

THE FAST AND THE FURIOUS™ ファースト アンド フェリクス



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:

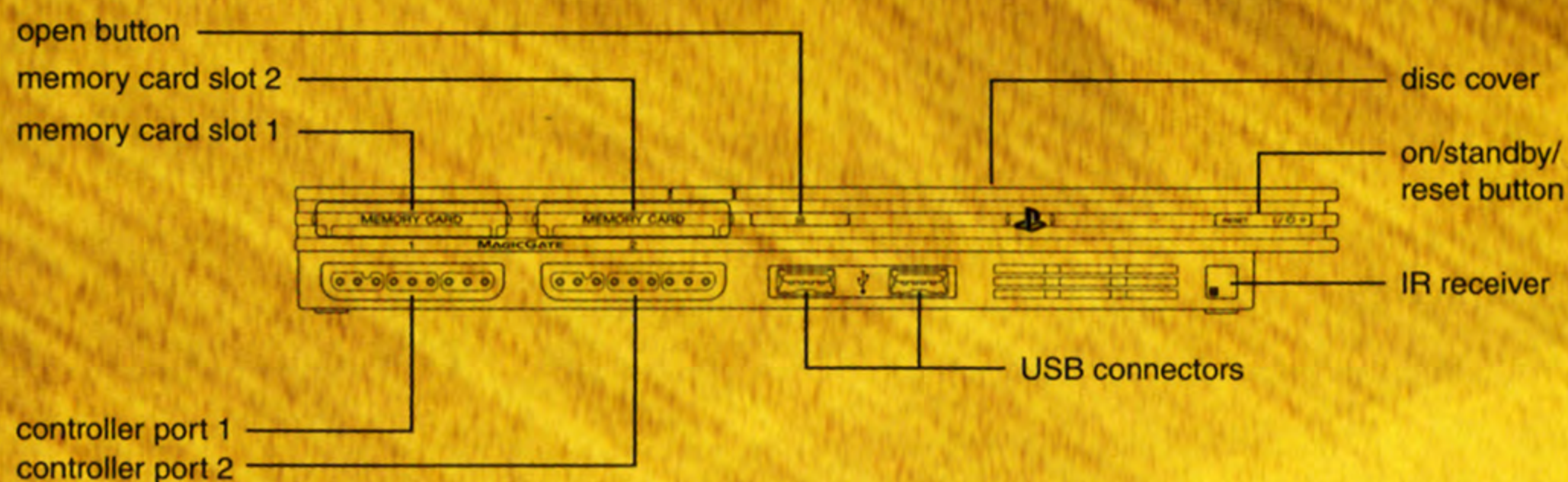
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this 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.

CONTENTS

GETTING STARTED	2
Memory Card ♡ 2	
CONTROLLER	3
Connecting the Controller ♡ Menu Navigation ♡ 3	
DARE TO DRIFT!	4
IN-GAME CONTROLS	5
Controller Configurations ♡ 5	
GETTING INTO THE GAME	6
Start Menu ♡ 6	
MAIN MENU	7
HUD	9
Digital Mode ♡ Analog Mode ♡ Cyber Mode ♡ 9	
GAME MECHANICS	10
Selecting a Car ♡ Selecting a Transmission ♡ 10	
Selecting Driving Assist ♡ Tuning ♡ 11	
Drive Trains Explained ♡ 12	
PAUSE MENU	14
KEY FEATURES	15
5-Stage Performance Modification System ♡ Visual Upgrades ♡ 15	
Pioneer AVG-VDPI System ♡ 16	
DRIFTING	16
Drifting Explained & Taught by Daijiro Yoshihara ♡ Drifting 101 ♡ 17	
Power-Over Drift ♡ Side Brake Drift ♡ Braking Drift ♡ Clutch-Kick ♡ 18	
Accel Off Drift ♡ Feint Drift ♡ Manji Drift ♡ 19	
END GAME	20
Scoring Drift Points ♡ Cinematic Replays ♡ 20	
TOKYO BAY AREA	21
The Hub ♡ Dealerships ♡ 21	
Tuner Shops ♡ Robo Garages ♡ Hot Spots ♡ 22	
Roll Up Races ♡ Grand Tour ♡ 23	
MULTIPLAYER ONLINE GAMES	24
Network Configuration ♡ Online System Requirements ♡	
GameSpy™ Match-up ♡ Using the USB Headset ♡ 24	
Multiplayer Game Modes ♡ 25	
Hosting & Joining ♡ 26	
HINTS	27
CREDITS	28
MUSIC CREDITS	34



GETTING STARTED



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

MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before powering on the system. At least 667KB of free space on the memory card is required to save game data.

This game supports saving and loading of game data in MEMORY CARD slot 1 only. You can load saved game data from the same memory card or from any memory card containing previously saved *THE FAST AND THE FURIOUS*™ games.

🔍 See Autosave Settings on page 8 for more information on saving game data.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONNECTING THE CONTROLLER

Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play. For 2 Player split-screen games, connect a second controller to controller port 2. When the vibration function is *On*, the controller will vibrate in response to game events. You can reconfigure the controls and toggle the vibration function *On/Off* in Options mode (→ page 7).

🔥 All controls in this manual are the default controls.

🔥 This game can only be played using an analog controller.

MENU NAVIGATION

Highlight menu item	↑ / ↓	(left analog stick/directional buttons)
Change option setting	← / →	(left analog stick/directional buttons)
Select highlighted option	×	button
Secondary select/Display info	○	button
Back/Cancel	△	button



DARE TO DRIFT!

Racing down the winding mountain roads of Japan called Touge (pronounced toe-gay) young drivers searched for the fastest way to the bottom...

They found it when they started to drift.

PREPARE TO ENTER THE WORLD OF DRIFTING!

Welcome to Tokyo.

To make a name for yourself in the Japanese street-racing scene, you must take on local "crews" who race in different areas of the Tokyo Bay. Earn their respect and they'll hook you up with cash, new ways to customize your ride, discounts at shops...they may even lend you their cars.

But respect is earned, not given. There are many types of crews who race in different styles here. Not all racers in Tokyo are drifters. Some prefer weaving through traffic on Tokyo's bayside freeway system, known as the WANGAN. Others prefer the TOUGE, where cornering is more important than raw speed.

Who you race is up to you. Race anybody you want. Want to go drifting? Then go find a drifter to battle at the local Touge Hot Spot. Is a 200-mph freeway battle more your style? Hit a Wangan Hot Spot.

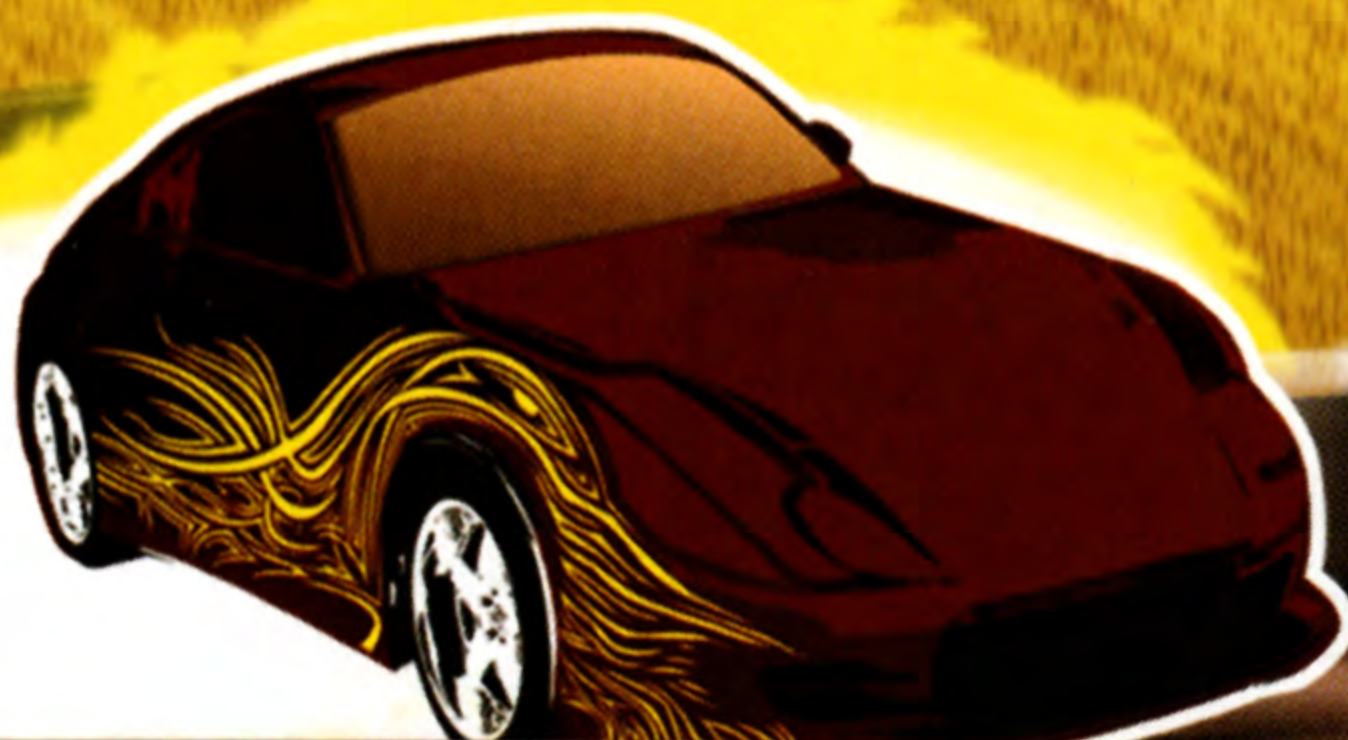
Twinkie's cousin Dizzy will fill you in on all things Wangan via your cell. Pay attention, since things in Tokyo may be different from what you're used to. When you're ready, head to DOUSHI Touge and hit up pro-drifter Daijiro Yoshihara to learn how to drift.

IN-GAME CONTROLS

CONTROLLER CONFIGURATIONS

	CONFIG 1	CONFIG 2	CONFIG 3
Steer	left analog stick/ directional buttons	left analog stick/ directional buttons	left analog stick/ directional buttons
Accelerate	ⓧ button/ right analog stick ↑	ⓧ button/ right analog stick ↑	right analog stick ↑
Brake	Ⓚ button/ right analog stick ↓	Ⓚ button/ right analog stick ↓	right analog stick ↓
Hand brake	Ⓞ button/	L1 button/	ⓧ button
Reverse	Ⓚ button/ right analog stick ↓	Ⓚ button/ right analog stick ↓	right analog stick ↓
Clutch kick	L1 button	L2 button	L1 button
NOS	R1 button	Ⓞ button	R1 button
Shift Up	L2 button	R1 button	L2 button
Downshift	R2 button	R2 button	R2 button
Look back	△ button	△ button	△ button
Flash lights	R3 button	R3 button	Ⓚ button
Map shortcut	SELECT button	SELECT button	SELECT button
Pause	START button	START button	START button

🔥 NOTE: You can select Change View from the Pause Menu Options.



GETTING INTO THE GAME



START MENU

Press the  button on the Title screen to display the Start menu. Use the menu controls ( *page 3*) to make your selection:

NEW PROFILE

Begin a new game. You'll start by creating a profile, which is used to store your saved game data and other information.

LOAD PROFILE

Selecting this option displays a list of saved profiles. Select a profile to resume the previous game corresponding to that profile.

MAIN MENU

Use the menu controls (→ page 3) to make your selections:

✔ CAREER MODE

Hit the streets and make a name for yourself.

✔ MULTIPLAYER

Check the competition, for real.

✔ *LAN*: Race against another player on a Local Area Network (LAN) connection.

✔ *Online*: Using GameSpy servers, race online against other players around the world.

✔ *Splitscreen*: Race against another player in Splitscreen mode on the same PlayStation 2 system.

✔ OPTIONS

✔ *Sound Options*: Select *Mono*, *Stereo* or *Dolby® Pro Logic® II*.

✔ *Sound Volumes*: Change volume levels.

- *SFX Volume*: Change the volume of sound effects.
- *Music Volume*: Bump the noise up or cut it out completely.
- *Speech Volume*: Check the chatter, up and down.

✔ *Controller Options*

- *Preset Configs*: Choose a pre-set layout.
- *User Defined Configuration*: Set up your controls any way you want.
- *Vibration*: Toggle controller vibration *On/Off*.

✔ *Screen Adjust*: Adjust the position of the game screen.



✔ **HUD Options:** Choose from the three gauge display options based on Pioneer's AVG-VDP1 system. (The HUD display can only be changed from the Main Menu Options Menu.)

- **Analog Mode:** It's all about keeping it simple. Analog Mode has the standard round gauges you're used to.
- **Cyber Mode:** Want to see how many Gs you're pulling out of a drift? Then Cyber Mode is for you.
- **Digital Mode:** Displays it all: revs, speed, gear, even torque and horsepower at the wheel. If you don't see everything you need in this mode, chances are, it doesn't exist.
- **AVG-VDP1 On/Off:** Turn the AVG-VDP1 overlay *On/Off*.

✔ **Driving Assists:**

- **Auto Transmission:** Take full control of the car without worrying about shifting.
- **Semi-auto Transmission:** Want to experience all of the fun of manual transmission but not worry about shifting all of the time? Then this transmission setting is for you. When you're coming up on extreme turns or when you need to slow down, this setting will automatically downshift for you. You only need to worry about upshifting.
- **Manual Transmission:** Play like the pros. To really experience drifting as it is meant to be, try this transmission setting.
- **Driving Assist On/Off:** Choose *On* for assisted steering, drifting and braking or select *Off* if you think you can handle your car like a pro.

