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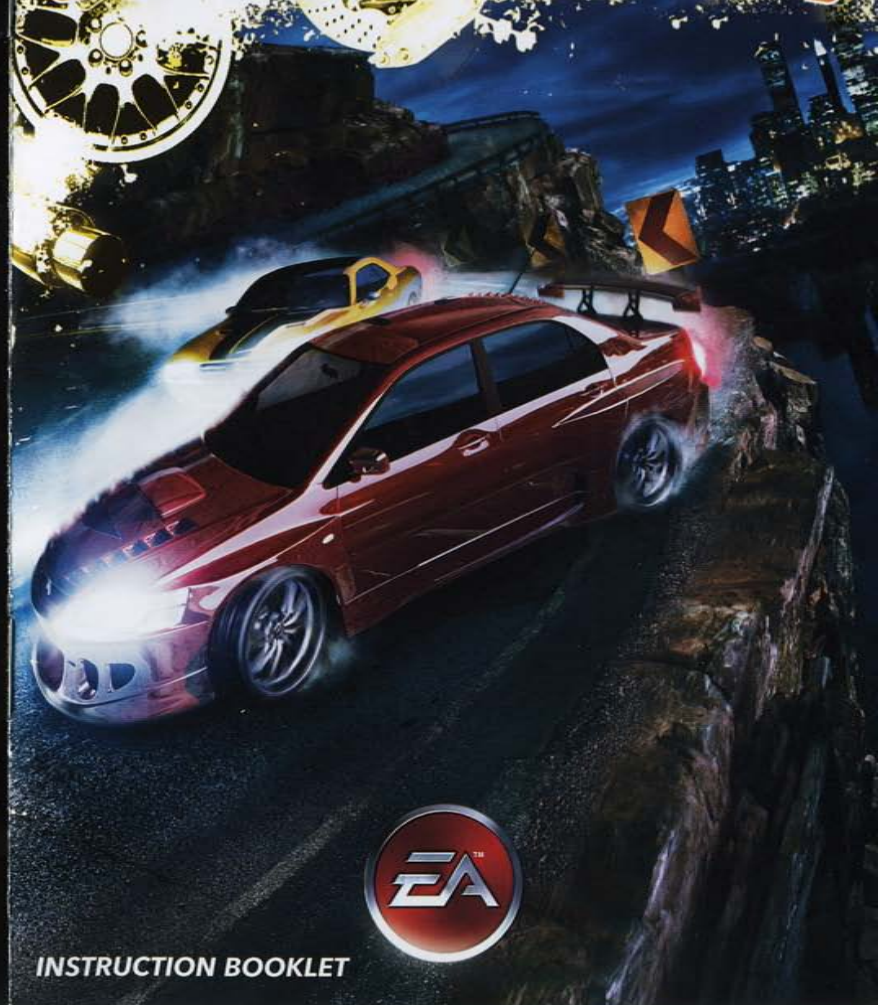
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Wii™

NEED FOR SPEED CARBON



INSTRUCTION BOOKLET

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



WARNING: Please carefully read the separate Health and Safety Precautions booklet included with this product and the Wii™ operations manual completely before using your Wii™ Hardware system, Game Disc or Accessory. These contain important health and safety information.



60Hz (480i) Mode

60Hz mode (unlike 50Hz mode) is not supported by every TV. On TVs that support 60Hz mode (PAL60 compatibility) this game can be displayed at 60Hz for a clearer display with higher quality. You can enable 60Hz mode in your Wii console's System Settings (Screen).



EDTV / HDTV (480p) - Progressive Scan

Progressive Scan is an enhanced display mode that enables the Wii console to present the best possible visual quality. Most high definition TVs and some standard definition TVs support Progressive Scan (480p). To determine whether your TV supports Progressive Scan (480p) consult the user's manual of your TV or contact the manufacturer. You can enable this mode in your Wii console's System Settings (Screen).

NOTE: EDTV / HDTV (480p) requires the use of a Wii component AV cable (sold separately).



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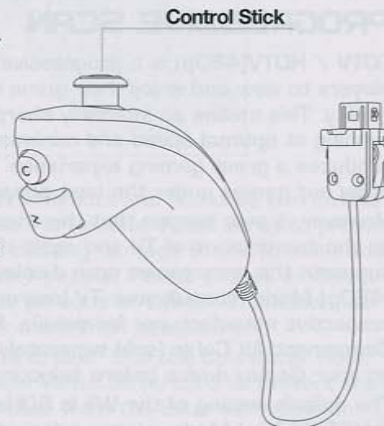
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STARTING THE GAME

NOTE: If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (-) Buttons on the Wii Remote for three seconds.



