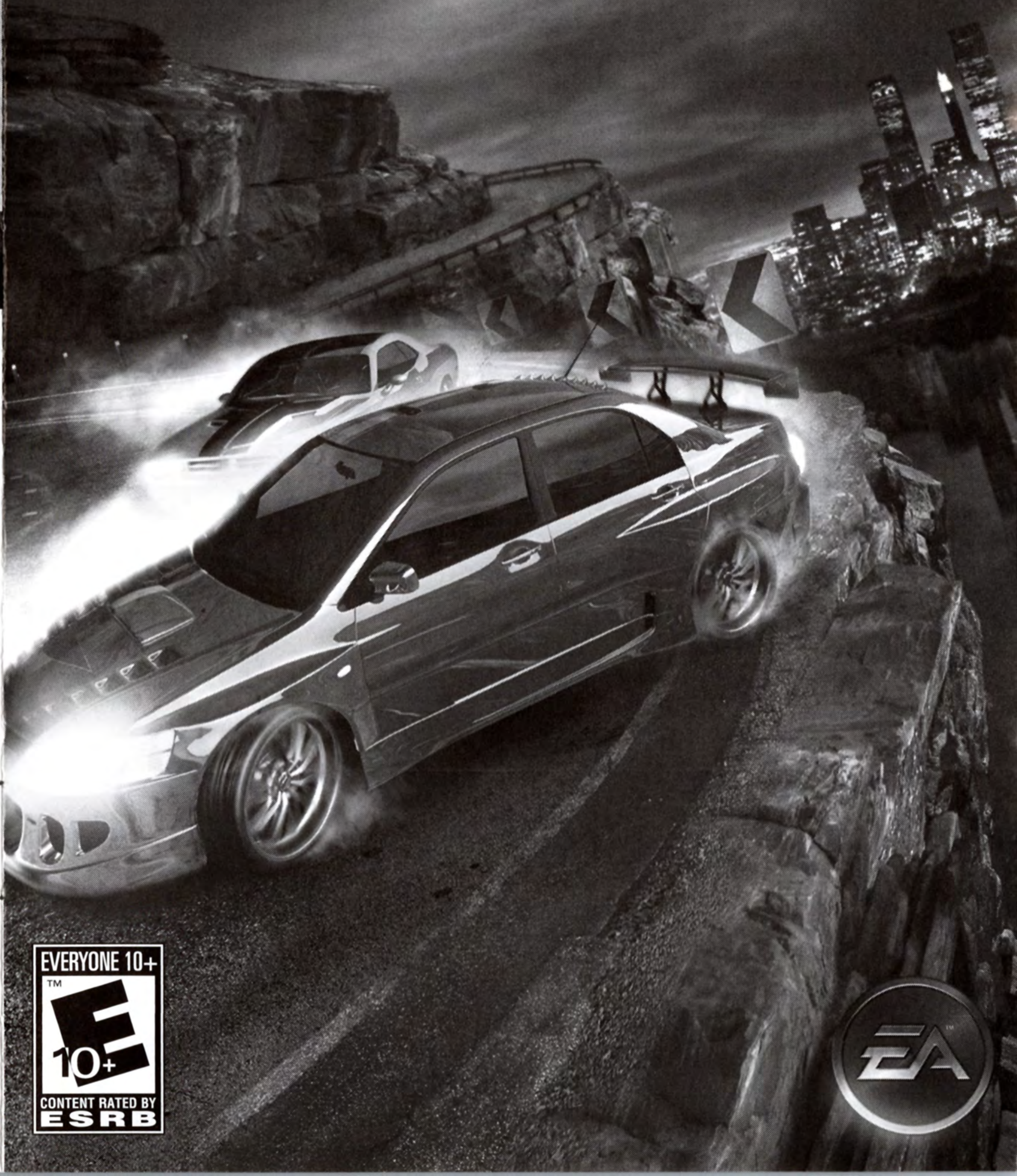


NEED FOR SPEED CARBON™



EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB





WARNING: READ BEFORE USING YOUR PLAYSTATION[®]2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.

- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

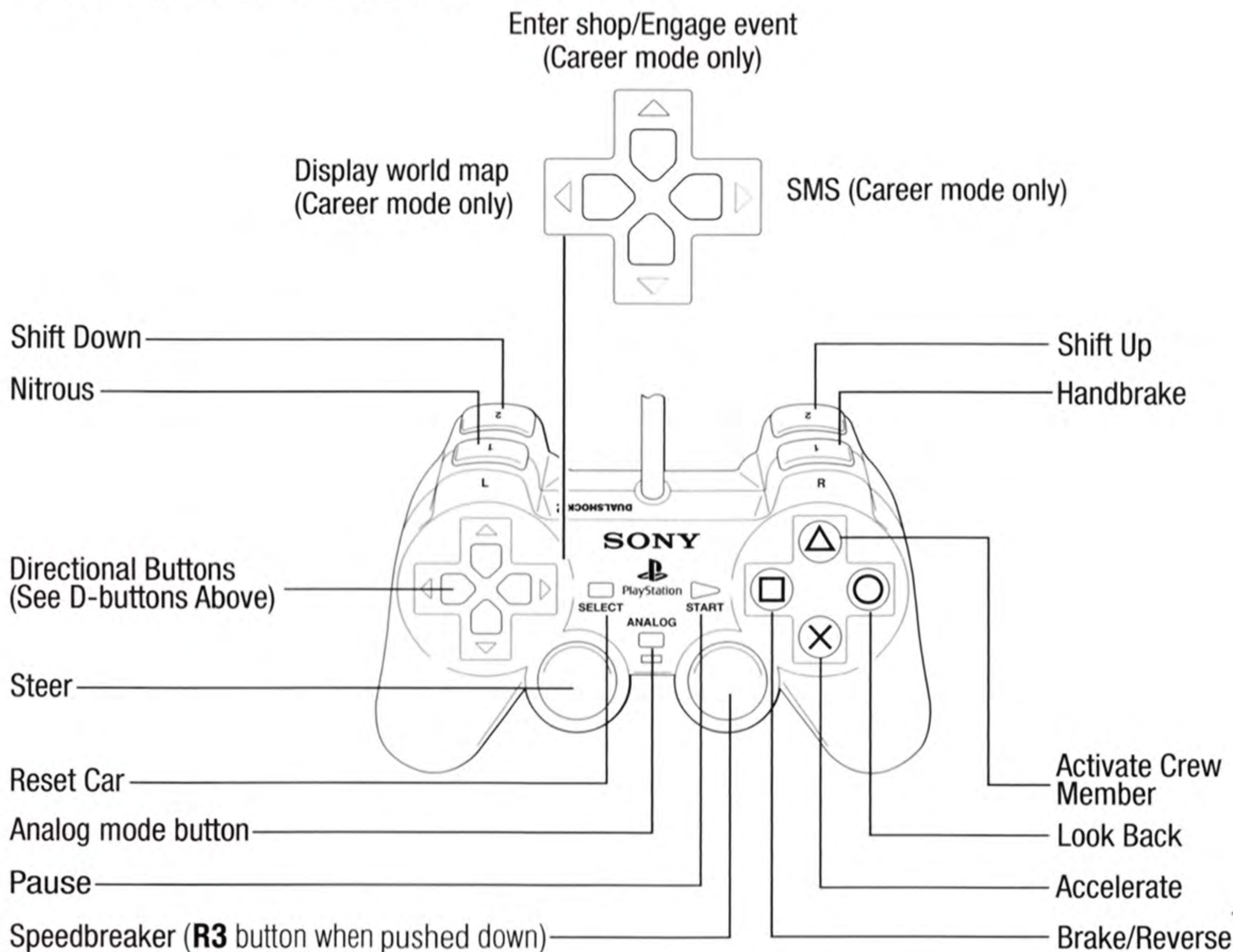
BASIC CONTROLS	1	CAREER MODE	6
STARTING THE GAME	2	CHALLENGE SERIES	7
COMMAND REFERENCE	3	LIMITED 90-DAY WARRANTY	9
PLAYING THE GAME	4		