✔ **Camera View:** Choose from *External Cameras*, *Hood Camera* or *Bumper Camera*.

✔ **Autosave Settings:**

- **Autosave Enabled:** Activate the autosave function to save your game automatically prior to exiting areas and upon completing races.
- **Autosave Disabled:** Turn off the autosave function.

✔ **Exit:** Return to the previous menu.

✔ **SIGN IN:** Jump to the GameSpy server and sign in for Online Multiplayer action.

✔ **EXIT PROFILE:** Exit the current profile in order to switch to another profile.

HUD

Choose one of three different appearances for your on-screen gauges.



 **DIGITAL MODE**

 **ANALOG MODE**



 **CYBER MODE**



GAME MECHANICS

SELECTING A CAR

Choosing a car, first of all, depends on what car you can afford. The first car you select is an important decision; one that will set your course for the entire game, so choose wisely. Looks and style are definitely important, but it's what the car is made of that will ultimately decide whether you win or lose. In freeway and grip battles, it's all about speed and control.

All Wheel Drive (AWD) cars have excellent high speed stability and superior off-the-line traction for launching, but may not have the top speed potential of some of the *Front Engine, Rear Wheel Drive* (FR) and *Mid-Engine, Rear Wheel Drive* (MR) Cars (⇒ *Drive Trains Explained, page 12*). Select a car you can grow into and modify as your driving skills increase.

For drifting you want to choose a front-engine, rear-wheel drive (FR) or, if you're an advanced driver, possibly a mid-engine, rear-wheel drive (MR) car. FR and MR cars make pulling off drifts much easier. This is due to their ability to induce traction loss at the rear wheels via the throttle to initiate or maintain drifts.

Using the throttle to keep a drift going or increase the drift angle is achieved with a front-engine, rear-wheel drive car (FR) and is not effective in an *All Wheel Drive* (AWD) car.

✎ If it's *AMERICAN* cars you're looking for, head over to the U.S. Naval Base south of Tokyo. Soldiers stationed at the base have their cars brought over to Japan and often end up selling them. You can find Detroit Muscle or even USDM versions of Japanese cars at the base. Check it out!

SELECTING A TRANSMISSION

There are three selectable transmissions: *Auto*, *Semi-auto* and *Manual*. The transmission type you select depends heavily on your driving skills and personal preference.

For drifting, a *Manual* transmission provides optimal use of your car's throttle and rev ranges. This gives you a feeling of direct control over your car, more so than an *Auto* or *Semi-auto* transmission (these do the shifting for you).

But this does not mean that you cannot drift with an *Auto* or *Semi-auto* transmission setting. The selectable Driving Assist (⇒ *page 11*) will help you control drift techniques as if you had a *Manual* transmission.

SELECTING DRIVING ASSIST

Turn *Driving Assist* (→ *page 8*) *On* to get the control of a pro without being a pro. For advanced drivers, turn *Driving Assist Off* and jump right in. The Assist helps you avoid spinning during a drift, but won't prevent spinning altogether. You still have to practice to get a feel for drifting.

As you become better at drift techniques and understand your car's limits, turn *Driving Assist Off* to drive and drift your car the way it's meant to be. Some drift techniques will actually be more difficult to initiate with *Driving Assist On*, but easier to control once initiated.

Try turning *Driving Assist Off* if you're having trouble with a technique or tutorial. Master this, and you're on your way to becoming a pro!

TUNING

Performance upgrades in *THE FAST AND THE FURIOUS™* utilize a **STAGE-BASED SYSTEM**. The higher the upgrade number, the more powerful and/or robust it is. But for drifting, more is not necessarily better. A car with all upgrades at Stage 5 will be less effective at drifting than a car that is well balanced.

Drifting is all about car control so make sure to experiment with different cars and part choices. A good limited slip differential (LSD) is absolutely vital for effective drifting. For more effective clutch-kick drifts, upgrade your clutch relative to how much power your car is putting down (don't upgrade to a race clutch unless you have serious power).

Don't forget *tires*! Tire choice can make the difference between winning and losing. In general, choose *grip tires* for grip battles, *drift tires* for *Drift Battles*, etc. Some cars with lots of low-end torque, like muscle cars, may be better off with low-level *grip tires* even when drifting.

And lastly, it's recommended that you set up different cars for different race types. Build a drift car for drift battles, a grip car for grip battles and maybe even a separate car for high-speed races on the Wangan.

🔥 *Make sure to READ the detailed text for each stage of upgrades in the Tuner Shops. There is important information that can help you decide the best way to hook up your ride. Remember MORE IS NOT ALWAYS BETTER. Some cars are powerful enough to be great drift cars right from the dealership. Find your balance and you will own the Touge.*



DRIVE TRAINS EXPLAINED

Selecting a car is not only about style but also about what you plan to focus your car on: grip or drift. The drive train of your car affects and limits what your car is capable of performing and how it handles. The differences between drive trains are explained below.

FF: FRONT ENGINE, FRONT WHEEL DRIVE

FF cars are inexpensive, stable and quick. Front wheels turn and put the power down. Weight is at the front so backing off the throttle can get the back end to lighten up.

- FF cars are great for *Grip* Battles and some *Destination* Battles.
- FF cars are *not* suited to *Drift* Battles.
- FF cars may be outclassed in *Top Speed* Battles unless heavily tuned.

FR: FRONT ENGINE, REAR WHEEL DRIVE

"If you ain't outta control, you ain't IN control..." - Twinkie

FR cars are ideal for *drifting* because the the rear wheels put the power down while the weight is over the steering wheels. During a drift the car will pivot around its *front*, where the engine is. Make sure to *counter steer* while drifting, if needed.

- FR cars are great for *Drift* Battles! Add *drift tires* and an *LSD* if you want to build a *drift* car.
- FR cars can be good for *Grip* Battles and some *Destination* Battles as long as *Grip* tires are added.
- FR cars can spin out if too much throttle is used while turning or *Drifting*. Turn Driving Assist *On* (→ *page 8*) to reduce the risk of this occurring.

↪ **MR: MID-ENGINE, REAR WHEEL DRIVE**

FOR ADVANCED DRIVERS ONLY. MR cars are ideal for the experienced driver who can handle the nimble but twitchy nature of this car type.

The weight sits behind the driver, making the car responsive to rotation.

During a drift the car will pivot around its *center*, where the engine is.

Make sure to *counter steer* while *drifting*. Turn Driving Assist *Off* (➡ *page 8*) if you want the pure experience.

↪ MR cars can *drift* but are easier to spin out than FR cars. These cars respond most predictably to the *Accel Off* technique.

↪ MR cars can do well in *Grip* Battles and some *Destination* Battles as long as *grip tires* are added.

↪ Some MR Cars are capable of very high top speeds when tuned. Add *spoilers* and *grip tires* to improve high speed stability.

↪ **AWD: ALL WHEEL DRIVE**

AWD Cars are good for the driver who wants a fast, stable, all-around car and will pay a little more for it. AWD cars are heavier than the other car types but they offset this with boost from factory turbos. Off the line, nothing can touch AWD cars and they make great canyon carvers. Nearly all AWD cars have advanced active differentials that put the power wherever it's needed to keep the car stable.

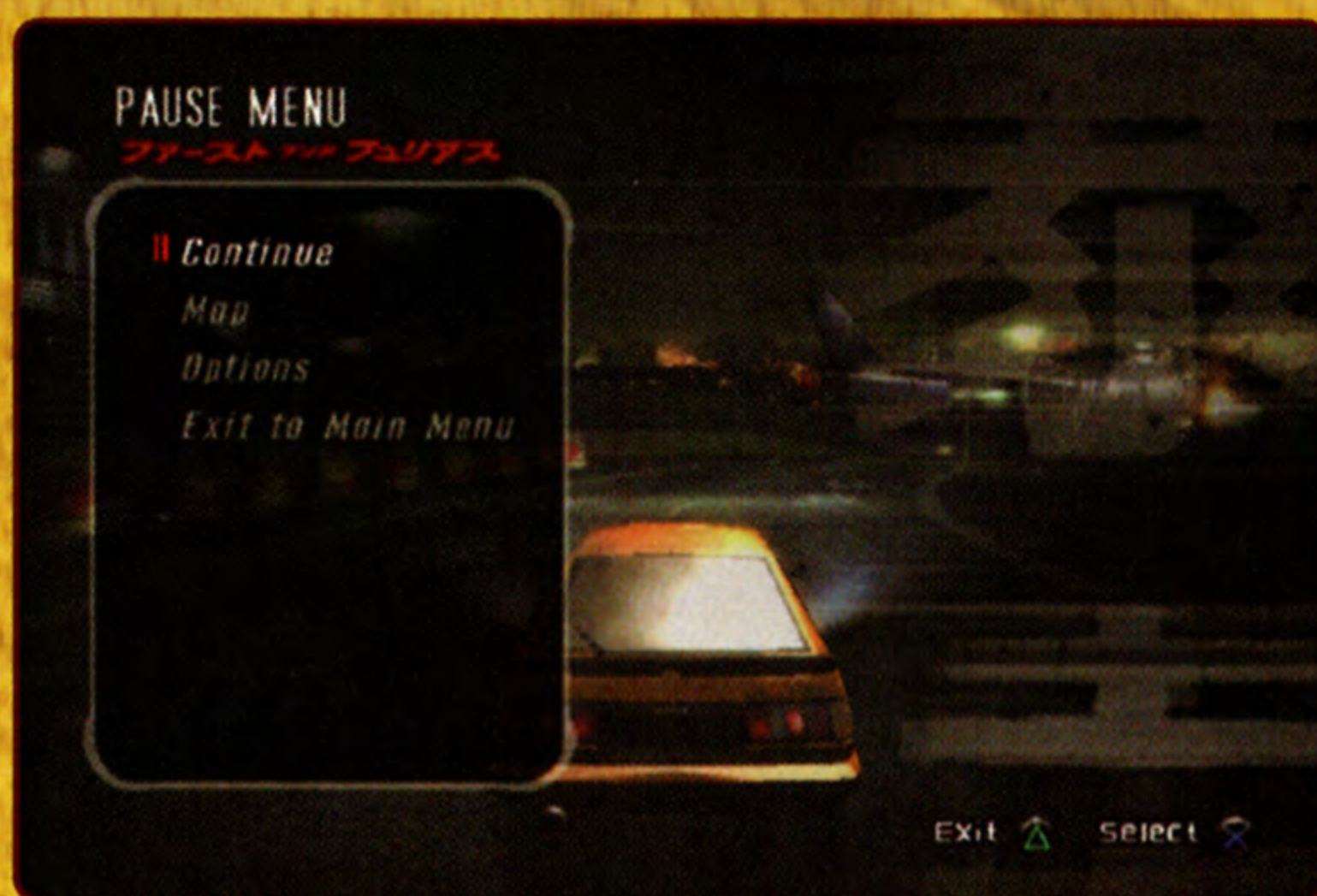
↪ AWD cars are *not* suited for *Drift Battles*. Drifts can be initiated through weight transfer but AWD cars will move the power to stabilize the car rather than to keep the drift going.

↪ AWD cars are made for *Grip* Battles and any race type found on the Wangan. Add *grip tires* and reduce weight to own the competition.

↪ Some drivers might think AWD cars are too stable to fit their style.



PAUSE MENU



Press the  button to pause the game and enter the Pause Menu. Press the  or  button to resume play.

CONTINUE

Resume gameplay.

MAP

View the map.

PROGRESSION

Track your progress through the game.

OPTIONS

Make changes while you drive ( *pages 7-8 for option descriptions*).

 *Sound Options:* SFX Volume, Music Volume, Speech Volume

 *Controller Options:* Preset Configuration, User Defined Configuration, Vibration

 *HUD Options:* AVG-VDP1 *On/Off*

 *Driving Assists:* Auto Transmission, Semi-auto Transmission, Manual Transmission, Driving Assist *On/Off*

 *Camera View:* External Camera 1, External Camera 2, Hood Camera, Bumper Camera

 *Autosave Settings:* Autosave Enabled, Autosave Disabled

EXIT TO MAIN MENU

Exit back to the Main Menu.

KEY FEATURES

5-STAGE PERFORMANCE MODIFICATION SYSTEM

Progress through the game to unlock more powerful upgrades. But remember, more is not always better.

VISUAL UPGRADES

MODULAR BODY KIT SYSTEM

Modify body kits for your car, section by section, using licensed body kits from some of the hottest names in the Tuner scene. Add spoilers, bumpers, skirts and hoods to create a custom look.

LICENSED CUSTOMIZABLE RIMS

Along with variable size tires, make your ride's feet the sweetest around.

MULTI-LAYER VINYL SYSTEM

Making full use of "the Design Haus" Vinyl catalogue and original NAMCO BANDAI Games America images, you can twist, turn, copy and save all your favorite images for the dopest lookin' ride in town.

UNDER-CAR NEON SYSTEM

For the show car crowd. Available in a range of colors to match any ride.

UNIQUE "DRIFTER CHARM" COLLECTIBLES

Make your drifts even more noticeable and unique with a wide variety of drift charms from aftermarket icons to loveable Namco characters.

PAINT SHOP

The colors don't stop at the rainbow. Color your car whatever you like as well as the paint finish. Choose from metallic, pearlescent, gloss and matte finishes.



