



Software Release Notes

Product:	<i>Need for Speed™ Underground</i>
Software Version:	1.1
Release Date:	January 18, 2006

This document describes changes and new features in *Need for Speed™ Underground* version 1.1. We recommend that you keep this document with your system manual for reference.

Gameplay Changes

- Players can now save up to four careers on a Players' Card.
- Registered players can now play Tournaments by entering their card number if they don't have their cards with them.
- Career mode drift events are now easier in the first Career.
- The Slowdown effect of object collision impacts is reduced and more consistent in Tournament Play.

Game Operation Changes

- International online support is now available for Canada, UK, Ireland, Italy, New Zealand, Australia, and South Africa.
- Players' Card sales can now be disabled in the Operator Menu. This lets an Operator allow card sales only on cabinets with dispensers.
- The Earthlink ISP phonebook was added for more reliable dialup support.
- Inserting a registered Operator Card during Attract mode now launches the Operator Menu. The Operator Card must match the Operator Account used to register the cabinet.
- A new Link Status screen displays the status of all linked cabinets in a set.

New Accounting Features

Version 1.1 adds useful new accounting features, accessed from the Operator Menu. The Collection Statistics menu has been merged into the Accounting menu, and certain functions have been moved to different screens.

The Location Splits feature is a valuable tool for Operators who operate cabinets in various locations, and split the income and fees with the location owner. The software does the math and automatically displays the location's share of income and fees.

The Location Splits screen lists each income and fee category, and lets the Operator set the location's share of each item. For example, in the Location Splits screen shown on page 5, the location gets 50% of the income from all play modes and card sales except Local Operator Tournaments, and pays 50% of the fees.

The Current Location Income screen, shown on page 6, displays the income and fee totals for the location, based on the settings selected in the Location Splits screen.

Version 1.1 Operator Menus

The flowchart below shows where to access the primary functions and features of the Game Operator Menu:

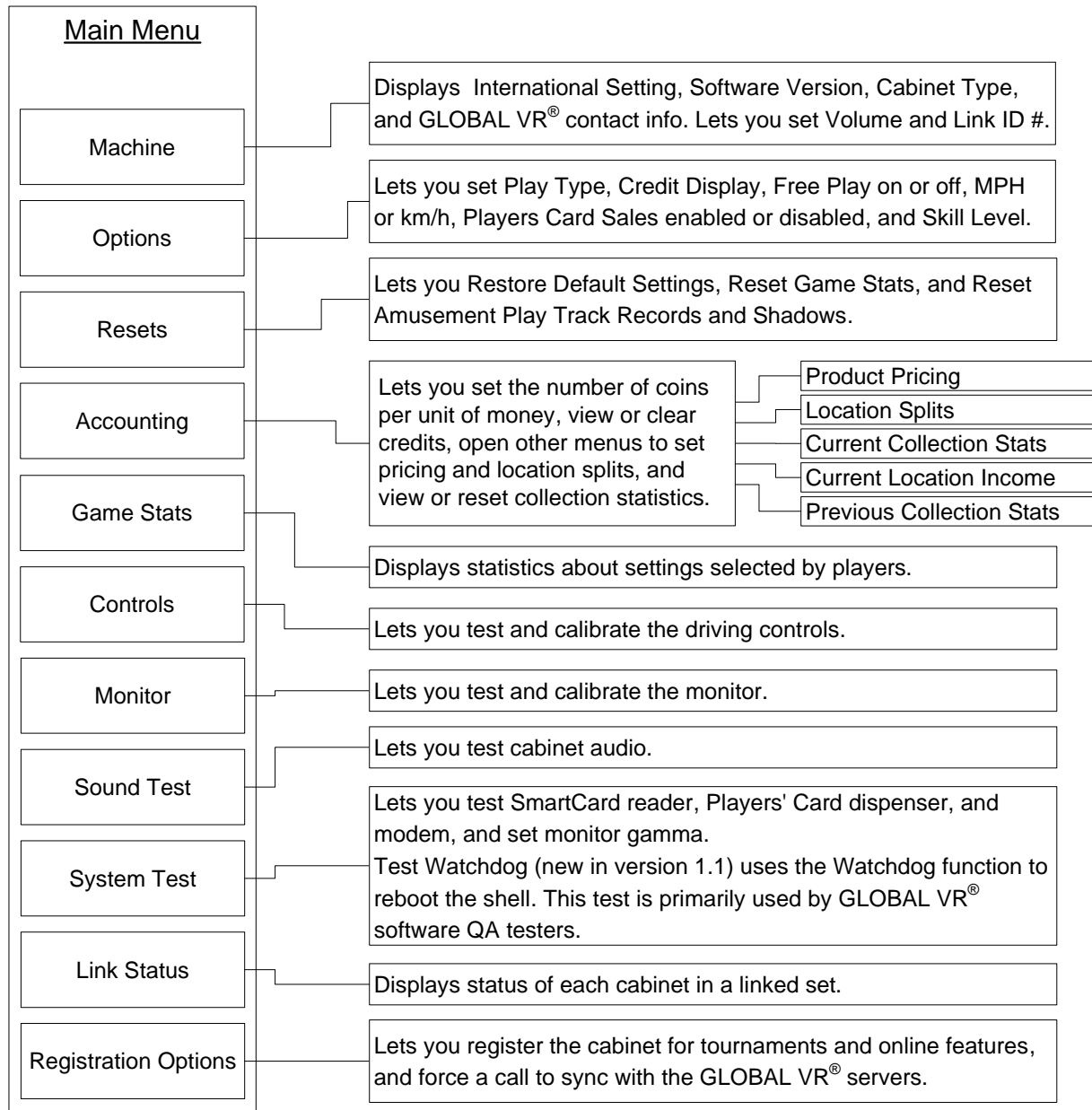


Figure 1. Game Operator Menu Flowchart

Machine Information Menu



Figure 2. Machine Information Screen

The Machine Information menu is the default screen displayed when you press the Operator Button. It displays important information about the cabinet. This screen is also where you set the cabinet volume and Link ID #.

Menu Item	Description	Default Value (as applicable)
International Setting	Displays international location (e.g. USA or UK) as read from the game dongle.	(Set by Dongle)
Game Version	Displays the game software version installed.	
OS Version	Displays the operating system software version installed.	
Cabinet Type	Displays cabinet type (Sit-Down or Up-Right).	(Set by Dongle)
Cabinet Volume Setting	Sets the game audio volume form 0—100% in increments of 5.	55%
Attract Volume	Sets the Attract mode audio volume as a percentage of cabinet volume.	95%
Attract Sound Mode	Sets Attract mode sound to Always, Sometimes, or Never. The <i>Sometimes</i> setting will play sound in Attract mode one third of the time.	Always
Cabinet Link ID #	Sets the ID number used for linking cabinets. Each linked cabinet must have a unique Cabinet Link ID number (1, 2, 3, or 4).	1
Contact Info	Displays GLOBAL VR® contact information.	

Game and Coin Options Menu



Figure 3. Game and Coin Options Screen

The Game and Coin Options menu is used to set up the type of money or credits used at your location, game pricing, and game-play difficulty.

Menu Item	Description	Default Value (as applicable)
Play Type	Sets Play to Race Only, which disables Tournament and Career modes, or Player's Choice.	Player's Choice
Credit Display	Sets whether <i>Money</i> or <i>Credits</i> are used to play the cabinet. (This setting affects the display of other items on this screen.)	Money
Free Play	Sets free play <i>ON</i> or <i>OFF</i> .	OFF
Display Speed in	Sets the speedometer to MPH or km/h.	MPH
Players' Card Sales	Enables or disables Players' Card sales. This is a new feature in version 1.1. It gives Operators the flexibility to allow card sales only from cabinets with dispensers, or to sell cards over the counter only.	Enabled
Skill Level (Checkpoint Difficulty)	Sets the Skill Level , by track, from A (easiest) through E (hardest). Easier settings mean players have more time to reach each checkpoint; harder settings mean less time. # Laps/Drags sets how many laps or drags players get for each racetrack. Options are 1–5.	C (Medium) # Laps/Drags varies by track

Accounting Screens

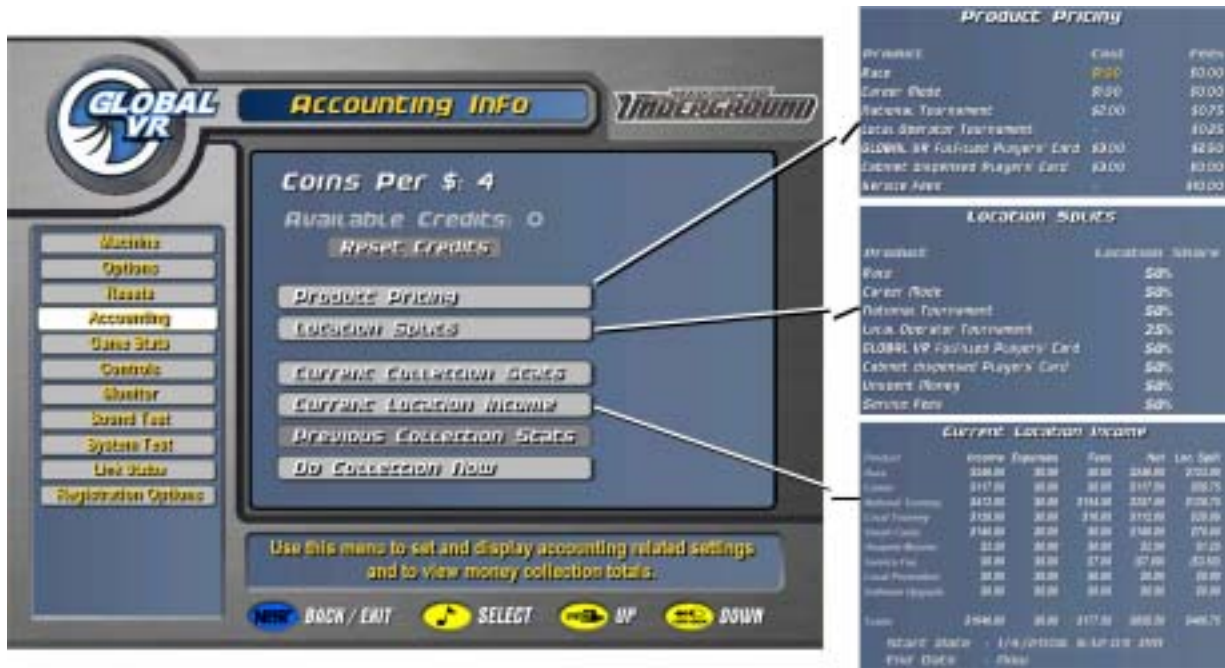


Figure 4. Accounting Info Screens

Note: Parentheses in the Net or Loc. Split columns indicate a negative value (debit rather than credit). The Service Fee is calculated on a per day basis.

Menu Item	Description
Coins Per \$ (Symbol Varies Internationally)	Sets how many coin drops it takes to reach a unit of money. For example, 4 in the US or Canada where the cabinet accepts quarters (4 quarters per \$).
Available Credits	Displays the number of credits inserted.
Reset Credits	Highlight and select this button to reset the Available Credits to 0.
Product Pricing	Brings up the Product Pricing screen where you can set the price for each mode of play and Players' Cards (either dispensed or fulfilled by GLOBAL VR® via mail). Also displays applicable fees paid to GLOBAL VR®.
Location Splits	Brings up the Location Splits screen that displays the location's share of income for each mode of play, Players' Card sales, and unspent money, plus the location's share of fees paid to GLOBAL VR®. Note that in the example above, all items are set to 50% (50/50 split) except Local Operator Tournament, which is set to pay the location 25%.
Current Collection Stats	Brings up the Current Collection Stats screen, which displays income, expenses, fees, and net earnings for each mode of play. It also displays the start date for the current stats.
Current Location Income	Brings up the Current Location Income screen, which displays all of the information in Current Collection Stats, plus the Location Split calculations. Note that in the example above, the location gets 50% of income and pays 50% of fees in all categories except Local Tourney. For this item the Operator set the Location Share at 25% on the Location Split screen.
Previous Collection Stats	Brings up the Previous Collection Stats screen, which was saved last time Do Collection Now was selected. It also displays the start and end dates for the displayed stats. Version 1.1 will allow Operators to view past Collection Stats for their online cabinets at www.globalvr.com .
Do Collection Now	Deletes Previous Collection Stats and replaces them with Current Collection Stats. Resets all Current Collection Stats and Location Income Stats to 0.00.

Current Location Income

Item	Income	Expenses	Fees	Net	Loc. Share
Track	\$245.00	\$0.00	\$0.00	\$245.00	\$122.50
Driver	\$177.50	\$0.00	\$0.00	\$177.50	\$88.75
National Touring	\$412.00	\$0.00	\$154.00	\$258.00	\$128.75
Local Touring	\$128.00	\$0.00	\$18.00	\$110.00	\$55.00
Event Costs	\$148.00	\$0.00	\$0.00	\$148.00	\$74.00
Unspent Budget	\$2.50	\$0.00	\$0.00	\$2.50	\$1.25
Number Fee	\$0.00	\$0.00	\$7.00	(\$7.00)	(\$3.50)
Local Promotion	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
Software Upgrade	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
Total	\$1048.00	\$0.00	\$172.00	\$876.00	\$438.75

Start Date - 1/4/2006 6:12:03 AM
End Date - flow

Press NDS to exit this panel.

The Current Location Income screen is a useful tool for operators who split the cabinet income with a location. The Operator sets the location's share of each income and expense item in the Location Splits screen, and the software calculates the location's split based on these settings.

Link Status

Cabinet	Status
Cabinet 1	UNCONNECTED
Cabinet 2	BUSY
Cabinet 3	BUSY
Cabinet 4	AVAILABLE

View the current status of linked cabinets.

This screen shows the link status of each cabinet in a linked set. The cabinet you are using to view the Link Status screen will be shown as BUSY, while the other cabinets will be shown as either AVAILABLE or BUSY if they are linked properly, or UNCONNECTED if they are not linked.

For example, in the picture above:

- Cabinet 1 is not linked properly, or Link ID 1 is not being used.
- Cabinet 2 is busy because the Operator is viewing the menu screen.
- Cabinet 3 is busy because a player is driving a race.
- Cabinet 4 is linked properly and available for play.