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

BASIC CONTROLS

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

GENERAL GAMEPLAY

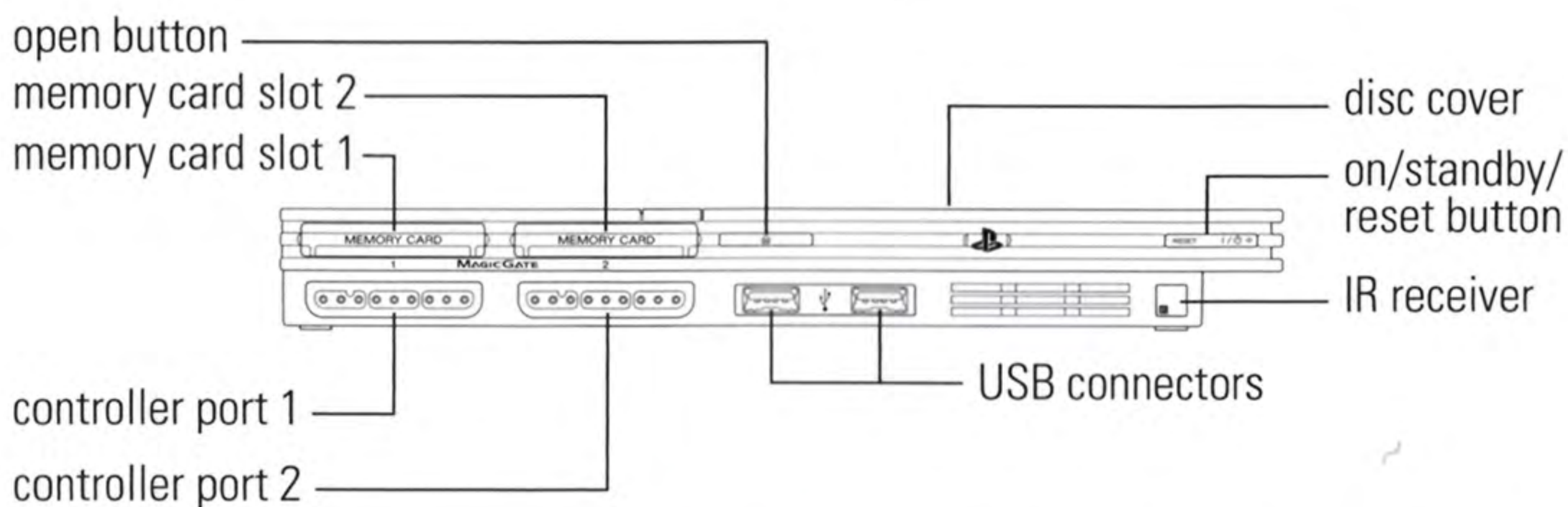


NOTE: *Need for Speed™ Carbon* only supports the DUALSHOCK®2 analog controller.

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

Check out EA™ online at www.ea.com.