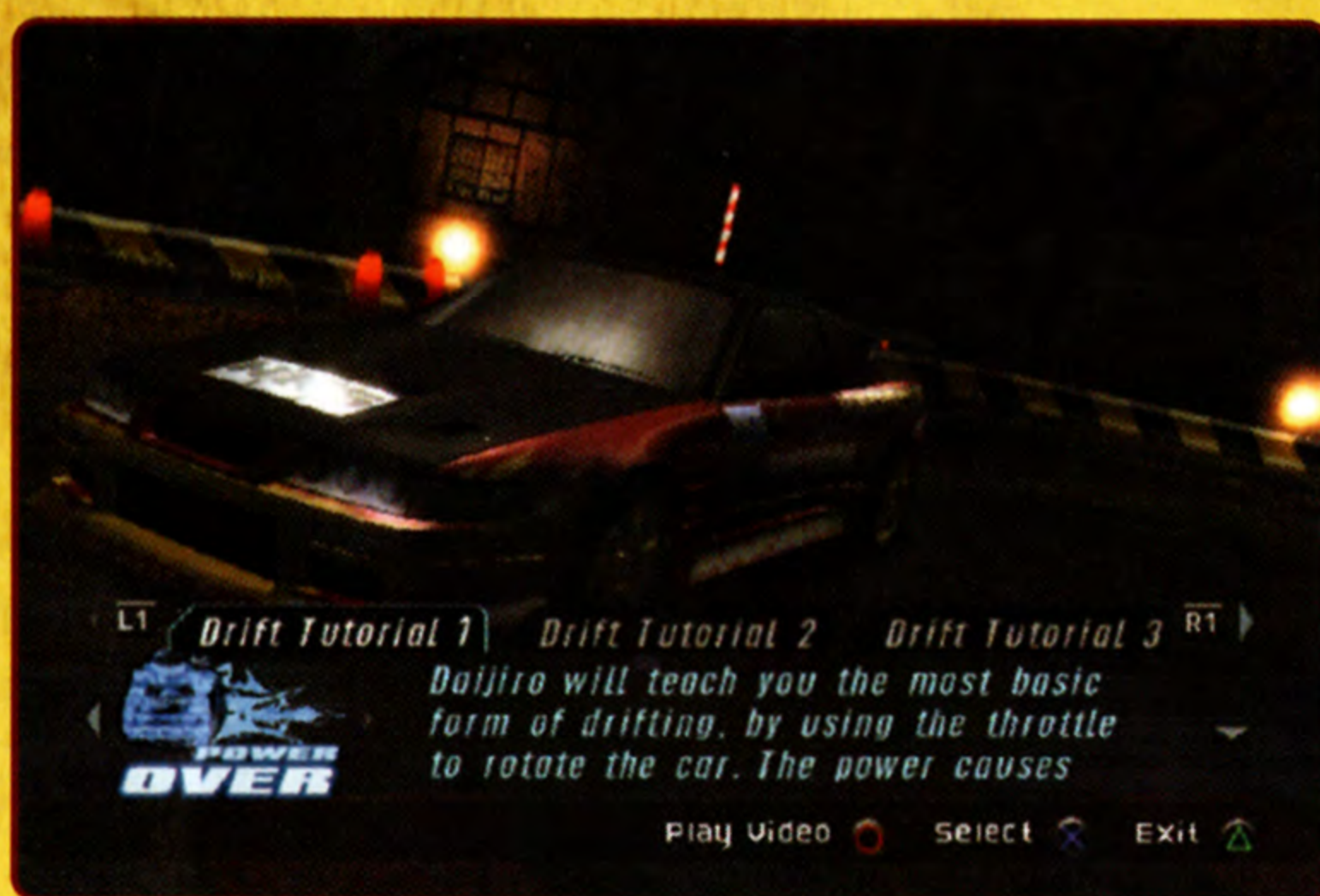
STICKER SYSTEM

Beat a Crew Boss and earn a Crew Sticker that will grant you special discounts at Tuner Shops. You must apply the sticker to your car in order to reap the special rewards.

PIONEER AVG-VDPI SYSTEM

The numbers never lie. Using the officially licensed vehicle dynamics processor from Pioneer, you can see all the numbers your car will pull — from MPH to horizontal Gs.

DRIFTING



Pro Drifter Daijiro Yoshihara will be at some Touge Hot Spots to teach you real-world drifting techniques. When you select Daijiro's *Pacific Rim Drift Team 513*, he gives you a tutorial on specific drift techniques, to set you on your way to becoming King of the Touge!

DRIFTING EXPLAINED & TAUGHT

by DAIJIRO YOSHIHARA

Hey! What's up? I'm Daijiro Yoshihara. But you can call me Dai or Senpai. Now that you're in Japan you have to learn how to drift. So look for me any time you want to practice drifting. Find me at the Hot Spots on the mountain.

So let's talk about drifting. You're probably wondering what drifting is, right? Drifting is about pushing a car beyond its limits. It's all about driving techniques to get the car sideways and keep it sideways without losing it. You need to balance speed and drift angle by linking moves together. If you want to be the best, it's important to learn to link high speed, steep angle drifts together continuously.

There are two steps to any drift, so pay attention. Step one is **INITIATING** the drift. This means things you do to get the car sideways. There are many ways to initiating, and learning which techniques to use is part of the fun. Step two is **CONTROLLING** the drift. Let's go over some basics.

Gambatte ("Do your best")!

DRIFTING 101

If you plan on drifting, you have to understand oversteer. This is when the back end of the car rotates in the direction of the turn. There are many ways to make this happen and I'm going to teach you all of them. With rear-drive cars you can use the gas to adjust your drift angle. Getting your car to oversteer is a big part of drifting. But if you can't control your car you'll still lose.

To keep from spinning out you need to counter steer. Turn the front wheel smoothly toward the outside of the turn and balance the gas to hold the drift. Keep the front wheels pointed in the direction you want to be going as you drift. Play with this balance until you get a feel for it. All cars drive differently so try to find a car that fits your style. For drifting, buy a rear-drive car and for grip, go with all-wheel drive cars.



POWER-OVER DRIFT

Let's do something easy first: POWER-OVER drifting. It's just using the gas to get your car sideways. To do a Power-Over, just give it full gas and turn the wheel hard right or left. Try to spin the car in circles in one place. This is how you will practice. Once you've mastered this, you'll be able to use a Power-Over to do much more! You may have to counter-steer to keep the car from spinning out, especially later, when you have more power to play with.

SIDE BRAKE DRIFT (aka HAND BRAKE DRIFT and E-BRAKE DRIFT)

This one's easy — yank the side brake and turn the steering wheel. If you're going in a straight line, the car will quickly rotate. If you're already in a drift, pressing the Side Brake Button will cause the back wheels to lock up and give you more angle. Keep in mind the angle is also based on how long you hold the side brake. Hold it too long and you might spin out. Getting the Side Brake Drift just right is all about locking up those back tires. Lock and turn, got it? Try to mix the Side Brake drift with Power-Over and other techniques. Once you're sideways, get back on the gas (counter-steer) to keep the drift going.

BRAKING DRIFT

You already learned that drifting is all about disrupting the balance of the car. A Braking Drift is just that, upsetting the balance of the car. Check it out! Come in hot and stand on the gas. Now let off the gas and slam on the brakes! Hold it, wait a second and get back on the gas. If you do it right, the car will swing out. Getting on the brakes causes the car's weight to shift to the front abruptly. This makes the back end lose traction and begin to oversteer.

This one's the hardest yet. Give it a shot!

CLUTCH-KICK

This is my favorite technique to kick-start the drift. The Clutch-Kick can be done while you're grip driving, to initiate the drift, or during a drift to keep it going. During a turn, quickly get on/off the clutch (Clutch-Kick button) to engage/disengage it, bringing up the revs on the engine. The extra power will help the rear tires break loose. The car will rotate immediately. Be sure to stand on the gas while you're engaging the clutch; otherwise, it won't work. When you do it right, the car will "pop" out, so be sure to counter-steer or you'll spin.

ACCEL OFF DRIFT (aka LIFT OFF DRIFT)

Just like it sounds, the Accel-Off drift requires that you let off the gas to cause the car to oversteer. Enter a turn way faster than you should. But make sure you're foot is on the gas. When you're ready to turn in, immediately let off the gas. At that point, the car should rotate from the rear suspension unloading (transfers weight forward like the braking drift but more smoothly). Counter steer and enjoy. You can combine the Accel-Off drift with other techniques like the Clutch-Kick to increase your drift distance and angle. Use this combo on long sweepers or when losing angle.

FEINT DRIFT (aka PENDULUM DRIFT and SCANDINAVIAN FLICK)

This is it! Get this one right and you're on your way to becoming a professional! I know you've got what it takes! The Feint is a technique drifters borrowed from rally racing. Approach your turn close to the inside instead of from the outside. This gives you more room to Feint. Instead of turning toward the corner, quickly turn away then back toward the turn. By doing this you'll load one side of the car and it'll snap back in the desired direction. Counter-steer as you feel the back end come out from under you. If you are having trouble, lift off the gas at the instant you turn back toward the corner.

MANJI DRIFT

Remember the Feint drift I taught you awhile back? It's going to be useful for the Manji drift. Find yourself a good, long strip of straightaway and pick up some speed. Once you're going fast, turn to one direction, then let off the gas (that will cause the back end to rotate quickly) and counter-steer in the opposite direction while stepping on the gas at the same time. Once the car swings the other way, repeat by letting off the gas and steering in the original direction. If you're good you can do this down the whole straightaway.

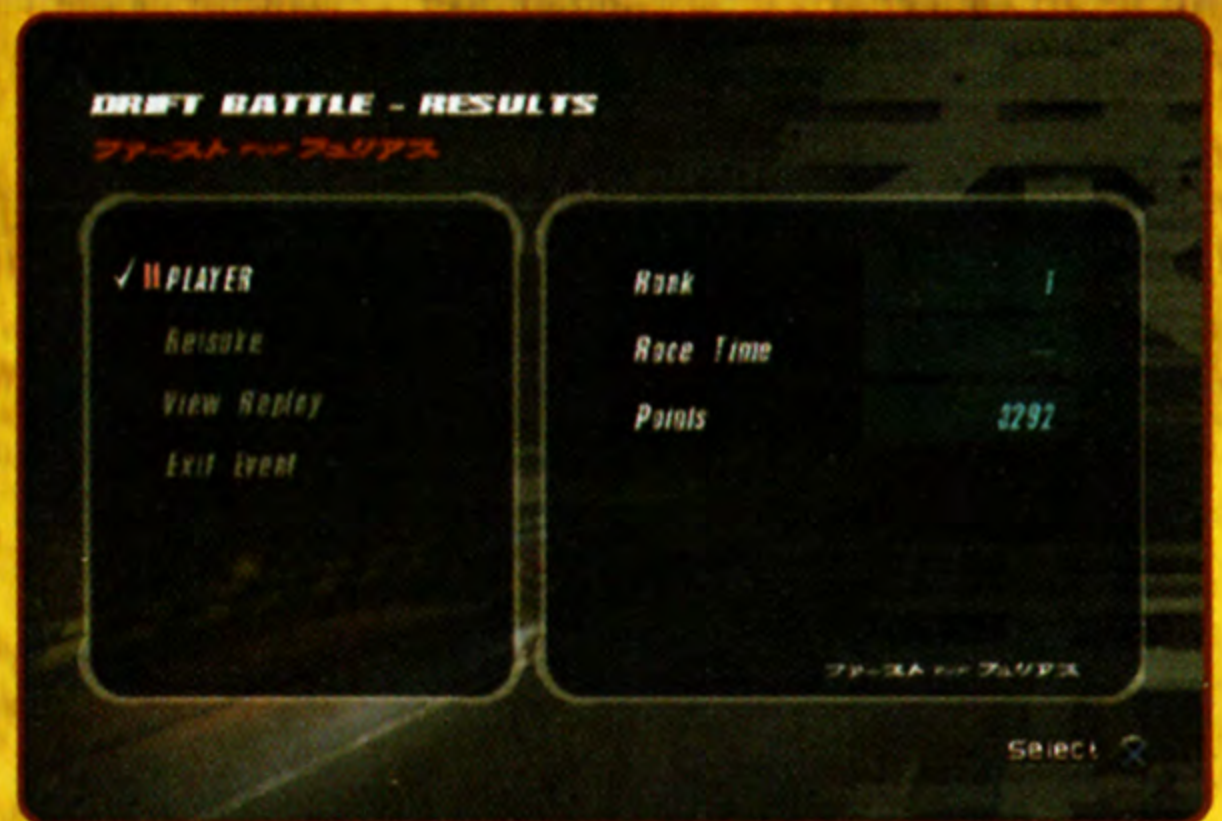
An easy way to think of this is "off, on, off, on." Lift while turning one way, then throttle while turning the other way. Remember: this technique is very hard, even for pros. Good luck!



END GAME

SCORING DRIFT POINTS

Drift Points are determined by the type of drifts you perform, drift angle and the length of time you are able to hold a drift. Link drifts together to earn even more Drift Points!



CINEMATIC REPLAYS

Using actual camera positions and moves from *THE FAST AND THE FURIOUS*™ movies, the replays allow you to relive your most amazing driving exploits. Select *View Replay* after any race, sit back and watch in awe.



