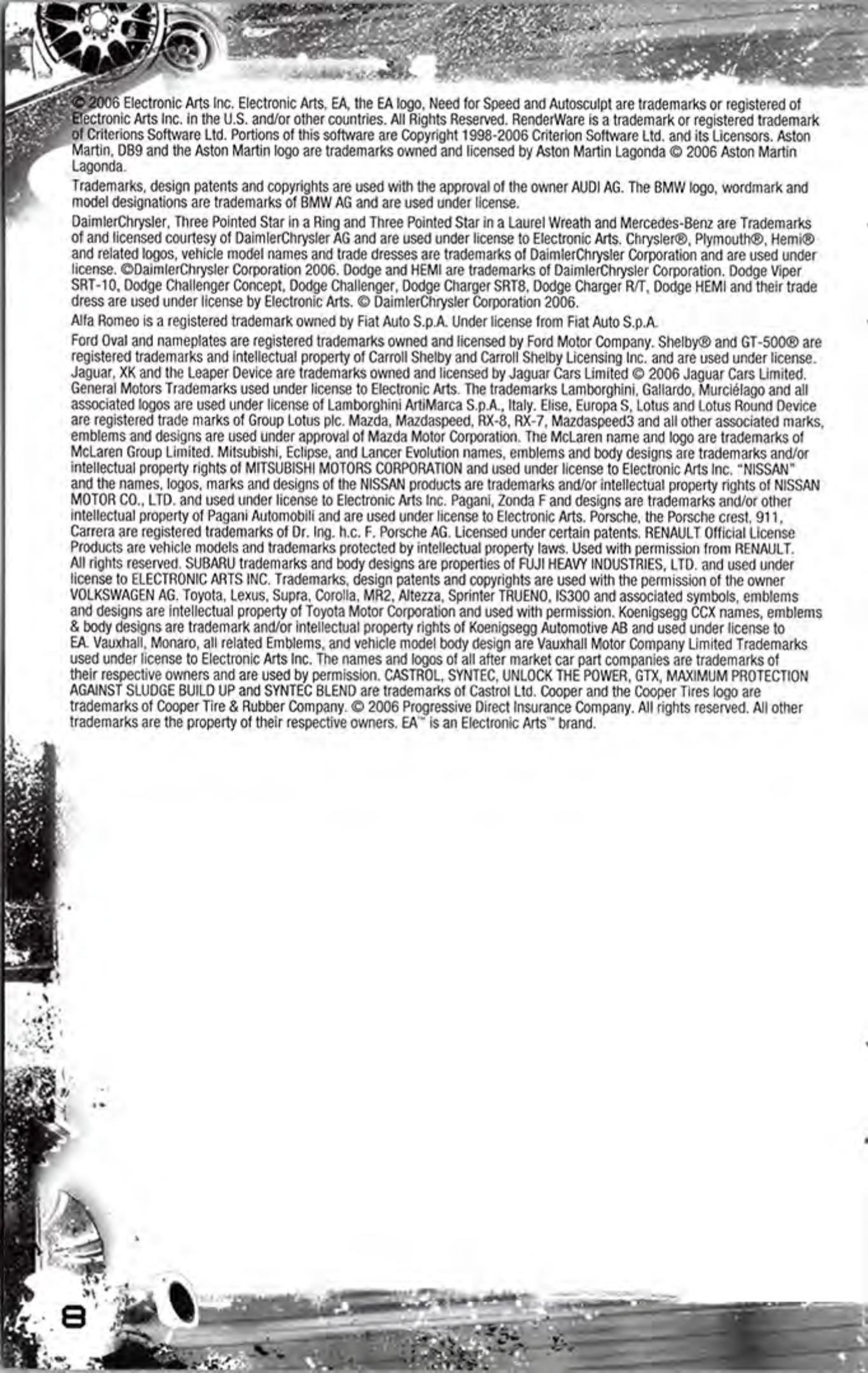
SAFE HOUSE MENU

- | | |
|----------------------|---|
| World Map | Use the map to enter races and review how much territory you own. Each territory is owned by a rival crew, and has a target number of races you need to win before you unlock events against the crew boss. You need to beat the boss to take control of the territory. |
| Free Roam | Cruise around the city, enter races, outrun the cops, or accept a rival crew challenge in an open-world race. |
| Customization | Cash in your winnings to upgrade your cars with standard parts or use your imagination to create the car of your dreams with Autosculpt. Once you've picked out your parts, select SHOPPING CART to purchase and install them on your vehicle. |
| Car Select | Choose any car you own for your next race. You can also sell your cars for cash here. |
| Crew | Hire and fire crew members, watch their bio videos, and view their cars. You can also personalize your crew logo. |

CHALLENGE SERIES

Get behind the wheel and test your skills in 11 types of events. Work your way up to the Gold Medal events by taking home the Bronze and Silver medals.

- Canyon Duel** Go head to head against a single opponent down a perilous canyon road. Keep an eye on the Duel meter in the upper right of your screen. If you fall behind for too long, you automatically lose.
- Canyon Race** Take on three other drivers in a race to the bottom of a canyon.
- Checkpoint** Reach certain checkpoints on the track before time expires to earn bonus time to finish the event.
- Canyon Checkpoint** This is just like a regular Checkpoint event, only with the added dangers of the canyon.
- Canyon Drift** Reach a target score to win this event. Earn points by drifting around corners—the longer the drift and the faster your speed, the more points you earn. Earn multipliers by maintaining a clean run and not hitting the walls.
- Pursuit Evasion** Evade the police for the specified amount of time to earn a medal. The meter in the upper right of your screen shows how close you are to either getting busted or evading the pursuit, as well as how many cars are hunting you down. If you fill the evasion meter, you earn a cooldown period—the pursuit is over when the cooldown meter is full. However, if you are spotted again before the cooldown meter fills, the pursuit resumes.
- Trade Paint** Avoid being busted by the police and take some of them out while you're at it. Ram into their cars to disable them.
- Circuit** Race on traditional lap-based courses with barriers to help keep you on track.
- Sprint** Drive as fast as you can in a point-to-point race.
- Drift** Like the Canyon Drift, you need to reach a certain score to earn your medal by drifting around corners. You earn multipliers for linking drifts around multiple corners.
- Speedtrap** Race through a number of speedtraps in a point-to-point race. The driver with the highest cumulative speed at the end of the race is the winner.



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