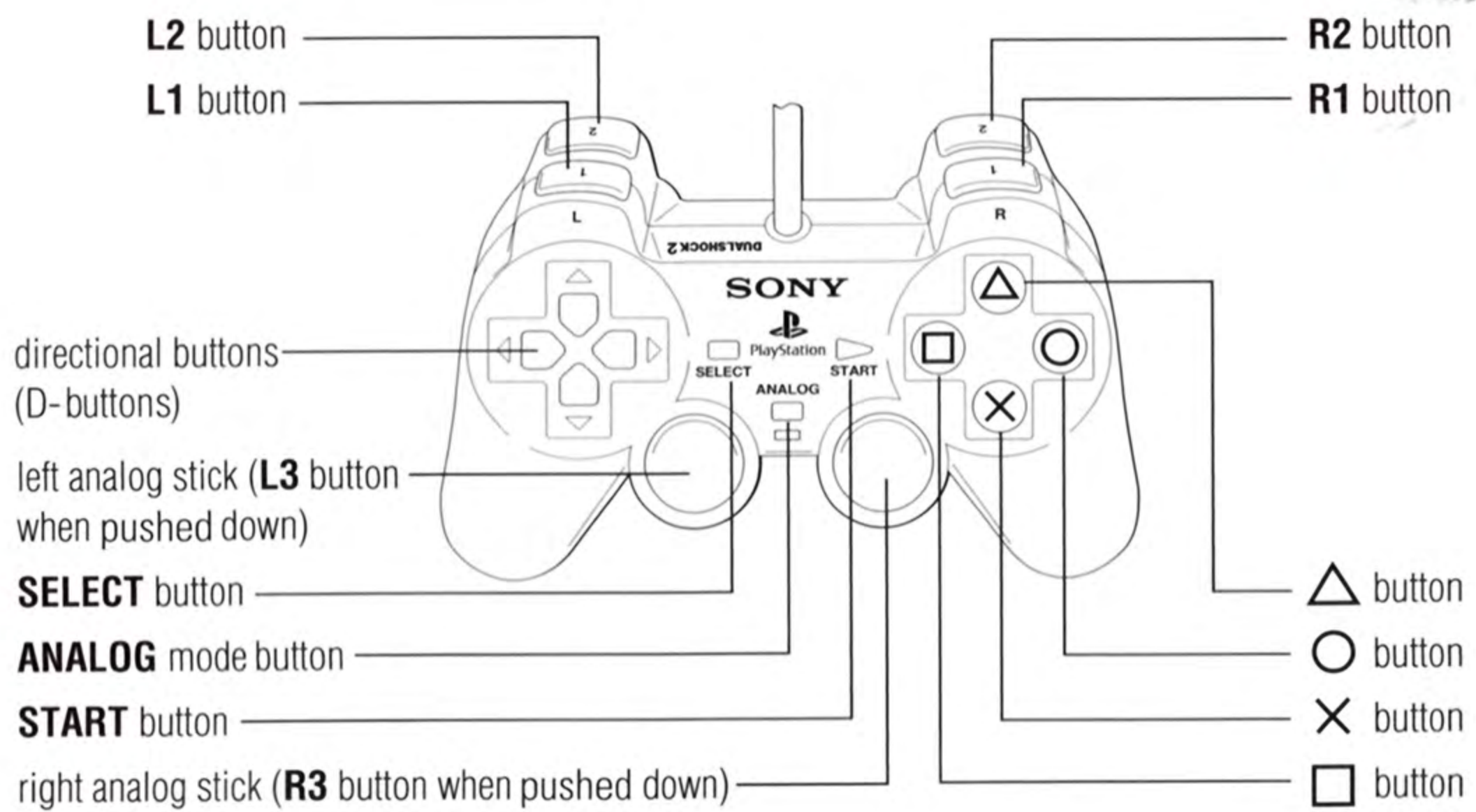
STARTING THE GAME



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

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





PLAYING THE GAME

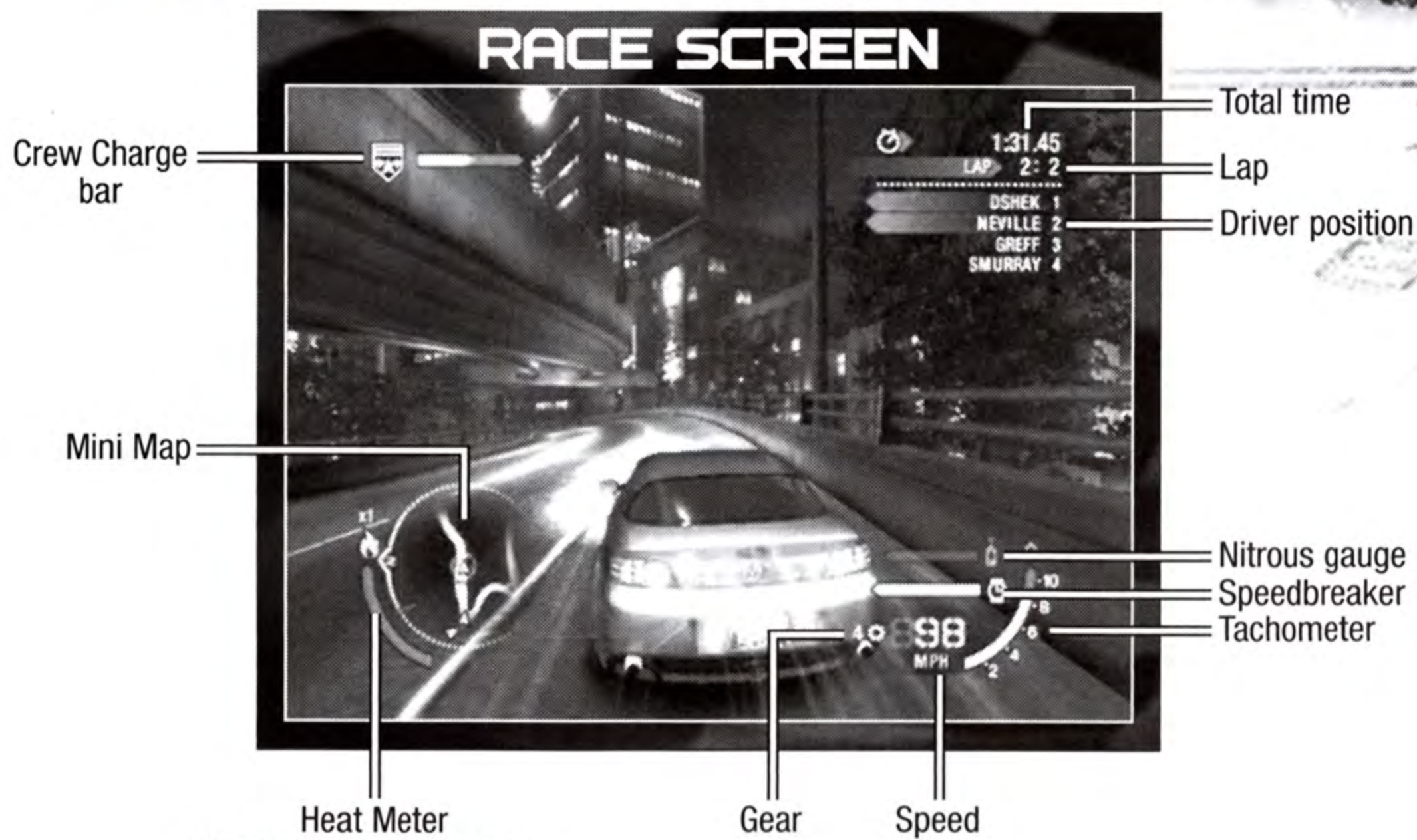
Jump into the action with a Quick Race, take over the city in Career