TOKYO BAY AREA

THE HUB

A ring road consisting of the highways surrounding the Tokyo Bay (also known as the Wangan) allows you access to Tuner Shops, dealerships, Hot Spots and Garages all by simply taking an Exit Ramp.

Remember, you're in Japan now, so the EXITS are on the LEFT SIDE of the road. Upon exiting, you can choose to proceed to the exit location, continue in your current direction, or U-turn to the opposite highway direction.



DEALERSHIPS

🚩 JDM (Japanese Domestic Market) MANUFACTURER DEALERSHIPS

These dealerships specialize in their own makes and models, including rare models sold only in Japan. Some companies sell pre-tuned versions of their cars, so look for the particular model of your dreams.

🚩 Honda

🚩 Nissan

🚩 Lexus

🚩 Subaru

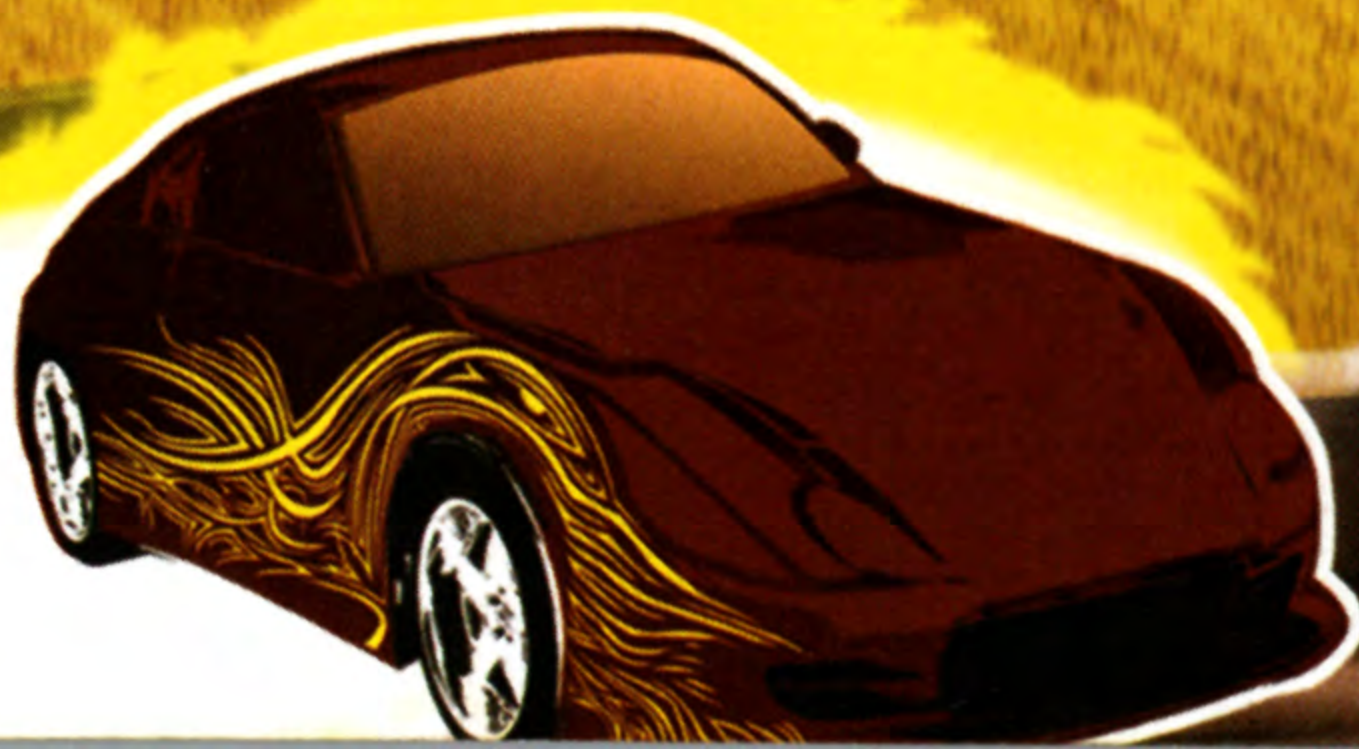
🚩 Mazda

🚩 Toyota

🚩 Mitsubishi

🚩 US DEALERSHIP

Located at the Motor Pool at a U.S. Naval Base, this is where you can find US import cars.



TUNER SHOPS

- ✔ *Toretto's Muscle Car Shop*
- ✔ *West Co. Drift Shop*
- ✔ *Bespoke VIP-Style Shop*
- ✔ *Bulletproof Automotive Shop*
- ✔ *Han's Tuning Shop*
- ✔ *Type One Honda Performance*

ROBO GARAGES

A building system whereby vehicles are "stored" rather than parked, thanks to advanced robotics and electronic systems. You can have up to 57 cars in your collection, though 16 of these slots are reserved for Boss cars only.

HOT SPOTS

Hot Spots are divided by race type into *Drift Battles* and *Grip Battles* on mountain locations and *Destination Battles* and *Top Speed Battles* on the Wangan Highway.

✔ DRIFT BATTLES

These are all about the skill and style. Get more points by scoring drifts and combos. It doesn't matter who crosses the finish line first as much as who scores the most drift points. But if your opponent crosses first, your points will begin to drain.

✔ GRIP BATTLES

These races are about getting there first. Cornering ability over straight line speed determines the winner on the Touge.



DESTINATION BATTLES

The rules are simple but the battle can be intense — arrive at the destination before your opponent does. Keep an eye on the traffic: one bad call and you will be watching your opponent fly by.

TOP SPEED BATTLES

Just like the name says, test your top speed against your opponent's between the start and finish lines.

 *HINT: NOS can push a car beyond its top speed limit.*

ROLL UP RACES

Compete against other Free Roaming AI drivers. If you see another tuned ride on the highway, roll up, flash your lights and it's on!

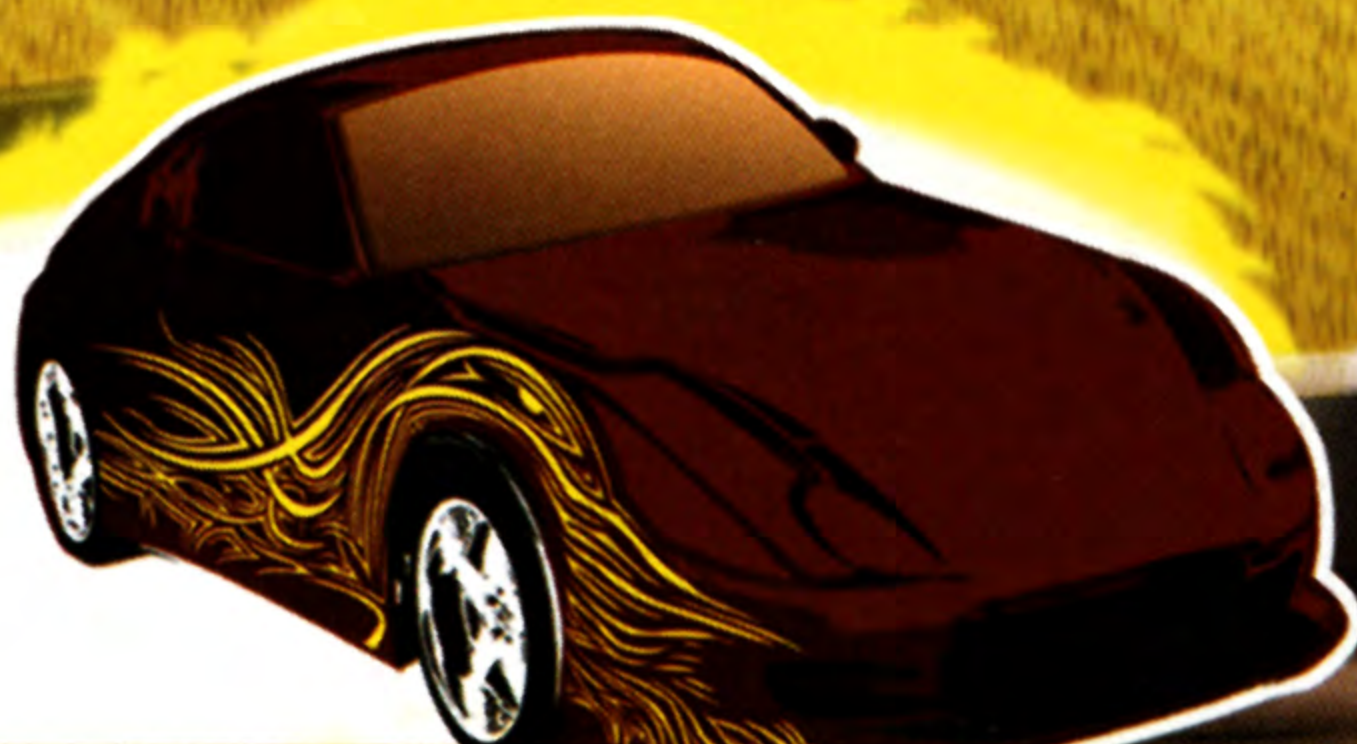
Rival Roll Up Race challengers are indicated by a green arrow over their cars along with the drivers' names displayed above the arrow. To initiate a Roll Up Race, drive in close to the rear of the rival's car. At this point a timer will begin to countdown. Flash your high beam before the counter expires, and the Roll Up Race will be instantly initiated — so stay on your toes! You have to pull your opponent by 200 meters (about $\frac{1}{8}$ th mile) to win and earn some extra cash.



 *Whoever is ahead chooses where the race goes.
There is no set path or finish line.*

GRAND TOUR

Think you have the stamina and skill to race through the entire Tokyo Bay? Then this race type is for you.



MULTIPLAYER ONLINE GAMES

The online portion of this game is subject to the terms and conditions under the User Agreement found within the game. For a full copy of the User Agreement go to: www.us.playstation.com/support/useragreements

NETWORK CONFIGURATION

THE FAST AND THE FURIOUS™ is compatible with network configurations from other PlayStation 2 online games. In order to play *THE FAST AND THE FURIOUS™* online, you need to have a valid network configuration saved on a memory card. You can use the network adaptor start-up disc included with your network adaptor (Ethernet/modem)(for PlayStation®2) to set up your network connection. Refer to the instructions that came with your network adaptor start-up disc.

ONLINE SYSTEM REQUIREMENTS

Up to 4 players can play *THE FAST AND THE FURIOUS™* online. In order to play online, you need:

- ✔ Memory card (8MB)(for PlayStation®2).
- ✔ Network adaptor (for PlayStation®2).
- ✔ Broadband Internet connection.
- ✔ Network Configuration set up using the network adaptor start-up disc.

✔ When using the network adaptor start-up disc, use the automatic setup. If this doesn't work, please contact your Internet Service Provider (ISP) for assistance with settings.

GAMESPY™ MATCH-UP

THE FAST AND THE FURIOUS™ uses the GameSpy Match-Up service to let players find and host games over the Internet.

USING THE USB HEADSET

The USB headset (for PlayStation®2) allows you to talk to other players during online play. This optional feature is not required to enjoy the game. Connect the USB headset into either USB connector, located on the front of the console. Press and hold the  button and speak. Release the button when you finish.

During online games, only one person at a time can speak. The player's name and a speaker icon appear on screen, and the person cannot be interrupted while talking. Max speaking time is 10 seconds.

MULTIPLAYER GAME MODES

You can take part in a variety of online and offline Multiplayer game modes, racing against rival drivers from around the globe. Race against up to 4 players in either Grip or Drift Battles, on either the Wangan Highway or the Mountain Touge runs.

LAN

Connect to another PlayStation 2 system on a Local Area Network (LAN) and race against your buddies.

See *Hosting/Joining* below for more details.

GAMESPY

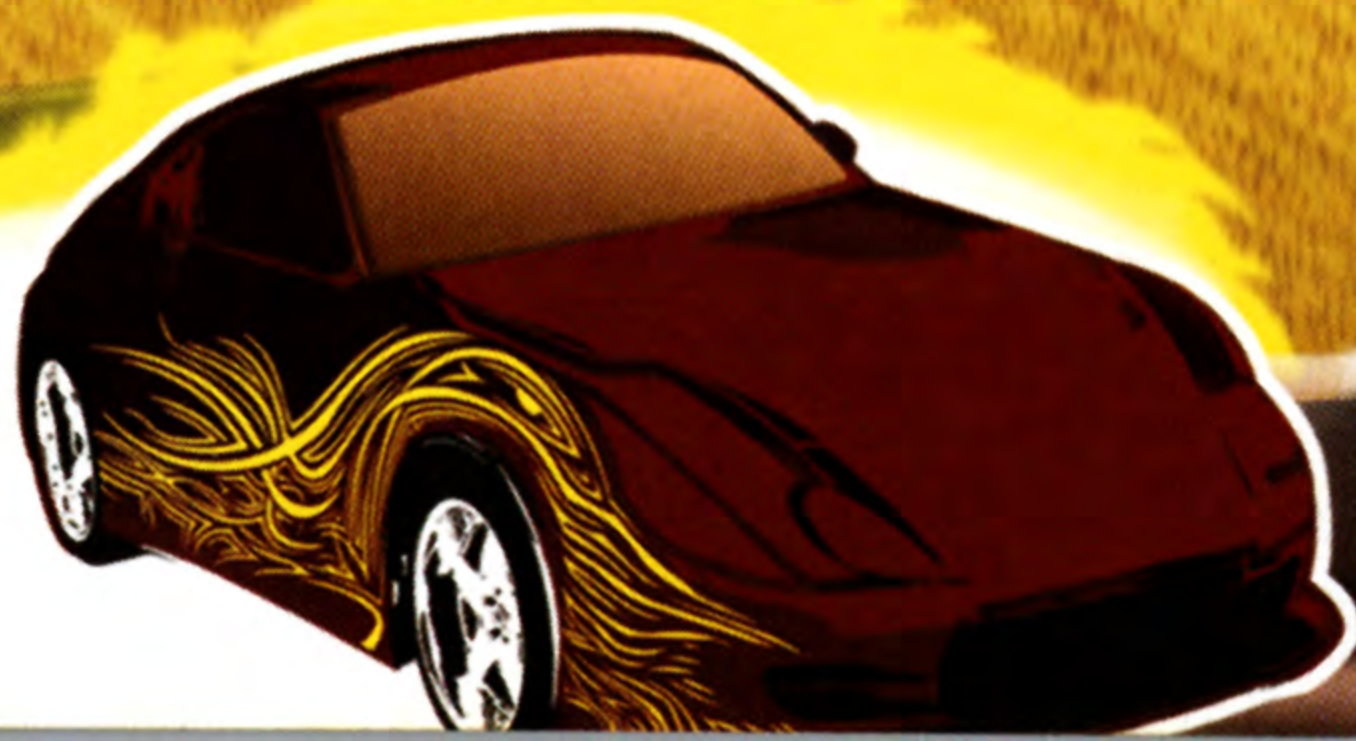
Select *Multiplayer* from the Main Menu. Select *Online* and then choose the memory card with your Network settings. Select your Network profile. DNAS Authentication will commence. Agree to the User Agreement to proceed. You can now logon, create or edit a GameSpy profile.