SETTINGS

60HZ (480i) MODE

60Hz (480i) is a display mode that allows players to view and enjoy their game in enhanced quality. This means an intensely sharp picture and the game running at optimal speed, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible conditions.

This game allows a better display with higher quality on TVs that support 60Hz (480i) Mode (PAL60 compatibility). To activate 60Hz (480i) Mode, please select this screen resolution in the Wii System Settings. For additional information on how to set the screen resolution, please refer to the Wii Operations Manual.

When you connect the Wii Component AV cable (sold separately) to a TV which has component video input connections and PAL60 compatibility, you can enjoy an even smoother game screen with less flicker.

However, certain, mainly older, TV sets are unable to display games in 60Hz (480i) Mode and therefore a small number of players could experience difficulty in playing this game on their TV. To find out if your TV set features 60Hz (480i) Mode, consult your TV instruction manual or contact the respective manufacturer for details.

EDTV / HDTV(480P) MODE - PROGRESSIVE SCAN

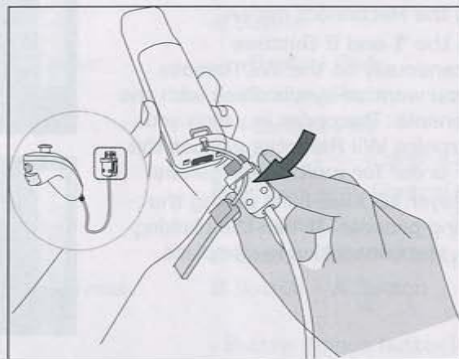
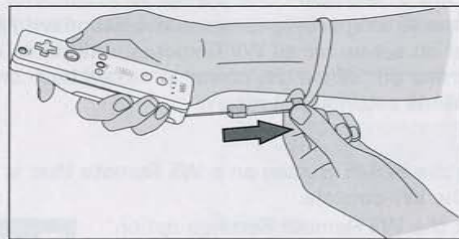
EDTV / HDTV(480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed and minimised flicker, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible conditions.

However, it may happen that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the progressive scan display needed for the EDTV / HDTV (480p) Mode, consult your TV Instruction Manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV Cable (sold separately) and to enable Progressive Scan on your display device before selecting this mode.

The default setting of the Wii is 50Hz (576i) Mode. To activate EDTV / HDTV(480p) Mode, please select this screen resolution in the Wii System Settings. For additional information on how to set the screen resolution, please refer to the Wii Operations Manual.



Feed the cord on the Remote Wrist Strap through the Connector Hook. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Remote. Place your hand through the Remote Wrist Strap and hold the Remote firmly in your hand. Slide the strap lock up so that the strap will not fall off your wrist. Do not over tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Remote Wrist Strap in place.



CAUTION: Wii gameplay with the Wii Remote and Nunchuk can involve rapid or vigorous motion. Please use the Remote Wrist Strap to prevent losing your grip on the Remote and causing damage to the Remote and surrounding objects, or injury to other people. Please ensure sufficient distance to avoid colliding with other persons or things. In addition, do not swing the Remote and Nunchuk more than necessary.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Remote and striking objects or people.

WARNING: Not suitable for children under 36 months of age. The Wii Remote Strap and the cord of the Nunchuk can coil around the neck.

The player cannot control the Wii Remote if it is not registered on the Wii console. Press the SYNC. Buttons from the Wii Remote and the Wii console simultaneously to register the Wii Remote. The Wii Remote included with your Wii console has already been synchronised with the console. Therefore, the registration of the Wii Remote is not required. For more information please refer to the Wii Operations Manual.

ONE TIME MODE SYNCHRONISATION

Note: This mode temporarily removes the **Standard Mode** synchronisation set-up for all Wii Remotes until the Wii console's power is turned off. When the power is turned back on again, **Standard Mode** settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the Wii console.
2. Select the Wii Remote Settings option from the **Home Button** menu, then select the Reconnect option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the Wii console. The order in which you synchronise Wii Remotes will set the player order for multiplayer games.
4. The Player LED will blink during the synching process. When the blinking stops, the connection is complete.



COMPLETE CONTROLS

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

GENERAL GAMEPLAY

To control your car in *Need for Speed™ Carbon*, you must hold the Wii™ Remote horizontally by turning it 90 degrees to the left as shown below. To navigate the menu screens, point the Wii Remote in its normal forward direction.

Steer



Accelerate	2 Button
Brake/Reverse	1 Button
Oversteer	A Button
Activate Crew Member	⇐ +Control Pad
Handbrake	↓ +Control Pad
Speedbreaker	⇒ +Control Pad
Look back	B Button + ⇐ +Control Pad
Change view	B Button + ⇐ +Control Pad
Nitrous	↑ +Control Pad
Shift up/down	B Button + ↑/↓ +Control Pad
Enter shop/Engage event (Career mode only)	B Button + A Button
Reset car	- Button (minus button)

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!

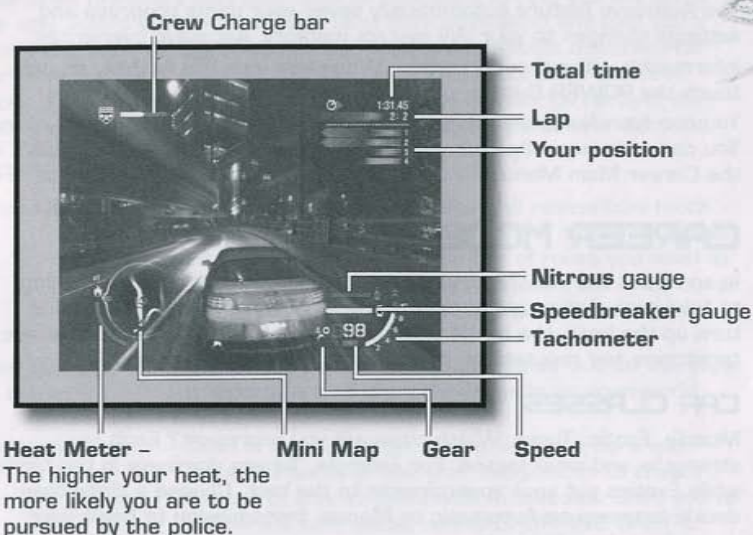
MY ALIAS

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.

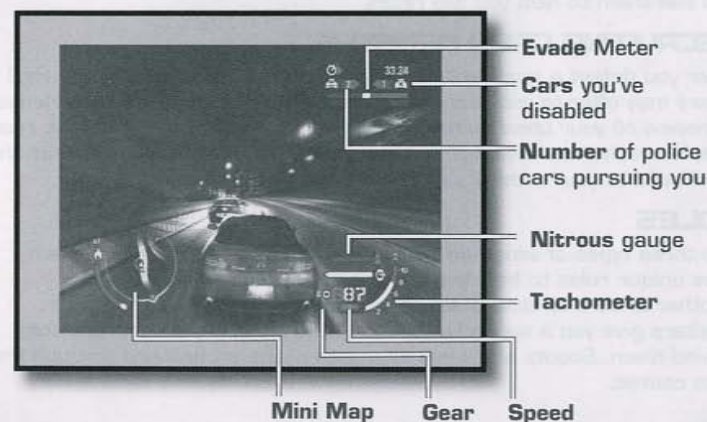
MAIN MENU

Career	See p. 8.
My Cars	Add cars to your garage and customise them with visual and performance upgrades you've unlocked.
Challenge Series	See p. 10.
Quick Race	Get right to business with a race that doesn't count toward your Career mode progress. You can race against a recording of your own best times on any given track by selecting the SHADOW CAR option.
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	Personalise your options including audio, video and gameplay. You can also access the Options menu by pausing the game.


RACE SCREEN



PURSUIT SCREEN



SAVING AND LOADING

The Autosave feature automatically saves your game progress and settings changes to your Wii system memory. Autosave overwrites information without confirmation. When this icon  flashes, do not touch the POWER Button.

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 neighbourhoods 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 personalise your crew logo.

CHALLENGE SERIES

Get behind the wheel and test your skills. Work your way up to the Gold Medal events by taking home the Bronze and Silver medals. Beat the Gold events to unlock car parts and vinyls to use in your Career.

- 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.
- Circuit Races** It's you against other drivers in a three-lap race.

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