mode, or earn medals in the Challenge Series. What are you waiting for? Get moving!

MY ALIAS

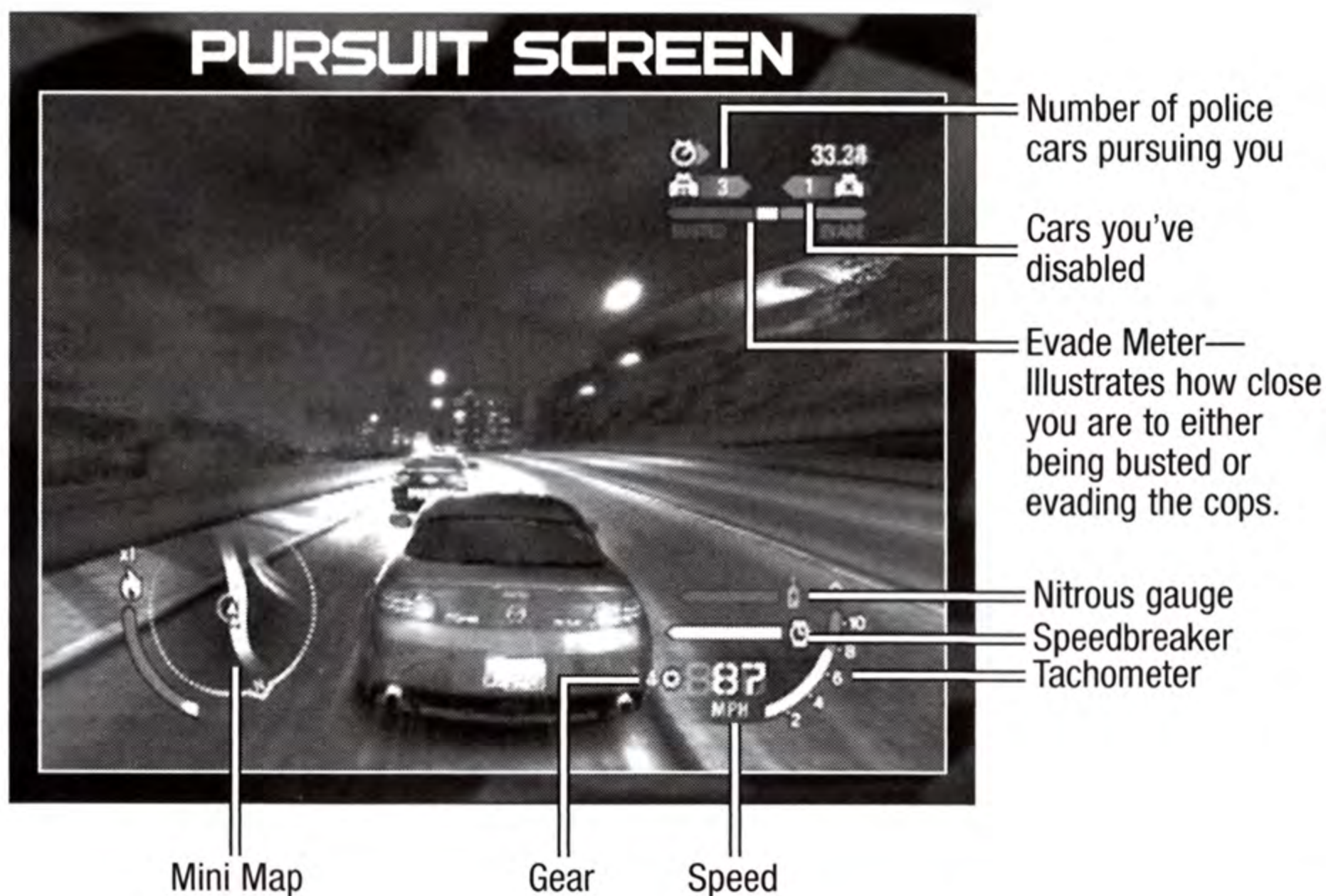
You are prompted to create an Alias before you can begin your career or save any changes. Your game progress is automatically saved to your Alias, once you create it.