See *Hosting/Joining* below for more details. Consult the *GameSpy* website for more *GameSpy* profile details.

SPLITSCREEN

Play against your pals on a single console. Select *Multiplayer* and then select *Splitscreen*. Choose a memory card and select a *Profile*. Each player is then able to select a car. Finally, select an *Event*, and you're off and racing.

- More Multiplayer tracks will unlock as you play through Career mode.
- Two players can load the same profile and use the same set of cars.



HOSTING & JOINING

HOSTING

As Host of the game, you set up the game parameters and modes:

 *Create a Match:* You are the host. Set up the game as you choose.

- *Max Players:* Select 2, 3 or 4 players.
- *Location:* Select from an available list of races, including *Wangan Highway Battles* and *Mountain Touge Runs*.
- *Event:* Choose between *Grip Battle* or *Drift Battle* and *Uphill* or *Downhill* battles.
- *Destination Battles on the Wangan:* Point-to-point battles on the freeways of Tokyo.
- *OK:* Select this when you're done and ready to race.

JOINING

Use this option to join a session already created by another Host.

 *Join:* View a list of the currently active games and select one.

NOTE: You cannot join a game already in progress. You have to wait for the current game to finish before joining.)

 *Fast Match:* Find an available open match.

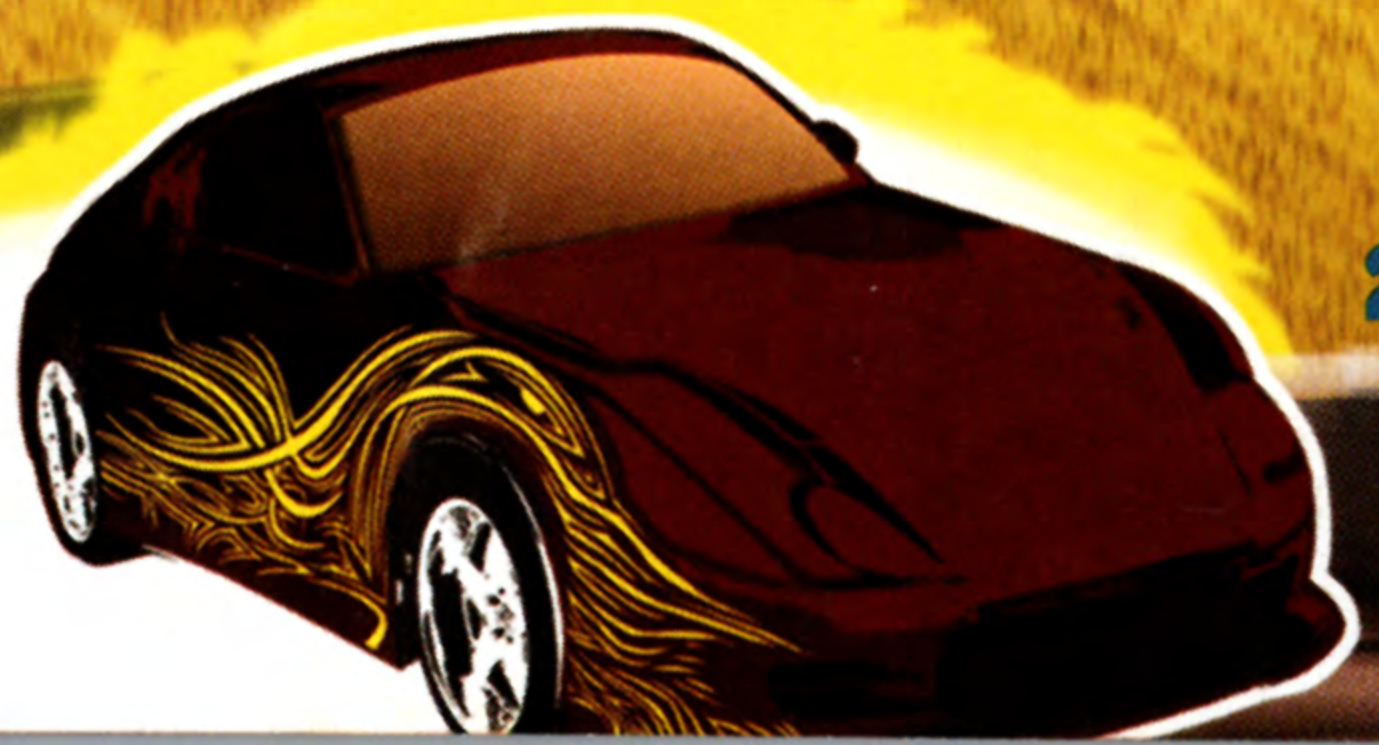
 *Match Making:* Search for a match by particular criteria.

 *OPTIONS* Select either *Appear Online* or *Appear Offline*.

 *BUDDY LIST:* Display a list of your buddies currently online.

HINTS

- Practice, practice, practice! Drifting is easy to learn but hard to master.
- Drifting and Wangan racing require different upgrades for success. If you can afford it, having multiple cars set up for specific types of racing is ideal.
- More is not always better. Sometimes upgrading all the way will affect your ability to drift. As a rule, 600 hp is pushing it. A good drifter can compete with 300 hp or less. Pros usually run between 350 to 500 at the wheels.



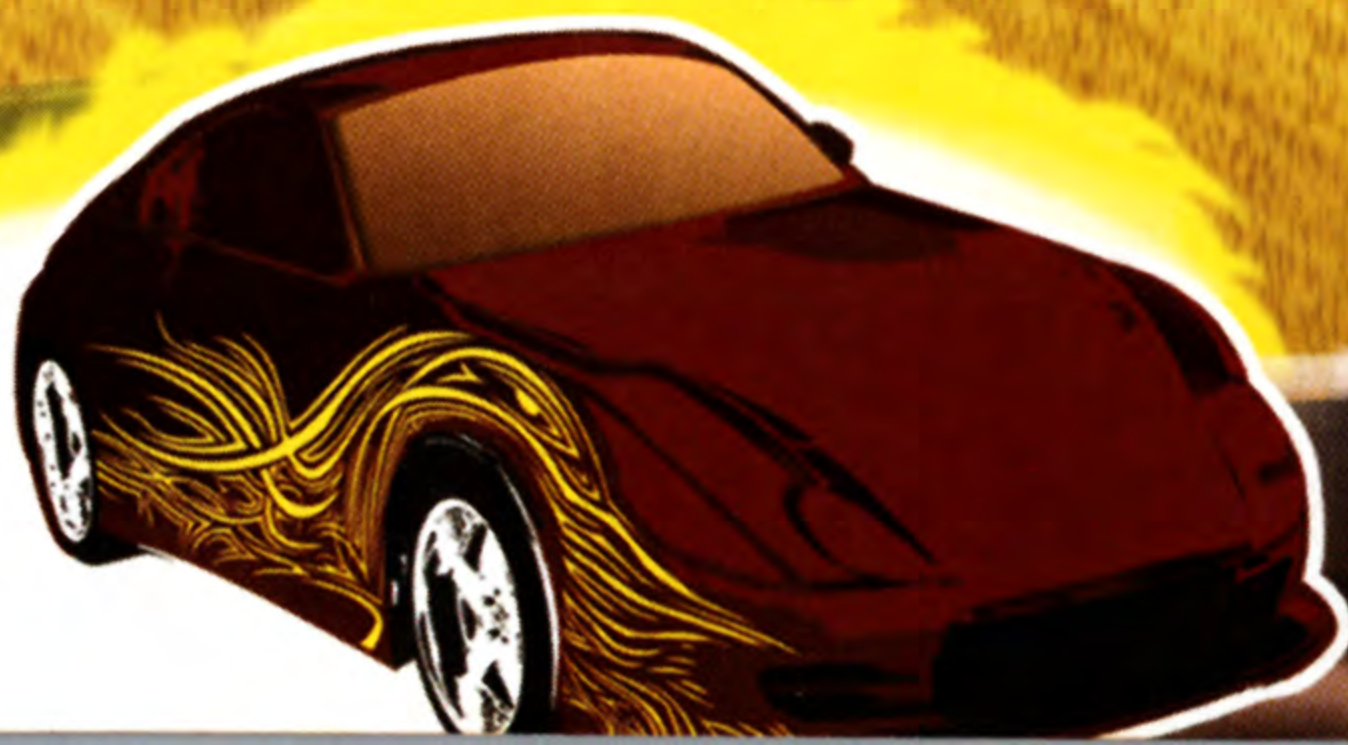
CREDITS

NAMCO BANDAI GAMES AMERICA INC.

Senior Producer	Michael Morishita
Associate Producers	Mitch Boyer, Dan Tovar
Director of Internal & External Development	John Whitmore
Business Unit Director	Jeff Lujan
Executive Producer	Pierre Roux
Marketing Director	Yoko Nakao
Product Marketing Manager	Bryan P.M. Chu
National Sales Manager	Brian Schorr
Senior Contracts Administrator	Janna Smith
Senior Public Relations Manager	Mika Kelly
Director of Product Services	Glen Cureton
Game Concept & Design	Mitch Boyer, Michael Morishita
QA/Customer Service Manager	Chuck McFadden
Quality Assurance Supervisor	Daryle Tumacder
QA Lead	Gene Bang
Assistant Lead	Scott Hartz
QA Testers	Thomas Aftowicz, Eric Antonio, Jesse Bell, Mike Desenganio, Edwin Cho, James Cho, Steven Gee, Mario Gonzalez, Jack Lim, Kenrick Mah, Douglas Morrison, Kevin Nardi, Maynard Oh, Tim Olson Ben Pascua, Raymond Pietz, Arif Sinan, Sean Smith, Victor Tsao, Shaun Woo, Jonathan Voytoski, Shin Young
Product Consultant	Tyrone Rodriguez
Japan Manufacturer Licensing	Tatsuya Kubota
US Manufacturer Licensing	Gabrielle Benham — Licensing 4 U http://www.licensing4u.com
Japan Aftermarket Licensing Consultant	Mayumi Dietrich
Aftermarket Specialist	Ben Schaffer
Music Supervisor	Go Big! Entertainment
Senior Operations & Facilities Manager	Jennifer Tersigni

Special Thanks

Genichi Ito, Nobuhiro Kasahara, Garry Cole, Myrna Dobron, Yoshi Niki, Sean Mylett, Heidi Brodie, Veronica Guzman, Charmaine Morena, Manabu Sugiyama, Shinsuke Mori, Atsuo Yoshimura, Hiroyuki Kobota, Hiroshi Tanaka, Ryota Toyama, Junko A. Nakamura, Chester Vergara, John Hickey, Dai Matsumoto, Brian Glazebrook, Yoshinobu Matsumoto, Daijiro Yoshihara, Bulletproof Automotive, McKinney Motorsports, Walter "Mack" McKinney, Gary Mckinney, Dave Mckinney, Katsuko McKinney, Lance Hendrickson, Tatsuru Ichishima, Opak Racing, Edmun Laurea, Wendy Laurea, Jason Laurea, Dave Brown, Mark Villaluna, Taro Koki, Kazuya Bai, Shinya Nishigawa, Ryuji Komori, Kazuhiko "Smoky" Nagata, Izumi Taniguchi, Miho Taniguchi, Hiroki Naba, Yuji Takahashi, Toshihiko Akachi, National Auto Sports Association (NASA), Jerry Kunzman, Mel Songco, Andy Cheng, Jerry Tsai, Randolph Grube, Mike Mucklin, Lawson Mollica, Jaed Arzadon, Renee Boyer, Carolina Gils Carbo, Shinjung Choi, RJ Devera, Ernie Fixmer, Casidi Tanaka, Tanner Foust, Rhys Millen, Alex Pfeiffer, Tyler McQuarrie, Steph Papadakis, Ken Nomura, Kenji Yamanaka, Masahiko Ishida, Stephan Verdier, Trin Saloy, Naoki Kobayashi, Moto Miwa, Lance Kirianoff, Samuel Hubinette, John Kaneda, Ray Fong, Ken Takahashi, Justin Kaehler, Emory Chang, Darryn Robson, Ken Williams, Stephen Dietrich, Andy Yen, Ross Petty, Rich Rutherford, Greg Tracy, Casper Canul, David Tang, Mike Irion, Verena Mei, South Coast Acura, Dave Bongiovani, Roo Arebalo, NorCalEvo.net, Robert Zalot, Yukio "Yuke" Taniguchi, Brian Wannamaker, Eiji "Tarzan" Yamada, Rikki Chu, Justin Wong, Dave Pankew, Chris Hinojosa-Miranda, Dominic Chen, Marck Fernandez, Loren Ho, Franco Ruiz, Tina Thi, Kitty Contreras, Chris Borders, Tom Hays, Damiyan Evans, Hanshaw Ink & Image, everyone who helped out and believed in the game



EUTECHNYX

Managing Director	Brian Jobling
Executive Producer	Dave Thompson
Production Team	Mark South, Martin Hall
Project Manager	Darryn Robson
Director of Business Development	Darren Jobling
Programming Manager	Dr. Andrew Perella
Technology Manager	Mark McClumpha
Marketing Director	Paul Jobling
Design Team	Kev Shaw, Lee Barber
Programming Team	Andrew Buckingham, Ben Kenwright, Bin Zhou, Brian Davis, Caleb Leeke, Chris Rouse, Craig McHugh, Dale Norton, Dinesh Kumar, Jamie Portsmouth, Joe Stevens, Kier Storey, Lee Clark, Mathew Hodges, Matthew Brew, Matthew Griffin, Nathan Whitaker, Neil Lock, Paul Dolhai, Dr. Richard Whitehead, Stefano Lanza, Stuart Merry, Tim Stephenson, John Dye, Doug Wolff, David Hawes
Set Up	Graham James, James McCreadie, Stuart Barnett, Jonathan Urwin
Creative Manager	Mark Barton
Studio Manager	Vivian Luke
Car Team Manager	Neil Massam
Graphics Team – Eutechnyx Gateshead	Alan Kwok, Alex O'Dwyer, Anthony Thornton, Chris Brown, Chris Owens, James Palmer, Joe Ells, Jonathan Chater, Jonathan O'Dell, Lee Doyle, Malcolm Chater, Mark Ke, Oliver Gainford, Paul Davidson, Phil Higgs, Rachel McClumpha, Richard Coates, Sam Neale, Simon Gibson, Stan Ward, Stuart Thorniley, Terry Jackson
Graphics Team – Eutechnyx Hong Kong	Billy Lai, Bus Tsui, Chi Chung Mok, Dennis Fong, Gary Leung, Ida Wong, James Pang, Janet Ma, Julieta Ng, Kenneth Wong, Phoenix Li, Plato Leung
Internal Audit Manager	Jon Murray
Internal Audit	Greg Loscombe
Eutechnyx QA	Chris Blackburn, Ross Clark, Sarah Hill, Craig Hopper, James Newson, David Saville, Scott Williams
Sound Manager	Peter Connelly

Additional Sound Design

Octagon Music Productions

Additional Programming

Chattering Pixels Ltd, Mere Mortals,
Six by Nine Ltd

Additional Graphics

3d Brigade – as Nagual Pictures Ltd.,
Anthony Ferrandiz, Azure Studio,
Candella Software Ltd., CP Soft, Digital Acorn,
Liu Tao Studio, Mine Loader Software Co., Ltd,
Ringtail Studios Ltd, Ultizen Games Limited

IT Support

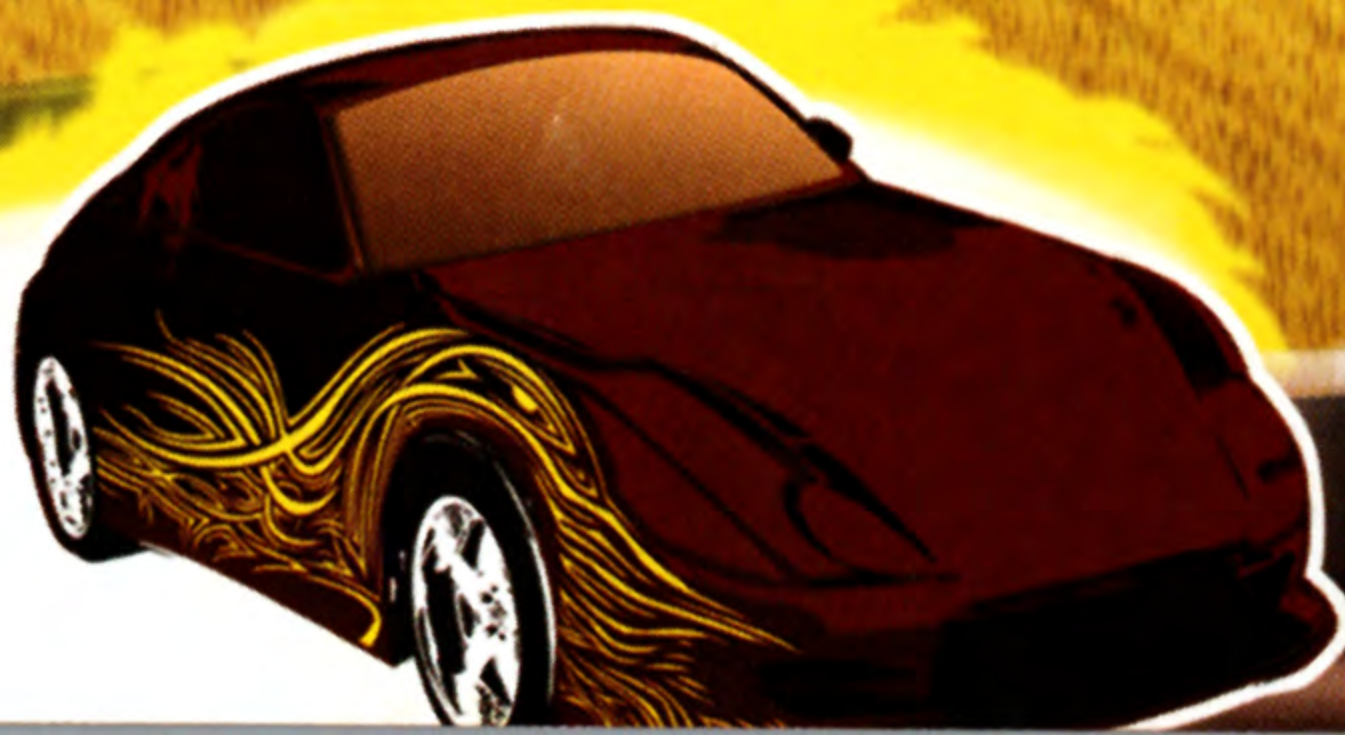
Marc “Kheops” Schuszler

With Thanks To

Adam Cooke, Adam Corenzwit, Alan Liddle,
Alice M Adams, Amanda Jobling, Andrew Soltis,
Arwen Duddington, Benn Linney, Carol May,
Chris Marshall, Chris Nicholson, Civic Type-R
Owners Forum, Colin Lewarn, Dave Naxton,
David Symington, Dennis Kwok, Dodge Forum,
Driftworks, Emma Hembrow, Gee Fai Wu,
Gino Yu, Gray Adams, GTO UK Owners Club,
Iain Davison, Ian Sampson, John May,
Jordan Butters, Keighley Trade Centre,
Lee Smircic, Louise Jones, Mark Mildice,
Mazda SG Petch, Mopar Muscle Association UK,
Nicholas Wong, Nick Doggett, Nigel Fleck,
Nigel Saddington, Philip Jackson, Piers Dowding,
Robert Kuczma, Rosemary Temple,
Scott Marshall, Sean Brown, Steven Bone,
Stuart Robson, SX Owners Club (SXOC),
Tim Lomas, Tim Webster, Tracy Moore,
Type-R Owners Forum, Victoria May,
Viper Club of America, Your Scion tC Forum



PhysX by Ageia. Ageia and PhysX both stylized and non-stylized are trademarks or registered trademarks of Ageia Technologies Inc. Copyright 2006 Ageia Technologies Inc.



UNIVERSAL STUDIOS

Consumer Products Group

Bill Kispert, Gary Lokum, Rachel Quach,
Debbie Luner, Todd Whitford, Megan Johnson,
Francesca Pascolini, Julie Chebbi

Universal Pictures Marketing

David O'Connor, Colleen Foster

VOICE OVER

Dizzy

Damiyan Evans

Dai

Daijiro Yoshihara

Recorded and mastered at

Love Juice Labs, La Habra, CA

SOUND DESIGN & IMPLEMENTATION PROVIDED BY SOUNDELUX DMG

Supervising Sound Designer

Bryan Celano

Sound Designers

Glynna Grimala, Dutch Hill, Brad Beaumont,
Mark Camperell, Clint Richardson, Bret Johns,
Justin Langley

Assistant Supervisor

Sara Huddleston

Asset Coordinator

Chad Bedell

Operations Manager

Heather Sowards

FMV PROVIDED BY GAME CONSULTING WWW.GAME-CONSULTING.COM

Managing Director

Nicolas Bonvalet

Executive Producer

Regis Carlier

Art Director/Lead Artist

Cyrille Thomas

Technical Lead Artist

Christophe Hamel

Composting

Benoit Munoz

3d Artists

Herve Vazeille, Pascal Rabil

Animators

Benoit Lefevre, Eric Breistroffer,
Nessim Chebaane

SFX Artist

Benoit Joubert

Sound Engineer

Eric Los

ADDITIONAL QUALITY ASSURANCE PROVIDED BY IBETA

AFTERMARKET LICENSORS

5 Axis, 5Zigen, 7777 Motoring, AEM, Alpine Stars, AME, American Racing, Auto Exe, BASE, Battle Garage, Battle Version, Best Motoring/Hot Version, Body by Buddha, Bomex, BN Sports, BP Products, Brembo, BRS Auto Design, Buddy Club, Bulletproof Automotive, C-Office, C-West, CHARGESPEED, D-Drug, Daily Driven, DAMD, DC Sports, DEI, Design Haus, Drift Association, EDO Performance, EF Madness, Enkei, Euphoric Designs, Extreme Dimensions, Final Konnexion, Fujita Air Intake/F5, Fujita Engineering/Feed, G4 TV, Gialla GP Sports, Halfway, Hankook, HKS, HKS Kansai Service, Holley Performance/NOS, Import Trenz, Impul, Ings +1, Iron Clad Performance Wear, J's Corp, JIC Magic, Jim Wolf Technology, KenStyle, KS Auto, Mackin Industries, McKinney Motorsports, Megan Racing, Meguiar's, National Auto Sport Association (NASA), Neo Tech Imports, Nitto Tire, NRG Innovations, OPAK Racing, Origin Labs, Original Runduce, Pacific Rim Drift, Paramax, Pass Limit USA, Pioneer, Rays Engineering, RMR, Ro_Ja, Rotor, RSR, Signal Auto, Sorcery, SPOON Sports, T&E Co./Vertex, Tanabe/SSR, Team Mulsanne, TEIN, Time Machine Racecraft, Tokiko USA Inc., Top Fuel, Top Secret, Trial, Type One, URAS, Varis USA, Veilside USA, Vertical Scope, Voltex, WALD, West Co., WEDS Sport, WORK/AKH, Zeal/Endless, Zero 1000, ZigZag Asia

SPECIAL THANKS

For the courtesy and cooperation of Pioneer Corp. This product uses and contains with Licensor's Permission some portion of the graphic view developed by Pioneer Corporation for the "Pioneer Real-time Vehicle Dynamics Processor AVG-VDP1."



MUSIC CREDITS

'Around The World'

Written by Tom Salta

Published by Persist Global Music (BMI) /

Mixed Metaphor Music (BMI)

Performed by Atlas Plug

Courtesy of Persist Records / Position Music

"Goodbye" (Klayton Revision)

Written by Klayton

Published by Celldweller Music (ASCAP)

Performed by Celldweller

Courtesy of Fixt Music / Position Music

"Ukina"

Written by Hime

Published by dj honda music USA

Performed by Hime

Courtesy of dj honda RECORDINGS (US)

"Black List"

Written by Hime

Published by dj honda music USA

Performed by Hime

Courtesy of dj honda RECORDINGS (US)

"Himehajime 2006"

Written by Hime

Published by dj honda music USA

Performed by Hime

Courtesy of dj honda RECORDINGS (US)

"In The Rain"

Written by Hime

Published by dj honda music USA

Performed by Hime

Courtesy of dj honda RECORDINGS (US)

"Fuyajo"

Written by Hime

Published by dj honda music USA

Performed by Hime

Courtesy of dj honda RECORDINGS (US)

"Samurai Sword"

Written by 565

Published by dj honda music USA

Performed by 565

Courtesy of dj honda RECORDINGS (US)

"So Scared"

Written by Francesco Megha

Published by Francesco Megha

Performed by 9MM

Courtesy of Wynona Records

"Tough Guy"

Written by Justin Isham

Published by Justin Isham

Performed by Open Hand

Courtesy of Trust Kill Records

"Revenge"

Written by Tom Higgenson

Published by So Happy Publishing (ASCAP)

Performed by Plain White T's

Courtesy of Fearless Records

"Attack Of The Things"

Written by Adam Fox

Published by Feature Sounds (ASCAP)

Performed by Adam Fox

Courtesy of Feature Sounds

"Massive"

Written by Adam Fox

Published by Feature Sounds (ASCAP)

Performed by Adam Fox

Courtesy of Feature Sounds

"Forbidden Lover"

Written by Justin Kaehler / Jeff Hall/ Kevin
Lukasewski / Miyako Matsumura / Haru Tagami

Published by Justin Kaehler (ASCAP) / Jeff
Hall (ASCAP) / Kevin Lukasewski (ASCAP) /

Miyako Matsumura (ASCAP) /

Haru Tagami (ASCAP)

Performed by Lemon Drop Kick

Courtesy of Lemon Drop Kick

"All Over Now"

Written by Justin Kaehler / Jeff Hall/ Kevin
Lukasewski / Miyako Matsumura / Haru Tagami

Published by Justin Kaehler (ASCAP) /

Jeff Hall (ASCAP) / Kevin Lukasewski
(ASCAP) / Miyako Matsumura (ASCAP) /

Haru Tagami (ASCAP)

Performed by Lemon Drop Kick

Courtesy of Lemon Drop Kick

"1140"

Written by Justin Kaehler / Jeff Hall/ Kevin
Lukasewski / Miyako Matsumura / Haru Tagami

Published by Justin Kaehler (ASCAP) /

Jeff Hall (ASCAP) / Kevin Lukasewski
(ASCAP) / Miyako Matsumura (ASCAP) /

Haru Tagami (ASCAP)

Performed by Lemon Drop Kick

Courtesy of Lemon Drop Kick

"Dullish"

Written by Justin Kaehler / Jeff Hall/
Kevin Lukasewski / Miyako Matsumura /
Yusuke Hisamitsu

Published by Justin Kaehler (ASCAP) /

Jeff Hall (ASCAP) / Kevin Lukasewski
(ASCAP) / Miyako Matsumura (ASCAP) /

Haru Tagami (ASCAP)

Performed by Lemon Drop Kick

Courtesy of Lemon Drop Kick

"Over It"

Written by Craig Olson
Published by Craig Olson (ASCAP)
Performed by Slow Car Boost
Courtesy of Slow Car Boost

"That Was You"

Written by Craig Olson
Published by Craig Olson (ASCAP)
Performed by Slow Car Boost
Courtesy of Slow Car Boost

**"Pretty People Never Lie /
Vampires Really Never Die"**

Written by I Am Ghost
Published by I Am Ghost
Performed by I Am Ghost
Courtesy of Epitaph Records

"Wake Me Up"

Written by Gregory Scott Bergdorff /
Matthew S. Lewis / Ben Osmundson /
Ali Tabatabaee Edwin Bjorn Udhuss
Published by Butt Nugget & The Squirrels
(BMI) / Bust A Nut In Your Eye Music (BMI) /
Kamikaze Zero Music (BMI) / That Cheap
Suburban Punk Music (BMI) /
Plagiarism Music (BMI)
Performed by Zebrahead
Courtesy of The Royalty Network, Inc.

"The Walking Dead"

Written by Gregory Scott Bergdorff /
Matthew S. Lewis / Ben Osmundson /
Ali Tabatabaee Edwin Bjorn Udhuss
Published by Butt Nugget & The Squirrels
(BMI) / Bust A Nut In Your Eye Music (BMI) /
Kamikaze Zero Music (BMI) / That Cheap
Suburban Punk Music (BMI) /
Plagiarism Music (BMI)
Performed by Zebrahead
Courtesy of The Royalty Network, Inc.

"From Afar"

Written by The Asphalt
Published by The Asphalt
Performed by The Asphalt
Courtesy of Exit 9 Records

"Sleep With The Light On"

Written by Clearview Kills
Published by Man Of Blue Publishing (BMI)
Performed by Clearview Kills
Courtesy of Orange Peel Records

"The Way It Goes"

Written by Motion Picture Demise
Published by Man Of Blue Publishing (BMI) /
Motion Picture Demise (BMI)
Performed by Motion Picture Demise
Courtesy of Orange Peel Records

"The Last Time"

Written by Daniel A. Cole / Benjamin J. O'Rear
/ William N. Lee / Thomas W. Gustafson
Published by Daniel A. Cole (ASCAP) /
Benjamin J. O'Rear (ASCAP) / William N. Lee
(ASCAP) / Thomas W. Gustafson (ASCAP)
Performed by Forever Changed
Courtesy of Floodgate Records, LLC

"Get Offa Me"

Written by Kevin Nishimura / James Roh /
Jae Choung / Allen Sung / Reginald Bruner
Published by Far East Movement Publishing
Performed by Far East Movement
featuring Trek Life
Courtesy of Catch Music Group

"Make Ya Self"

Written by Kevin Nishimura / James Roh /
Jae Choung / Stefon Taylor
Published by Far East Movement Publishing /
Stefon Taylor Publishing
Performed by Far East Movement
Courtesy of Catch Music Group

"Hey Man"

Written by Bryan Whiteman / Mat Barber /
Matt Breen / Anthony Brock
Published by Hellfire Whiteman Music (ASCAP)
/ Shake It Up Music (ASCAP) /
Who Will Remember Music (ASCAP) /
Strait Gangster Music (ASCAP)
Performed by Emanuel
Courtesy of Vagrant Music by arrangement
with Universal Music Enterprises

"Attack"

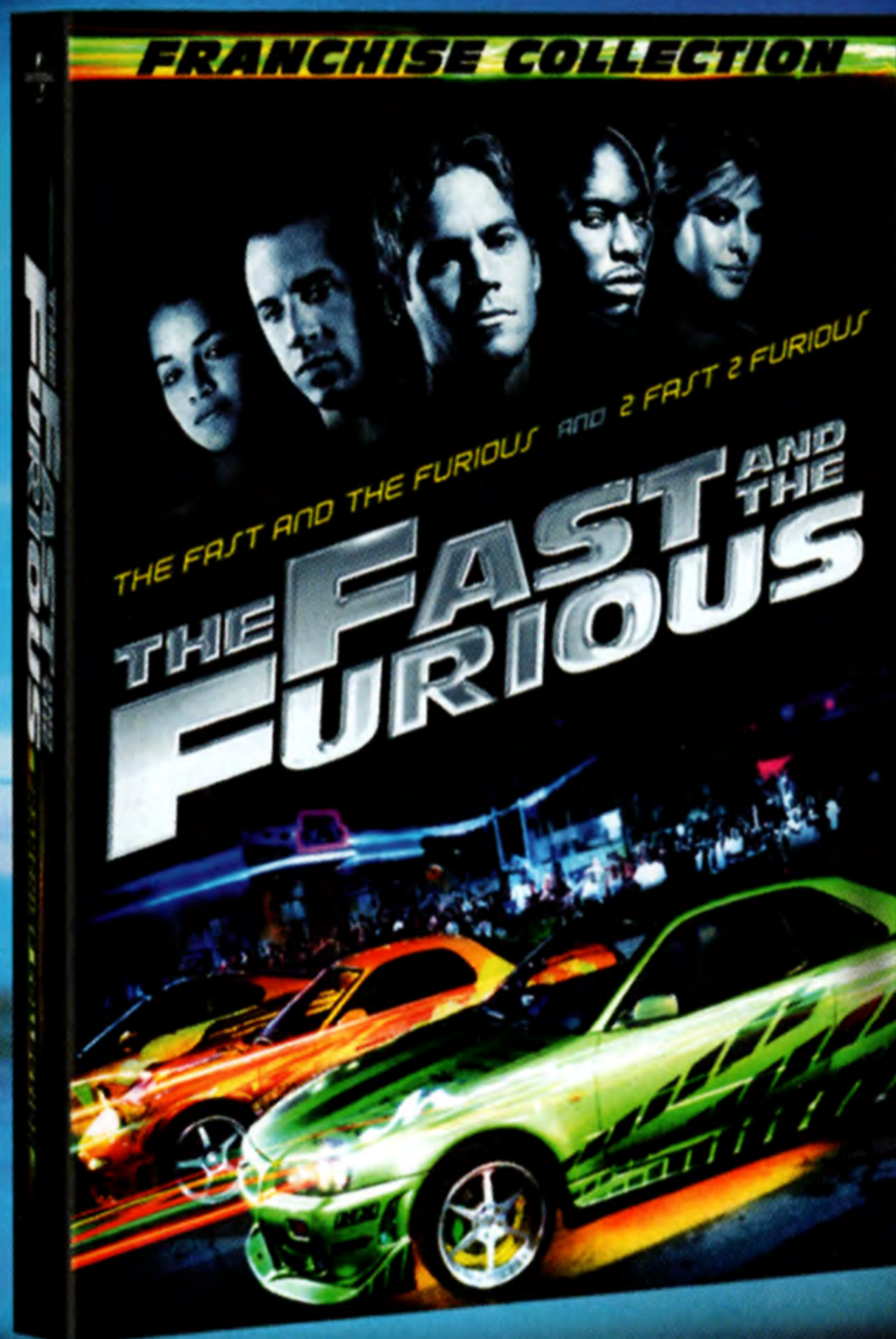
Written by Jared Leto
Published by Apocraphex Music (ASCAP)
Performed by 30 Seconds to Mars
Courtesy of Virgin Records under license
from EMI Film & Television Music

"Cobra Tryangle"

Written by Dan Tovar / Duane Palmer /
Tim Ruzzo
Published by Invisible Enemies
Performed by Invisible Enemies
Courtesy of Invisible Enemies



OWN THE ADRENALINE RUSH



2 MOVIES
plus
**EXCLUSIVE
BONUS DISC!**

**ALL-NEW
DELETED
SCENES**
and an
**ALTERNATE
ENDING**

ON DVD NOW!

BONUS DISC INCLUDES EXCLUSIVE NEW FEATURES

- **Sneak Peek at Tokyo Drift**

An exclusive behind-the-scenes look
at *The Fast and the Furious: Tokyo Drift*

- **Extended Scenes**

All-new extended scenes from
The Fast and the Furious and *2 Fast 2 Furious*

- **Alternate Ending**

Never-before-seen
alternate ending for
The Fast and the Furious

- **AND MORE!**

Each Disc Includes All Original Bonus Features.
Bonus Features Not Rated, Not All Subtitled.

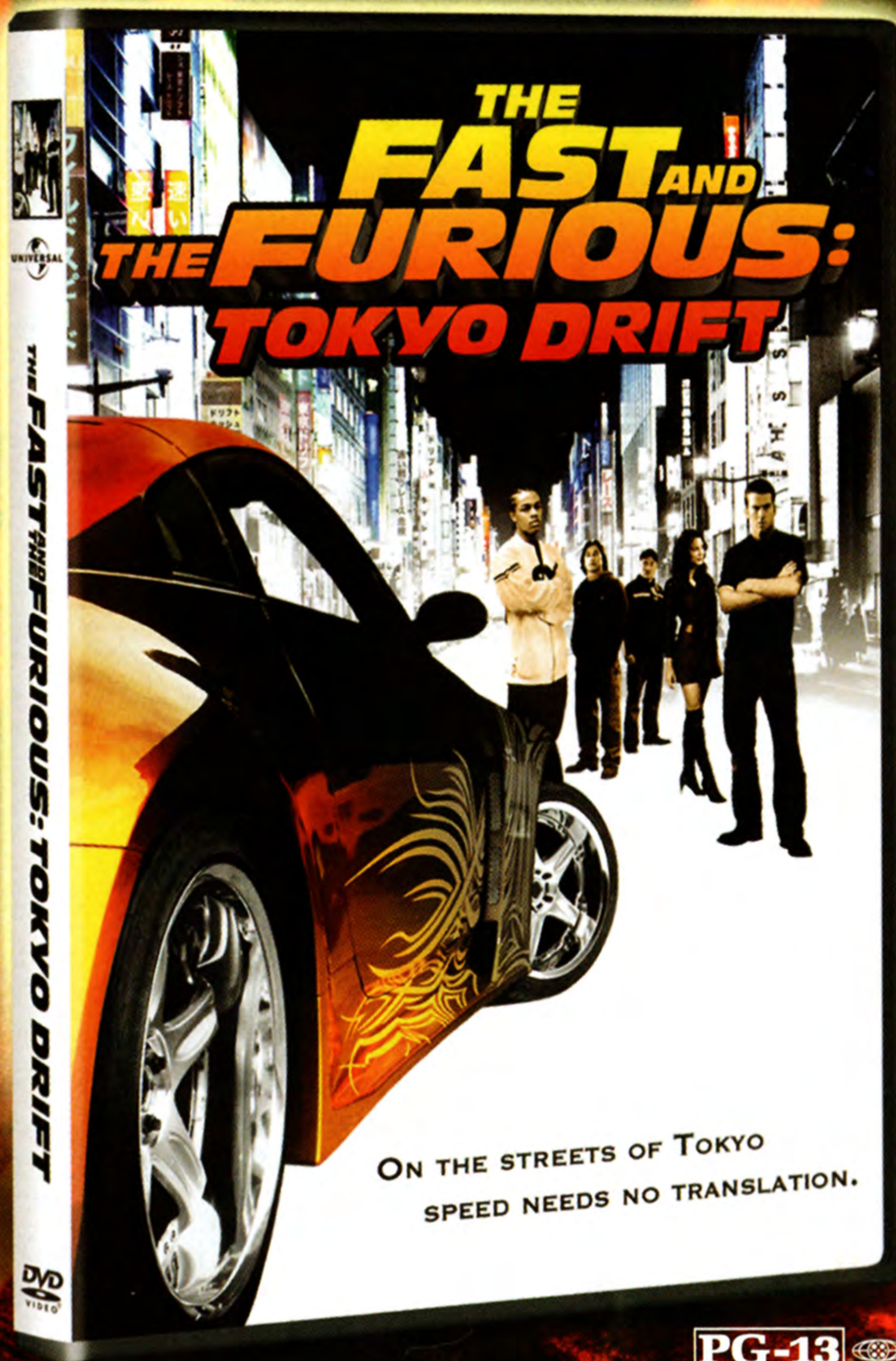


UNIVERSAL STUDIOS
HOME ENTERTAINMENT

© 2006 Universal Studios. All Rights Reserved. www.universalstudioshomeentertainment.com

**"STRAP YOURSELF IN
FOR A BLISTERING,
SUPER-CHARGED RIDE."**

- Pete Hammond, Maxim



PG-13

**COMING TO DVD AND
HD DVD THIS FALL**



UNIVERSAL STUDIOS
HOME ENTERTAINMENT

www.thefastandthefurious.com
www.universalhomeentertainment.com

© 2006 Universal Studios. All Rights Reserved.

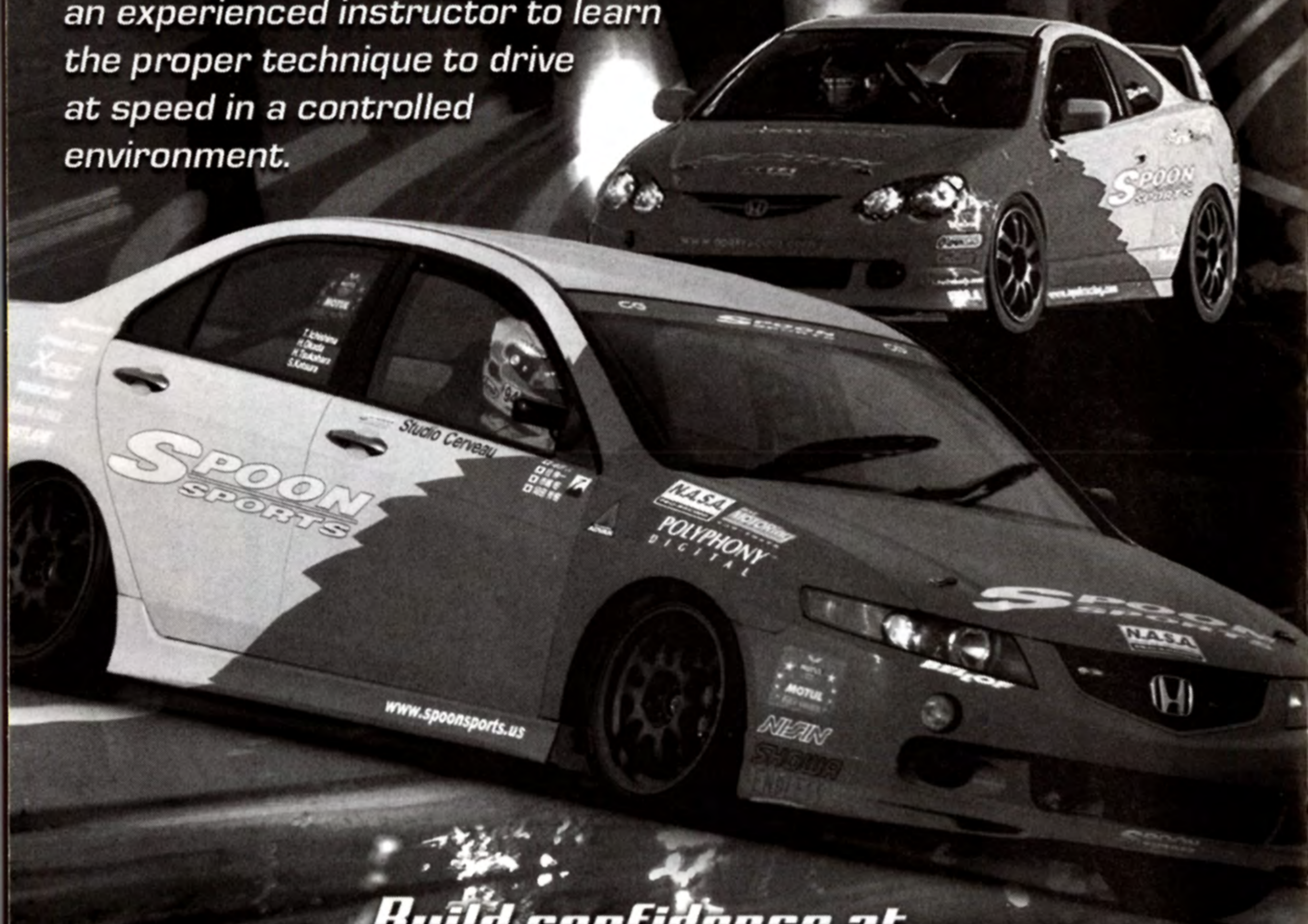


NASA

NATIONAL AUTO SPORT ASSOCIATION

***Enjoy the thrill of driving your car on
some of America's finest road courses.***

All new drivers are matched with
an experienced instructor to learn
the proper technique to drive
at speed in a controlled
environment.



***Build confidence at
High Performance Driving Events.***

Honda®, the "H" logo® and the distinctive design elements of Honda vehicles and logos are trademarks and intellectual property of Honda Motor Co., Ltd., used under license from American Honda Motor Co., Inc. All rights reserved. Acura®, the Stylized "A" logo® and the distinctive design elements of Acura vehicles and logos are trademarks and intellectual property of Honda Motor Co., Ltd., used under license from American Honda Motor Co., Inc. All rights reserved.

\$50

\$50



NASA

NATIONAL AUTO SPORT ASSOCIATION

***This \$50 certificate is good toward any 1-day or 2-day
NASA High Performance Driving Event (HPDE) in the country.***

Visit www.DriveNASA.com/tokyodrift to redeem your coupon and get more information.

\$50

NASA Member #

\$50

TROUBLESHOOTING

FIREWALLS

In order to join or host a THE FAST AND THE FURIOUS™ game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable Port Forwarding. You will need to route, or forward, all data on port UDP 9103 to the IP address assigned to your PlayStation 2 console.

Note: Users using DHCP must ensure that their PlayStation 2 console is always assigned the IP address specified in the Port Forwarding setup; under these circumstances you may need to change your network configuration from Auto Detect (DHCP) to a Static IP address using the network adaptor start-up disc to ensure that forwarded data always gets to your PlayStation 2 console.

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation 2 console directly to your DSL modem, cable modem, or other broadband device.

STATUS

You can check the status of the game servers and read news about this game by visiting www.namcobandaigames.com.

CUSTOMER SUPPORT

For further questions, please visit www.namcobandaigames.com or contact NAMCO BANDAI Customer Support at (408) 235-2222, Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time.

ONLINE TECHNICAL REQUIREMENTS

Broadband access and the network adaptor (Ethernet/modem) (for PlayStation®2) required for network capabilities. Players are responsible for all applicable Internet fees. Network capabilities may be subject to change, withdrawal and charge for use. Go to www.playstation.com for network capabilities access terms and availability in your country.

ONLINE FEATURES

THE ONLINE FEATURES OF THIS GAME ARE SUBJECT TO ACCEPTANCE OF ONLINE TERMS OF SERVICE. NAMCO BANDAI RESERVES THE RIGHT TO CHANGE OR TERMINATE THE ONLINE FEATURES OF THIS GAME. NAMCO BANDAI MAKES NO GUARANTEE AS TO THE AVAILABILITY OF THE ONLINE FEATURES FOR THIS GAME OR THAT THE NAMCO BANDAI ONLINE SERVICE WILL BE UNINTERRUPTED OR ERROR-FREE. Please read the NAMCO BANDAI OnLine Terms of Service for full terms and conditions, a copy of which is available at <http://www.namco.com> and in-game. Certain online features may be subject to payment of an additional fee.

RATINGS

The Game's content has been rated T for Teen. However, the content of the game may change due to interactive exchanges between players in the online mode. Neither NAMCO BANDAI nor Sony Computer Entertainment accepts any responsibility for content which is external to the game itself. Please refer to the Terms of Service for further conditions of use relating to online play.

DNAS SYSTEM

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS," visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.



MANUFACTURERS

Designed, manufactured, and distributed for NAMCO BANDAI Games America Inc.

Acura®, the stylized "A" logo®, NSX®, Integra®, Type R™ and the distinctive design elements of Acura vehicles are trademarks and intellectual property of Honda Motor Co., Ltd., used under license from American Honda Motor Co., Inc. All rights reserved.

Dodge and HEMI® are trademarks of DaimlerChrysler Corporation. Dodge Charger, Dodge SRT-4, Dodge Viper, Dodge HEMI® and their trade dress are used under license by NAMCO BANDAI Games America Inc. ©DaimlerChrysler Corporation 2006.

Ford Oval and nameplates are registered trademarks owned and licensed by Ford Motor Company. Manufactured by NAMCO BANDAI Games America Inc.

General Motors Trademarks are used under license to NAMCO BANDAI Games America Inc.

Designed, manufactured, and distributed by/for NAMCO BANDAI Games America Inc. Honda®, the "H" logo®, S2000®, Civic®, Type R™, Si™, Integra®, NSX® and the distinctive design elements of Honda vehicles are trademarks and intellectual property of Honda Motor Co., Ltd., used under license from American Honda Motor Co., Inc. All rights reserved.

Mazda, Mazdaspeed, RX-7, RX-8 and all other associated marks, emblems, and designs are used under approval of Mazda Motor Corporation.

Mitsubishi Eclipse, GTO, Lancer Evolution, Lancer Evolution VII, Lancer Evolution VIII, Lancer Evolution IX, Concept-Sportback, Concept-X, names, emblems and body designs are trademarks and/or intellectual property rights of MITSUBISHI MOTORS CORPORATION and used under license to NAMCO BANDAI Games America Inc.

"NISSAN" and the names, logos, marks and designs of the NISSAN products are trademarks and/or intellectual property rights of NISSAN MOTOR CO., LTD. and used under license to NAMCO BANDAI Games America Inc.

RALLIART (Word) and RALLI///ART (Device) are trademarks and intellectual property rights of Ralliart Inc. and used under license to NAMCO BANDAI Games America Inc.

Saleen® model and designs are registered trademarks of Saleen, Inc. used under license. ©Saleen, Inc. 2006.

Shelby® and GT500® are registered trademarks of Carroll Shelby and Carroll Shelby Licensing, Inc. and are used by NAMCO BANDAI Games America Inc. under license.

Subaru trademarks and body designs are properties of FUJI HEAVY INDUSTRIES, LTD. and used under license to NAMCO BANDAI Games America, Inc.

TOYOTA, LEXUS, SCION and all other associated marks, emblems and designs are intellectual property rights of Toyota Motor Corporation and used with permission.

LEGAL INFORMATION

The Fast and The Furious is a trademark and copyright of Universal Studios. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. All other trademarks belong to their respective owners. ©NAMCO BANDAI Games America Inc. 1999-2006 All Rights Reserved.

A Note to Parents: Please consult www.filmratings.com for information regarding movie ratings in making viewing choices for children. The driving sequences in the motion picture *The Fast and The Furious* were filmed with professional stunt drivers, under carefully-controlled conditions, for entertainment purposes only. No attempt should be made to duplicate any of the racing activities or sequences depicted therein. Universal neither condones nor endorses the use of this or any related product in any manner whatsoever other than in strict accordance with applicable federal, state and local laws and speed limits.

The driving sequences in the motion picture *The Fast and The Furious Tokyo Drift* were filmed with professional stunt drivers, under carefully-controlled conditions, for entertainment purposes only. No attempt should be made to duplicate any of the racing activities or sequences depicted therein. Universal neither condones nor endorses the use of this or any related product in any manner whatsoever other than in strict accordance with applicable federal, state and local laws and speed limits.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see www.us.playstation.com/DNAS.

This product contains software technology licensed from GameSpy Industries, Inc. ©1999-2006 GameSpy Industries, Inc. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

DNAS logotype is a trademark of Sony Computer Entertainment Inc.

PIONEER is a Registered Trademark of PIONEER CORPORATION.



LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?

Having problems getting your game to work properly?

Now you can get one-on-one help from NAMCO BANDAI Games America Inc.
using your web browser!

Simply go to **livehelp.namco.com** for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

NAMCO BANDAI Games America Inc.

ATTN: Customer Service

4555 Great America Parkway, Suite 201

Santa Clara, CA 95054

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via email at support@namcobandaigames.com or contact us at (408) 235-2222. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and/or insured method of shipping the materials to us.

NAMCO BANDAI Games America Inc. Online:

www.namcobandaigames.com

Visit our Website to get information about our new titles.

LIMITED WARRANTY

NAMCO BANDAI Games America Inc. warrants to the original purchaser that this NAMCO BANDAI game disc shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, NAMCO BANDAI Games America Inc. will repair or replace the defective game disc or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall NAMCO BANDAI Games America Inc. be liable for consequential or incidental damages resulting from the possession or use of this product. The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.



10

10