

Road and Track Presents: Need for Speed by Kraig Kujawa

Ever had the urge to take a Ferrari and drive it on the wrong lane of an icy two-way highway? How about outrunning a police car with a Dodge Viper down the middle of a busy city street? If any of these situations strike a chord, you will probably like Electronic Arts newest 3DO effort, Need for Speed.

Need for Speed is one of the more unique racing titles to hit any game system in quite a long time. The Test Drive series of games on the IBM-PC and Amiga computers were the only other games to offer this type of gameplay, and its no coincidence that this same team of programmers wrote Need for Speed years later.

Need for Speed's uniqueness lies in that it is a true simulation instead of just another arcade-type racing game. This game allows the simulation of eight different exotic cars that most of us will never get to touch in our lifetime (except at maybe a car show). Cars such as the new Mazda RX-7, the Dodge Viper, Chevrolet Corvette ZR-1, and the Porsche 911 are just some of the sets of wheels that you can try on. If your not familiar with these super-cars, the game offers some slick video of each vehicle along with multiple pages of narrated statistical sheets that any car aficionado would be proud of.

Once a car is selected, the user can choose whether they want to race against the clock, or against the very annoying computer opponent named "Mr. X". Mr. X has a great talent for being obnoxious and over-zealous in the numerous video clips of him that you will see after each race. He's also pretty nasty when your racing him, and is not very conservative or shy about using his horn or denting your fender.

Each race consists of a track divided into three sections. There are three different tracks to choose from - the city, a windy Alpine track ,and a seaside track. Each has it's own very distinctive characteristics such as type of road, weather, scenery, and difficulty. After each section of the track is completed, numerous race statistics are displayed. Information such as elapsed time , top speed, average speed and points are displayed for both you and your computer opponent (if you chose to race against him). If you happened to do really well, your "high score" in a specific category is recorded. Overall race scores are tabulated from a number of factors such as the amount of crashes, top speed, number of speeding tickets, etc. If you crash too many times, you won't finish the race in order to get a final score.

Need for Speed's strength is clearly in its stunning 3-D visuals. The cars made of texture-mapped polygons are simply beautiful and very realistic. Every vehicle on the road, including yours, moves and looks like the real thing. Need for Speed also allows for three different camera views while driving on the road : cockpit, chase, sky camera. Although only three views are available during actual play, the number of cameras is doubled if you choose to view an instant replay. New cameras such as the opponent camera and cop camera are some of the extra views available in replay mode, and you can also rewind and fast- forward to any point of the race. These replays and extra camera angles are essential to view some of the spectacular crashes that can occur when driving a sports car at 200+ miles per hour down a busy city street. I have never seen cars fly and do flips in the air before I've played this game, but they certainly are in abundance when you crash in Need for Speed.

Need for Speed isn't perfect, it has a few flaws here and there. Although the audio is in great Dolby Surround Sound, the actual sounds, in particular, the monotonous car engine could have been a little better. Another weird flaw is that when your going super-fast around 200 M.P.H., it doesn't seem much faster than when you were going 100 M.P.H. Ironically, as a result, you are sometimes left with the need for more speed.

Despite the occasional flaw, Need for Speed is an otherwise great title. Although I have a high opinion of it, I know that this game is definitely not for everyone. People that are looking for an arcade-action style racing game will probably be disappointed. Need for Speed is for fans of realistic driving, and for gamers that are looking for something just a little bit different from standard 3DO fare.

from: Kraig Kujawa
1915 Brazos Crossing Dr. Richmond, TX 77469

SS:454-31-7263

From: Joe C./Assoc. Sysop, 74431,2506
To: All
Topic: NEED F'SPEED PROD.DESC.

Msg #59240

Section: *HOT*: Need Speed

Forum: Video Games+

Date: Mon, Dec 5, 1994, 8:11:14 PM

ROAD & TRACK (R) Presents:

THE NEED FOR SPEED (TM)

PRODUCT POSITION

Road & Track, the premiere enthusiast automotive magazine and Electronic Arts bring you realistic, white knuckled racing in the worlds of premiere super cars.

PRODUCT DESCRIPTION

This pulse-quickenning racing simulator is designed for the 3DO Interactive Multiplayer system and is the result of a powerhouse collaboration between Road & Track and Electronic Arts.

Go flat-out in one of eight purebred exotic sports cars:

Lamborghini Diablo VT
Ferrari 512TR,
Dodge Viper RT/10
Porsche 911,
Chevrolet Corvette ZR-1
Acura NSX,
Mazda RX-7
Toyota Supra Turbo

Race any of these supercars against the clock, or duel with the computer on three different, challenging routs, from urban freeways to Alpine roads to twisty coastal two-lanes. Turn the key and mash the acceclerator.

KEY FEATURES

- * Developed in conjunction with Road & Track the premiere enthusiast automotive magazine.
- * Race EIGHT Purebred Exotics
- * All new 3-D engine with three real-time racing views: In-Car Cam, Tail-Cam, and Heli-Cam.
- * Intricate physics model with performance statistics straight from Road & Track's own road tests.
- * Race against the clock or the computer on three challenging routes: City, Alpine, and Coastal.
- * Re-live your best run or most monumental crash with the Instant Reply from six different camera views.
- * 15 minutes of actual test track video on each of the supercars and your opponent.
- * Real-time, encoded Dolby Surround Sound Digital audio samples taken on a test track are used in the actual gameplay.

Publishing Company: Electronic Arts
Category: Racing
Ship Date: December, 1994
Price: \$59.95
Platform: 3DO

Well folks - hopefully we'll be graced with this game before this week is up. <g>

Joe C./Associate Sysop

Subj: Easter Eggs
Date: Fri, Feb 3, 1995 3:09 PM EDT
From: dbrooks@ea.com
X-From: dbrooks@ea.com (Brooks, Dany)
To: donhicks@aol.com

Don, here are the Easter Eggs for Need For Speed, some require more than one controller but I hope we can get these in 3 Mag soon!:

-Dany

Need For Speed Easter Eggs - By Wei Shoong Teh

1) Practice Mode:

- (1) In control central go to the Options Menu
- (2) Highlight Skill Level
- (3) On Control Pad 1 press X + Right Shift +A + Left Shift in rapid succession continuing to hold each one down (so at the end all four are held down) - this takes practice!
- (4) If you are successful, the Skill Level indicator will turn from yellow to pink
- (5) Now go into the game and there will be no traffic or cops
- (6) No records or scores can be saved in this mode

2) Driving Team Picture :

- (1) Wait till credit starts rolling, press Right-Shift button on Control Pad

1

3) Turn off Dash (boosts frame rate)

- (1) While in in-car cam during the game, press UP + A + Left Shift on Control Pad 2

(2) The first press turns off the dash and shows the heads up display (HUD) and mirror at the bottom of the screen

(3) Pressing this sequence again turns off the mirror and shows only the HUD

(4) Pressing this sequence a third time turns off the HUD

4) Rocket Scooter:

(1) Play the game for at least 10 seconds

(2) Go into instant replay and rewind to the very start of replay buffer

(3) Press RightShift+Down+B button simultaneously on Control Pad 2

(4) If you do this right... when you exit game and race against an opponent... you will find that you are racing against a rocket scooter

(5) Reset/Reboot 3DO to get out of winter driving tests mode.

P.S. Special Thanks to Sheila Allen (our track wizard) for this comical art rendition of herself on her 49cc scooter, and Markus Tessman for creating a full 3D model rider and scooter.

5) Winter Driving Practice Mode

Driving on ice here in Canada is fun ... but can be very costly as your car slips away from your better intentions into curbs, trees and ditches. We have added this little easter egg to help you practice driving on slippery surfaces safely. Be warned though... we have had to code in limited forms of traction control for all these exotic powerful mostly-rear-wheel-drive-beasts to keep them somewhat drivable on the icy track... do not try this is real life !

Tip : Go Easy on the gas and brakes(yes even anti lock ones) and always

steer wheel in the direction you want to go and in the direction of the slide to prevent the rear from overtaking the front.

Note : This requires Practice Mode Easter Egg to be enabled first (see (1))

- (1) Play game for at least 10 Seconds
- (2) Go into instant replay and rewind to the very start of replay buffer
- (3) Press B on JoyPad1 PLUS Stop+Start+C on JoyPad 2
- (4) If you do this right... you will see a Car Crashed info flashed on the screen for a second
- (5) Exit game, select race against clock on Alpine track. When you get to Segment 3 of alpine track you will find even the road is covered with black ice for much reduced friction.
- (6) Reset/Reboot 3DO to get out of winter driving tests mode.

6) Nitro Charging Performance Boost

Increase your engine torque and power by 20-30%. Get out and reset fastest times again!

(Sorry. but our automatic integrity check code that guard against performance tampering will attempt to electronically limit top speeds to Road & Track Published Figures)

- (1) Enter a game and immediately...
- (2) Press LeftShift+RightShift+UP on JoyPad2 PLUS LeftShift+RightShift+A+C on Joypad3
- (3) If you do this correctly.. you will see a car crash car left message flashed for a second
- (4) Exit Game and in all subsequent games you play, engine torque and power will be increased by 20% for the faster cars and 30% for the slower ones to keep them more on the same playing field.

(5) Reset/Reboot 3DO to get out of Nitro Charging mode.

7) Traffic Jumping:

(1) Start the game and during the loading screens press and hold (simultaneously) Left Shift, Right Shift, and Left on Control Pad 1

(2) Quit the game

(3) Restart again, and during loading screen press and hold (simultaneously)

Left Shift, Right Shift, Up, then Quit when in game

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Left Shift, Right Shift, Down

(6) Don't quit, but start driving, and when you see any traffic press the X button (handbrake) and watch them fly in the air around you

----- Headers -----

From dbrooks@ea.com Fri Feb 3 12:20:57 1995

Received: from ea.com by mailgate.mail.aol.com with ESMTTP

(1.37.109.11/16.2) id AA043302057; Fri, 3 Feb 1995 12:20:57 -0500

Return-Path: <dbrooks@ea.com>

Received: from pcsntp.ea.com (aus00aus1.ea.com [159.153.88.249]) by

ea.com (8.6.6.Beta9/8.6.6.Beta9) with SMTP id JAA26360 for

<donhicks@aol.com>; Fri, 3 Feb 1995 09:24:22 -0800

Received: by pcsntp.ea.com with Microsoft Mail

id <2F3266E6@pcsntp.ea.com>; Fri, 03 Feb 95 09:24:54 PST

From: "Brooks, Dany" <dbrooks@ea.com>

To: donhicks@aol.com

Subject: Easter Eggs

Date: Fri, 03 Feb 95 09:24:00 PST

Message-Id: <2F3266E6@pcsntp.ea.com>

Encoding: 112 TEXT

X-Mailer: Microsoft Mail V3.0

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