MAIN MENU

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



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



SAVING AND LOADING

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



CAREER MODE

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

CAR CLASSES

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

YOUR CREW

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

RECRUITING CREW MEMBERS

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

ROLES

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

SKILLS

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

SAFE HOUSE MENU

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

CHALLENGE SERIES

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

Canyon Duel

Go head to head against a single opponent down a perilous canyon road. Keep an eye on the Duel meter in the upper right of your screen. If you fall behind for too long, you automatically lose.

Canyon Race

Take on three other drivers in a race to the bottom of a canyon.

Checkpoint

Reach certain checkpoints on the track before time expires to earn bonus time to finish the event.

Canyon Checkpoint

This is just like a regular Checkpoint event, only with the added dangers of the canyon.

Canyon Drift

Reach a target score to win this event. Earn points by drifting around corners—the longer the drift and the faster your speed, the more points you earn. Earn multipliers by maintaining a clean run and not hitting the walls.

Pursuit Evasion

Evade the police for the specified amount of time to earn a medal. The meter in the upper right of your screen shows how close you are to either getting busted or evading the pursuit, as well as how many cars are hunting you down. If you fill the evasion meter, you earn a cooldown period—the pursuit is over when the cooldown meter is full. However, if you are spotted again before the cooldown meter fills, the pursuit resumes.

Trade Paint

Avoid being busted by the police and take some of them out while you're at it. Ram into their cars to disable them.

Circuit

Race on traditional lap-based courses with barriers to help keep you on track.

Sprint


Drive as fast as you can in a point-to-point race.

Drift

Like the Canyon Drift, you need to reach a certain score to earn your medal by drifting around corners. You earn multipliers for linking drifts around multiple corners.

Speedtrap

Race through a number of speedtraps in a point-to-point race. The driver with the highest cumulative speed at the end of the race is the winner.



© 2006 Electronic Arts Inc. Electronic Arts, EA, the EA logo, Need for Speed and Autosculpt are trademarks or registered of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. RenderWare is a trademark or registered trademark of Criterion Software Ltd. Portions of this software are Copyright 1998-2006 Criterion Software Ltd. and its Licensors. Aston Martin, DB9 and the Aston Martin logo are trademarks owned and licensed by Aston Martin Lagonda © 2006 Aston Martin Lagonda.

Trademarks, design patents and copyrights are used with the approval of the owner AUDI AG. The BMW logo, wordmark and model designations are trademarks of BMW AG and are used under license.

