

# CONTENTS

- 1 INTRODUCTION
- 1 DEFAULT CONTROL LAYOUT
- 2 GAME SCREEN
- 4 THE CARS
- 4 CHECKPOINT RESETS
- 4 GAS STATIONS
- 5 DRIVER ABILITIES
- 5 DRIVER PROFILE
- 5 CHALLENGE SERIES
- 6 GAME MODES
- 6 ONLINE MULTIPLAYER RACING
- 7 AUTOLOG

## INTRODUCTION

### Race for Your Life

*Need for Speed™ The Run* is an illicit race across the country's most iconic and treacherous roads, spanning from San Francisco to New York City. There are no rules and no allies in the cities, deserts, mountains, and canyons that stand between you and the finish line.

## DEFAULT CONTROL LAYOUT

Brake	<b>L2</b> button
Look back	<b>L1</b> button
Steer	Left stick
Checkpoint reset	<b>SELECT</b> button
Pause	<b>START</b> button
Free look	Right stick
Accelerate	<b>R2</b> button
Change camera	<b>R1</b> button
Gear up manual transmission	<b>△</b> button
Gear down manual transmission	<b>⊙</b> button
Nitrous	<b>⊗</b> button
Handbrake	<b>⏏</b> button

**NOTE:** You can change your controls from the Gameplay Settings menu.

# GAME SCREEN

## Main HUD



## Race Objective

These text boxes indicate the current objective to complete the level or race.

## Gas Station Indicator

This icon and distance meter indicates the location of an upcoming Gas Station where you can change cars.

## Resets

This icon indicates the number of Resets available.

## Autolog

This displays the current Autolog leader (Friend with top time).

## Nitrous Meter

The blue nitrous meter appears when the Nitrous Driver Ability is unlocked. The meter indicates how much nitrous is in the tank.

## Draft Meter

The green draft meter appears when the Drafting Driver Ability is unlocked. The meter indicates earned draft power when driving behind an opponent.

## Driver XP

This number indicates the XP earned for each driving action.

# Challenge Series HUD



Medal target

Real-time  
SpeedWall

## Medal Target Time

The medal target shows the goal you must reach in order to earn the displayed medal.

## Real-Time SpeedWall

This compares all the times posted on the *Need for Speed The Run* SpeedWall for this event.

# Online Multiplayer HUD



VOIP indicator

Leaderboard

Objective  
updates

## Leaderboard

This list shows the players in the race.

## Objective Updates

This update appears when you complete a Playlist or Playgroup objective. It occasionally appears to update you on the objective's status, as well.

## VOIP Indicator

This icon indicates which player is currently speaking.

# THE CARS

## Car Attributes

### Performance Tiers

The cars in *Need for Speed The Run* are divided into six performance tiers, with Tier 6 cars being the fastest vehicles on the planet.

### Handling Difficulty

The handling difficulty indicates how challenging the car is to drive. Cars that are more challenging to handle are usually more powerful.

## Car Classes

### Stock Classes

These cars are unmodified and come straight from the factory. Stock classes include Sport, Muscle, Exotic, and Supercars.

### NFS Edition Cars

These vehicles are performance-tuned variants of the cars, and they have branded NFS edition liveries.

### Signature Edition Cars

Signature Edition cars are rare collectible vehicles that stand out from the rest because of their unique characteristics. Each of these cars has a name.

# CHECKPOINT RESETS

Checkpoint Resets are triggered when you wreck your car, and once activated, they send you back to the last passed checkpoint. Resets can also be triggered manually, which can give you the opportunity to improve the time of the last section you raced. Keep in mind that you are given a certain number of Resets per race, and using up your last one results in failing the stage. Your chosen difficulty determines the number of Resets you are given.

If you reach the end of a stage with Checkpoint Resets remaining, you are given bonus XP for each one. Checkpoint Resets are available only in single-player. In Online Multiplayer Racing, Resets are just a convenient way to get your car back on the road if you get stuck or want to avoid a wreck, but they won't help you win!

# GAS STATIONS

When racing from San Francisco to New York City, you'll want to change out your car once in awhile and select a vehicle that will give you a competitive edge for your current location. You can do just that at Gas Stations.

Gas Stations are indicated on your HUD with an icon and meter that shows the distance to the next station. Once you reach a Gas Station, pull in to enter the car select menu. There, switch out your current ride with any available vehicle. When you're finished, you are taken back into the race without losing a beat.



# DRIVER ABILITIES

Driver Abilities are acquired as you earn XP and unlock Driver Levels.

## Nitrous

Gain a little extra somethin' somethin' that gives you a boost when you need it. Nitrous takes time to refill, so don't waste it.

## XP Booster

Gain more ways to earn XP. Drifting, jumping, and hitting your car's top speed all contribute to a bonus.

## Max Nitrous

Add 50% more Nitrous for longer burns.

## Drafting

Race like a pro with drafting. Tuck in close to another car to ride in its slipstream. Time it right and use the extra energy to slingshot past.

## Cop Eliminator XP

Outrun the cops, bust through roadblocks, and total cop cars to earn big XP bonuses.

## Faster Nitrous Recharge

Like taking risks? If you do, you'll be rewarded with significant increases in how fast your Nitrous refills. Drive fast, narrowly miss other cars, drift around corners, take shortcuts, take out cop cars, and evade roadblocks to help refill your Nitrous.

# DRIVER PROFILE

The Driver Profile is your home for everything related to your progress. It shares your stats and accomplishments with the rest of the *Need for Speed The Run* community.

## Icon, Background, and Motto

Select an icon, background, and motto to represent you as a driver. New icons and backgrounds can be earned throughout the game.

## Experience Points

You gain experience points (XP) regularly in the game. Lots of things contribute to XP, such as Driver Abilities, unused Resets, beating Autolog Recommendations, and earning Medals from Challenges. XP contributes to your Driver Level, and each Driver Level presents new rewards and unlocks.

# CHALLENGE SERIES

Each Challenge Series contains a variety of themed challenges, which are unlocked by completing sections of The Run.

You can win Bronze, Silver, Gold, or Platinum medals in each Challenge of every Challenge Series. To win medals you must beat time requirements, which get progressively harder for each medal. Beating Challenges and earning medals can award XP, Profile items, and new cars for your Garage! Your times for each completed Challenge will be posted on Autolog so you can compare your times with those of you Friends.

# GAME MODES

Take on five different game modes in The Run.

## **Sprint Race**

Finish a section of The Run ahead of a certain number of racers.

## **Time Challenge**

Finish a section of The Run as quickly as possible to make up for lost time.

## **Battle Mode**

Pass another skilled racer within a certain time limit to get to the next racer.

## **Survival**

Race for your life!

## **Preview**

A sneak peak at an upcoming event; it allows you to preview a car you haven't unlocked yet.

## **Beating The Run**

Extreme difficulty is unlocked after you beat The Run. This difficulty level challenges the extent of your driving abilities. Play through The Run multiple times to improve your Autolog times and earn new rewards.

# ONLINE MULTIPLAYER RACING

Online Multiplayer racing pits you against seven other drivers in competitive sprint races on PlayStation®Network.

## **Select a Playlist**

Each Playlist offers a specific racing theme—from racing sport cars in the city at night, to muscle cars battling on the open freeways.

Each Playlist runs multiple races in a row to form Race Sessions. Players can vote on each session, which determines the types of cars, performance, and tracks that will be run.

The Bonus Wheel appears during voting, offering a random bonus prize that is awarded after each session!

To unlock new Playlists, complete online objectives.

## **Objectives**

Every Playlist allows you to increase your XP when you complete objectives.

You always have three objectives, and when you finish one objective, another one replaces it until all objectives are completed.

The harder the objective, the more XP you earn when you complete it.

If you start or join a Playgroup, you can complete special Playgroup objectives for even more XP.

## **Playgroups**

Join or invite your Friends into a Playgroup to enjoy special racing benefits together.

When in a Playgroup, new group objectives are available to complete. They require you to work together with your Friends to complete them.

Completing group objectives allows you to earn far more XP and cool new rewards.

# Joining a Race in Progress

Rather than making you wait for a race to finish, *Need for Speed The Run* lets you join a race that has already started. You enter the race in last place near the back of the pack (not all the way back at the start). You may not win, but it beats sitting around waiting, and you can still earn XP!

## AUTOLOG

Autolog is a suite of online features that allow you to connect, compare, and compete with your *Need for Speed The Run* Friends. Autolog makes it easy to find more Friends to add to your list with Friend suggestions and simple access to worldwide online play.

Autolog is also available outside *Need for Speed The Run* via the [www.NeedForSpeed.com](http://www.NeedForSpeed.com) website. Simply login with your EA account details to check your stats, Tag your Recommendations to play them later in the game and view the best photos and news from the community.

### How to Access

Press the **SELECT** button to open the Autolog menu from most areas in the game.

### Notifications

Notifications appear on the bottom of the screen and display useful information, such as:

- ◆ Friend updates
- ◆ Race recommendations
- ◆ New items and more!

### The Run Autolog Competition

As you play *The Run*, you are compared against your Friends for every stage. You and your Friends' overall times are also pitted against each other.

### The Run SpeedWall

The Run SpeedWall is shown after every race event and stage. It updates your position against those of your Friends.

### Real-Time HUD Updates

If a Friend has previously raced an event you have unlocked, their current split time is shown against yours in real-time.

### The Run Leaderboards

Access *The Run* Leaderboards from the map screen. Here, you can view the overall times of all your Friends for *The Run*.

### Autolog Recommends

Autolog Recommends give you personalized gameplay recommendations automatically generated for you based on how well your Friends have been playing. Everything you do in *Need for Speed The Run* is tracked and continuously compared against your Friends.

If you set a new Personal Best for a race event or stage, Autolog places your performance into your Friends' games and alerts them about your progress. Similarly, your Friends' performances are broadcasted directly into your game, giving you instant comparisons whenever you are playing.

## Adding Friends

At your Autolog Friends list, view recommended Friends, or see Friends of Friends who have played *Need for Speed The Run*. You can also see players whom you've recently raced with on PlayStation®Network.

## Gallery and Photos

The Gallery is where you view your photos, your Friends' photos, and popular photos from the Need for Speed community.

## Dreamshots

Dreamshots are high-quality images you can share with your Friends. When you are in an event, press the **START** button to access the pause menu and select PHOTO MODE to begin.

## News

This is where you can find the latest and greatest information and updates from *Need for Speed The Run* and the Need for Speed community.

## Autolog in The Run

When racing in The Run from San Francisco to New York City, your times are tracked and compared against your Friends' at every step of the journey.

Compete with Friends to own the fastest stage times and become the stage leader.

When you're not the stage leader, your Friend's Autolog Stage time is displayed as a ticker in your HUD, which compares your current stage progress to the stage leader.

If you're not happy with your current stage progress, or if you finish up the stage and feel you could have done better, select to restart the stage and take another shot at the stage leader. You can also select to replay earlier stages from The Run in the Stage Select menu.

You're also competing for the grand prize—the fastest overall time in The Run.