

Performance with Attitude!

Packed with all the exotic supercars and tracks you crave, *Need for Speed III* adds exciting new elements to the mix with all-new Hot Pursuit mode.

If you can't beat 'em, bust 'em: Drive a high-performance patrol unit and keep the streets safe. You're judged by how many perps you punish.

For news and updates, visit the official NFS3 website at www.needforspeed.com.

Setting up a game



Taking a spin

To begin a race:

1. From the Game Setup menu, click ONE PLAYER. The Race Type overlay appears.
2. Click SINGLE RACE. The Name Entry box appears.
3. Type your name and press **ENTER**. The Main menu appears.
4. Click RACE. The race loads.

Game Setup Menu

Main Menu



- Whenever you see a ➔, click it to access a cascading menu.

Keyboard Command Reference

Default Driving Controls - Single Player Race

Action	Keyboard	Joystick/ Gamepad	Action	Keyboard	Joystick/ Gamepad
Accelerate	Arrow key Up	A	Cycle driving views	C	D
Steer left/right	Arrow key Left/Right	Left/Right	Horn; Siren (pursuit car)	H	H
Brake	Arrow key Down	B	Reset car	R	J
Handbrake	SPACEBAR	C	Lay spike strip (in pursuit)	S	I
Shift up/down	A/Z	F/E	Lights on/off/full beams	L	G
Look behind	B	E Keyboard			

Additional Game Controls

Action	Keyboard	Action	Keyboard
Pause/Resume race	ESC	Toggle rearview mirror	F7
Hide/Reveal Pause menu	F1	Toggle music	F8
Rotate Pause camera left/right	F2/F4	Toggle sound FX	F9
Stop/Resume Pause camera rotation	F3	Reduce/Expand window	F11/F12
Toggle on-screen gauges	F5	Cycle Map options	TAB
Toggle on-screen gauges (Player 2)	F6	Reduce/Expand map	+/- (keypad)

Difficulty Level Menu

This menu appears only in Tournament and Knockout modes.

Player Car Menu

Transmission

Choose between an AUTOMATIC or MANUAL transmission.

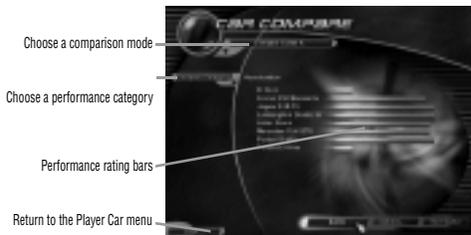
Colour

You can select CUSTOM to create virtually any colour you want.

To create a custom colour:

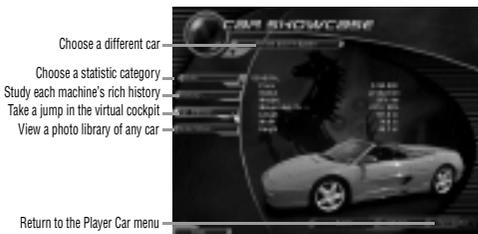
1. Select CUSTOM from the Colour cascade menu. The paint palette appears.
2. Move the vertical slider to the general colour you want, then position the colour selector on a specific colour. Click PREVIEW to view the colour on your car.
3. When you're happy with the final product, click ACCEPT.

Car Compare



Showcase

Learn everything there is to know about the supercars featured in *NEED FOR SPEED III*.



- At the Car Interior screen, you can use on-screen tools to move the image in any direction.

Car Tuning

Use the sliders to adjust your car's setup in each tuning category.

- To return the car to its factory settings, click SET DEFAULTS.

- To return to the Player Car menu, click BACK...

Not available in tournament and knockout modes

ENGINE

TUNING

Tune toward the low end for faster acceleration or to the high end for more top speed.

BRAKE

BALANCE

Tuning to the front creates an understeering car by transferring weight to the rear during braking. Tune to the rear for an oversteering car.

STEERING

SPEED

Set this option slower for more gradual turning or quicker for fast steering.

GEAR RATIOS

High gear ratios let your car climb through the gears quickly, spending less time in the slower gears. Low gear ratios trade sluggish starts for top speed.

SUSPENSION

STIFFNESS

A car with a soft suspension rolls into the turns. A car with a stiff suspension fights the road but gives you a better feel for it.

AERODYNAMICS

Tune higher for more downforce, increasing handling but reducing speed, or lower for less wind resistance.

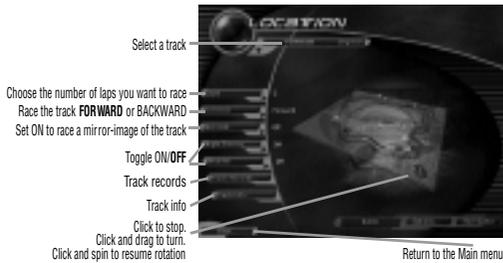
TIRES

Rain tires grip the road under wet conditions. Racing tires have smooth surfaces that stick to dry roads.

Download Car

When you click DOWNLOAD CAR from the Player Car menu, a prompt appears asking if you want to close the game. Click YES to launch your web browser taking you to the Need for Speed homepage where instructions step you through the download process.

Location Menu



Track Records

- To organise drivers by a different category, click that category's header.
- To view records for a different track, click the track name at the top of the screen and choose another track.
- To erase all records for the current track, click **DELETE RECORDS**.

Track Info

The Track Info screen displays a complete map of the currently selected track.

- The start/finish line is represented by a rotating black and white icon.
- For info on a different track, click the track name at the top of the screen and choose another track.

Opponent Car Menu



- If you're racing against a full grid, you can choose a car from the Car menu to race against a pack of identical computer cars, or choose a class to race against random computer cars from the selected class.

Driving Assists Menu

Assists are available only in Single Race and Hot Pursuit modes.

BRAKING With braking assist ON, if you are driving too fast to negotiate a turn, the computer slows your car.

COLLISION RECOVERY Set collision recovery ON for faster accident recovery.

TRACTION Traction assist keeps your tires from spinning when you generate excessive torque. This enables the car to hug the road for faster cornering and quicker starts.

BEST LINE Pylons mark the fastest racing line around the track. Try to stay between the pylons, then check your success rate at the end of the race.

NAVIGATOR When ON, colour-coded arrows and the NFS3 announcer help you navigate the turns.

PURSUIT Available in Hot Pursuit mode only. When ON, as soon as you make a bust, your car teleports up to the leader, so you have a good chance of busting him too.

Hot Pursuit Note: In Hot Pursuit mode with Assists ON, if you're the cop and you're trailing the pack, you can press **R** at any time to immediately catch up to the last car in the race.

Player Name

Enter your name here to track your progress.

Options Menu

Audio

AUDIO MODE Dolby™ Surround helps you feel the cars behind you and your engine beneath you. Choose the best mode supported by your system.

RACING TUNE Sample and select your favourite song, select **RANDOM** or choose **TRACK DEFAULT** to play the pre-selected tune for each track.

MENU TUNE Sample and select your favourite song played during the menu screens or choose **RANDOM**.

Controllers

Access the Controllers menu to view the command button for each racing action.

- To remap a command button, click the action you want to edit, then press the button you want to assign to it.
- ⇒ To reassign a command to an axis, do one of the following:

Half Axis Assignment

To assign half the range of an axis to a command:

1. Place the axis control in its center position.
 2. Click the action you want to change.
 3. Move the axis from its center position to one extreme.
- You can assign the other extreme to another command.

Full Axis Assignment

To assign the full range of an axis to a command:

1. Place the axis control all the way to one extreme of its range.
 2. Click the action you want to change.
 3. Move the axis to the opposite extreme.
- To reverse the direction, begin again with the axis at the opposite end of its range.

DEAD ZONE To expand or reduce your controller's dead zone, click and drag the beads in the middle of the axis bars. The dead zone is the range you can move your controller before it affects your car's performance.

FORCE FEEDBACK NFS3 takes full advantage of force feedback controllers. Move the sliders to adjust the level of feedback.

AUDIO FEEDBACK Map three numerical keys for audio feedback on your current race status. This feature is especially helpful when driving with the HUD turned OFF.

FUNCTION

KEYS Get familiar with the function key commands.
You cannot remap function keys.

Cameras

During a race, you can cycle through four cameras.

- To configure camera views, click each camera button to toggle selections, or access the cascade menus, and click the views you want.

Graphics

NFS3 defaults the Graphics options to the optimum settings for your computer system. If you want more graphic detail, set the options to the highest levels. If you want the game to run faster on your computer, try reducing some detail.

SCREEN SIZE For optimum graphics, choose the highest resolution supported by your video card. Screen sizes followed by (z) will run, by default, with the Z Buffer option ON.

WIDESCREEN Widescreen mode improves framerate, and offers an alternative view

CAR CHROME Chrome gives your car a brilliant, reflective sheen. Toggle ON/OFF.

CAR SHADING Shading gives depth to your car's contours.
Toggle ON/OFF.

CAR DETAIL The higher the detail the more realistic your car's appearance. Set HIGH, MEDIUM, or LOW.

SPECIAL EFFECTS Special effects add a real-world element to the race. Set HIGH, LOW, or OFF.

HORIZON The horizon completes the landscape. Set HIGH, LOW or OFF.

Advanced Settings:

VIEW DISTANCE: Determines how far the landscape is drawn. With FULL, the entire landscape appears. With CLOSE, the landscape is drawn just as you drive into it.

Z BUFFER: Set Z Buffer ON for the smoothest graphics. When OFF, the Headlights option is not available.

VIEW ANGLE: Choose a **NARROW** angle to focus the view on your car or **WIDE** to bring more landscape into the picture.

HEADLIGHTS: **VERTEX** headlights brighten the general area in front of your car. **PROJECTED** headlights focus strong beams of light on the road, illuminating your path.

ALPHA INTENSITY: Adjust the Car Chrome brightness. Move the slider to the left to tone down this feature.

Heads Up Display



- To toggle the entire HUD **ON/OFF**, click **DISPLAY**.

On the Track

Pause Menu

- To pause a race, press **ESC**. The Pause menu appears.

AUDIO Use the sliders to adjust the various volume settings.

CONTROLS View and/or remap driving controls.

CAMERAS Assign the camera views.

GRAPHICS Set graphics options.

HEADS UP DISPLAY Customise the on-screen gauges. To customise the appearance of your HUD, select **Positions...** You may then click and drag any gauge to any part of the screen.

CONTINUE Get back to the racing action.

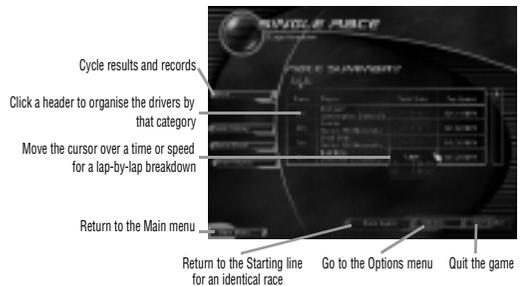
RESTART Return to the starting grid and restart the current race.

QUIT Abort the current race. (Choose to go to the Main menu, Race Results screen, or the Windows® operating system.)

While your race is paused, you can use the function keys to get a good view of the game environment.

- To hide the Pause menu, press **F1**
- To rotate the Pause camera left/right, press and hold **F2/F4**.
- To pause/resume auto camera rotation, press **F3**.

Race Summary Screen



Following a race, the Race Summary screen appears.

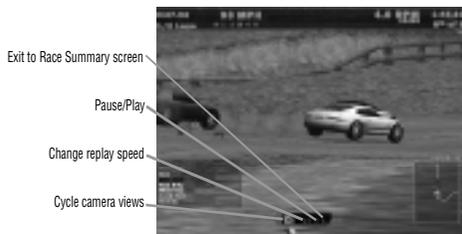
- To save a replay of the race, click **SAVE REPLAY**, type a name to label it (your player name is the default), and press **ENTER**.
- To save a ghost of your race, click **SAVE GHOST**, type a name to label it (your player name is the default), and press **ENTER**.

EA TIP: Replay and ghost files are saved to your computer's hard drive (default path: **{Program Files\Electronic Arts\Need for Speed IINFeData\Save\}**) with the extensions **.{RPY}** for replays and **.{GST}** for ghosts. You can send these files as email attachments to your friends who also own NFS3. If they place them in their **Save** folders, they can watch your replays and race against your ghosts.

- The ghost is your performance during the just completed race. When you load a ghost, you run the same race again with a transparent car mirroring the line you drove. In this way, you can race against yourself.

Note: You cannot collide with the ghost car.

- To view a replay of the race, click VIEW REPLAY.



Game Modes

Single Race

Choose SINGLE RACE from the Race Type overlay, then configure your game at the Main menu, and click RACE.

Hot Pursuit

Nobody rides for free. The thrill of opening up 12 cylinders and unleashing 500 horses takes a cautionary turn when hard-nosed cops patrol the road.

Hot Pursuit Note: Some cars are not available in Hot Pursuit mode.

Chase...

Teach your former peers a little respect for the badge.

When you spot a speeder:

- Press **H** to switch on your siren and lights. The speeder is now targeted for pursuit and arrest.
- Use the force of your vehicle to pull the offender over or get in front of him and press **S** to lay down a spike belt.
- Meet your ticket quota on all the tracks, including the bonus track, [Empire City], and you win a bonus super pursuit car.

...or be Chased

The cops engage in pursuit as soon as you, or your competitor, commit a moving violation. Reach the finish line first, and you're home free!

When the cops give chase:

- If you are guilty of a moving violation (driving recklessly, speeding, driving on the wrong side of the road), and you get pulled over, valuable time ticks off the clock while you receive a ticket or a warning.
- If you exceed the number of busts allowed per race (determined by the number of laps), they'll arrest you. If this happens, your game is over.
- Beat the cops on all tracks, including the bonus track, Empire City, and you win a bonus super pursuit car.

Hot Pursuit Setup

Choose HOT PURSUIT from the Race Type overlay, then configure your game at the Main menu, and click RACE.

- To be the law, you must choose a pursuit vehicle from the Player Car menu.

Hot Pursuit Note: The FULL GRID option is not available on the Opponent Car menu.

Multiplayer Hot Pursuit

In a multiplayer Hot Pursuit race, you can try to apprehend your friends, team up and go after speeders, or race-as-usual while trying to evade the cops.

Knockout

Knockouts are single-elimination tournaments, beginning with eight competitors. Following each 2-lap race, the last place car is eliminated from the Knockout. The final race is a head-to-head battle between the two surviving cars.

- You can race in two types of Knockouts – Beginner and Expert. Expert Knockouts feature factors randomly applied to the track.

Knockout Setup

Choose KNOCKOUT from the Race Type overlay, then configure your game at the Main menu, and click RACE.

Knockout Note: All Location menu options are preset for the Knockout.

Knockout Note: The Opponent Car menu is not available because the remaining Knockout entries are computer generated, based on the car class you choose to race.

After a Race

The Race Summary screen appears after each race. Specific to Knockout mode:

- The RESTART option is not available.
- CONTINUE RACE takes you to the next race in the Knockout.



Multiplayer Knockouts

The Knockout continues as long as at least one human racer remains in contention. Players eliminated from the Knockout can stay in the action by driving the Army truck - interacting with other racers but no longer competing.

Tournament

A Tournament consists of eight 4-lap races, each taking place on a different track. Drivers receive points based on their finishing positions at each race. The driver with the top score at the end of eight races wins the Tournament.

- You can race in two types of Tournaments – Beginner and Expert. Expert Tournaments feature various factors (Weather etc.) randomly applied to the track.
- Winning the Beginner Tournament unlocks the Jaguar XJR-15. Winning the Expert Tournament unlocks the Mercedes CLK-GTR.

Tournament Setup

Choose TOURNAMENT from the Race Type overlay, then configure your game at the Main menu, and click RACE.

Tournament Note: You do not have the option to choose a track or number of laps because Tournaments take place on pre-scheduled circuits, and they are always four laps long. The Opponent Car menu is not available because the remaining Tournament entries are computer generated, based on the car class you choose to race.

After a Race

Specific to Tournament mode:

- The RESTART option is not available.
- CONTINUE RACE takes you to the next race in the Tournament.



Multiplayer Tournaments

Multiplayer Tournaments consist of eight 2-lap races.

Loading and Deleting Saved Game files

Access the Load menu to load saved game files. From the Load menu, you can resume Knockouts and Tournaments in progress, view replays, and race against your previous performances.

- To access the Load menu, click LOAD from either the Game Setup menu or the Options menu.

To Load or Delete a file:

1. Click the type of file you want to load/delete: KNOCKOUTS, TOURNAMENTS, REPLAYS, or GHOSTS. The list of saved files appears.
2. Click the file you want to load/delete, then click LOAD or DELETE. If you selected LOAD you're at the starting line for the next event, if you selected DELETE the file is deleted.

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