DaimlerChrysler, Three Pointed Star in a Ring and Three Pointed Star in a Laurel Wreath and Mercedes-Benz are Trademarks of and licensed courtesy of DaimlerChrysler AG and are used under license to Electronic Arts. Chrysler®, Plymouth®, Hemi® and related logos, vehicle model names and trade dresses are trademarks of DaimlerChrysler Corporation and are used under license. ©DaimlerChrysler Corporation 2006. Dodge and HEMI are trademarks of DaimlerChrysler Corporation. Dodge Viper SRT-10, Dodge Challenger Concept, Dodge Challenger, Dodge Charger SRT8, Dodge Charger R/T, Dodge HEMI and their trade dress are used under license by Electronic Arts. © DaimlerChrysler Corporation 2006.

Alfa Romeo is a registered trademark owned by Fiat Auto S.p.A. Under license from Fiat Auto S.p.A.

Ford Oval and nameplates are registered trademarks owned and licensed by Ford Motor Company. Shelby® and GT-500® are registered trademarks and intellectual property of Carroll Shelby and Carroll Shelby Licensing Inc. and are used under license. Jaguar, XK and the Leaper Device are trademarks owned and licensed by Jaguar Cars Limited © 2006 Jaguar Cars Limited. General Motors Trademarks used under license to Electronic Arts. The trademarks Lamborghini, Gallardo, Murciélago and all associated logos are used under license of Lamborghini ArtiMarca S.p.A., Italy. Elise, Europa S, Lotus and Lotus Round Device are registered trade marks of Group Lotus plc. Mazda, Mazdaspeed, RX-8, RX-7, Mazdaspeed3 and all other associated marks, emblems and designs are used under approval of Mazda Motor Corporation. The McLaren name and logo are trademarks of McLaren Group Limited. Mitsubishi, Eclipse, and Lancer Evolution names, emblems and body designs are trademarks and/or intellectual property rights of MITSUBISHI MOTORS CORPORATION and used under license to Electronic Arts 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 Electronic Arts Inc. Pagani, Zonda F and designs are trademarks and/or other intellectual property of Pagani Automobili and are used under license to Electronic Arts. Porsche, the Porsche crest, 911, Carrera are registered trademarks of Dr. Ing. h.c. F. Porsche AG. Licensed under certain patents. RENAULT Official License Products are vehicle models and trademarks protected by intellectual property laws. Used with permission from RENAULT. All rights reserved. SUBARU trademarks and body designs are properties of FUJI HEAVY INDUSTRIES, LTD. and used under license to ELECTRONIC ARTS INC. Trademarks, design patents and copyrights are used with the permission of the owner VOLKSWAGEN AG. Toyota, Lexus, Supra, Corolla, MR2, Altezza, Sprinter TRUENO, IS300 and associated symbols, emblems and designs are intellectual property of Toyota Motor Corporation and used with permission. Koenigsegg CCX names, emblems & body designs are trademark and/or intellectual property rights of Koenigsegg Automotive AB and used under license to EA. Vauxhall, Monaro, all related Emblems, and vehicle model body design are Vauxhall Motor Company Limited Trademarks used under license to Electronic Arts Inc. The names and logos of all after market car part companies are trademarks of their respective owners and are used by permission. CASTROL, SYNTEC, UNLOCK THE POWER, GTX, MAXIMUM PROTECTION AGAINST SLUDGE BUILD UP and SYNTEC BLEND are trademarks of Castrol Ltd. Cooper and the Cooper Tires logo are trademarks of Cooper Tire & Rubber Company. © 2006 Progressive Direct Insurance Company. All rights reserved. All other trademarks are the property of their respective owners. EA™ is an Electronic Arts™ brand.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

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

EA WARRANTY INFORMATION

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

Package Cover Illustration: Kevin Marburg; Jamie Clark; Petrol

GET EA CHEAT CODES AND GAME HINTS

Register your game online at
www.eagamereg.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

15267

IT'S EASY. IT'S FAST. IT'S WORTH IT!



Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

Mailing Address: Electronic Arts Technical Support
P.O. Box 9025
Redwood City, CA 94063-9025

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

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

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

Proof of Purchase
Need for Speed™ Carbon
1526705



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

© 2006 Electronic Arts Inc. Electronic Arts, EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved.