



Introduction

The Burnout series has proved time and again that cars can do more than race around an oval track. Sure, Burnout Paradise has start and finish lines, but in between is a living world with infinite paths, crazy stunts and a healthy dose of danger. The busy network of streets may not be a racer's paradise, but if you are looking for a playground custom made for four wheels, look no further. Paradise City: Where the grass is green and the girls are uhh... driving cars.

Burnout will put you behind the wheel of the souped-up supercar of your dreams, but forget about minding the paint—in Paradise City a sudden hairpin turn will plant you firmly in the guard rail; a misaligned jump can send you spinning into the bay; and when you least expect it, another driver will run you off the road.

So if you aspire to become an elite Burnout driver, you'll need a good crew behind you—and that's where we come in. We'll not only get you across the finish line in style, but we'll also lead you to all the elusive Super Jumps, out of reach Billboards and Smashes and clue you into the best stunts in town. Welcome to Paradise!

In this Burnout Paradise strategy guide, you'll find:

- **BASICS** // Enroll in Paradise City Community College today: now offering Stunts 101.
- **CHALLENGES** // In Burnout Paradise you can pick your battles. Here's how to win them.
- **CARS** // Everything you need to know about man's best mechanical friend.
- **SECRETS** // A step-by-step guide to all 50 Superjumps and 120 Billboards plus the locations of all the 400 Smashes.

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Burnout Paradise Basics

Driver's License	Services	Takedowns
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Your Paradise City Driver's License is not only your pass to the city's streets, all of which are available from the moment you leave the Junk Yard, but a way to keep track of your progress. For each Road Rage, Race, Marked Man, Stunt Run and Burning Route Challenge you beat you'll get 1 point added to your License.



When you unlock a new License, all Challenges you've beaten reset and you may attempt them again—but they will increase slightly in difficulty as your License increases. As you accumulate points on your License, new cars will become available. For more on cars, be sure to check out the Cars section.

License Progression		
License	Points to Upgrade	Total Points
Learner's Permit	2	2
Class D	7	9
Class C	15	24
Class B	26	50
Class A	40	90
Burnout	Complete All Challenges	n/a
Elite	n/a	210



Junkyards

There are 4 Junk Yards in Paradise City.

At Junkyards you can switch out your cars. New cars you win or Shutdown will appear in the Junkyard. You may alter the paint jobs on most cars in the Junkyard.



New cars need to be repaired before you can repaint them. Drive past a Junkyard to add it to your map.

Repair Shops

There are 11 Repair Shops in Paradise City.



Drive through repair shop to instantly return your car to its pristine state—so you can wreck it up again. During events you can only use each repair shop once. Drive past a Repair Shop to add it to your map.



Gas Stations

There are 14 Gas Stations in Paradise City



Gas stations refill your boost meter instantly.

Paint Shops

There are 3 Paint Shops in Paradise City.

Drive through a Paint Shop to make your car pretty—until you inevitably smash it to bits.

In Marked Man, Race, and Road Rage Challenges you'll want to take out the competition swiftly and effectively. Burnout Paradise makes this relatively easy to do. Usually hitting the rear side of any car will send it careening into a nearby obstacle. Other forms of Takedowns are more creative: Press a car against a wall for few seconds for a Grinding Takedown; hit a car perpendicularly to score a T-bone takedown; bump a car into an enemy car for a Traffic Check; and hit an enemy into a van or car for Van or Car Takedown. These Takedowns aren't any different than the others—they just have names.



One advantage of Takedowns in Races and Road Rage Challenges is that they temporarily pause the action and reset your car on course.

Drift

Initiate a drift by tapping the brake (not the e-brake) and turning sharply. Hit the gas and you can control your car while it moves sideways. This fills your boost meter and helps with cornering.



E-brake turns

Hit the e-brake to spin your car. This will fill your boost meter and allow you to corner deftly. You should also use this to quickly turn your car around.



Boosting

Your Boost meter can be filled by doing pretty much anything but driving normally: driving in the oncoming lane, catching air, drifting, e-brake turning, near misses, stunts, breaking Billboards, and scoring Takedowns will all fill your meter to some degree depending on the car. For more on the different types of Boosts, check out our Cars section.



Flatspin

Do an e-brake turn on the edge of a ramp at a good speed and you'll initiate a Flatspin. Find a ramp with a large drop on the other side and hit it with a light car to perform huge Flatspins. Flatspins can help add up multipliers without adding any unnecessary risk on Stunt Runs, so start spinning!

Barrel Rolls

Certain ramps have a raised portion of ramp on one side. If one set of wheels hits this portion of ramp your car will initiate a barrel roll. These are nearly impossible to land on a flat surface, but with a light Stunt Car and enough speed you may be able to pull it off. Otherwise, look for an area with a barrel roll-friendly ramp and a huge drop—like the tunnel into the quarry off of S. Mountain. All it takes to land a huge barrel roll is a bit of luck. OK, a lot of luck.



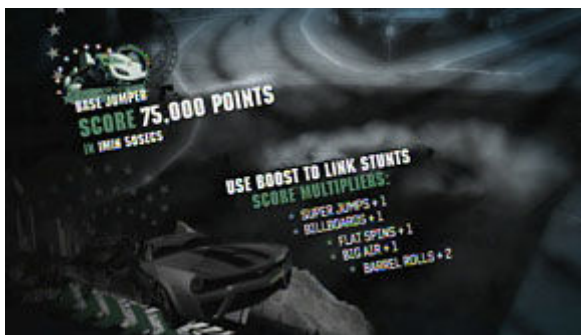
Burnout Paradise Challenges

Stunt Runs	Races	Marked Man	Road Rage	Secondary Challenges
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There are 14 Stunt Runs in Paradise City.



In Stunt Runs your goal is to beat a given point score, which starts out low, but soon climbs to the hundreds of thousands. It may seem staggering at first, but you'll be linking together stunts and gaining so many multipliers that you'll be scoring in the millions in no time. So what's the secret to stunts? A map of all the Billboards and Super Jumps in Paradise city! Check out the Secrets section for just such a collection of maps.



Each Super Jump you land and Billboard you smash ups your multiplier by one or sometimes two digits, so linking them together is an easy way to get your score soaring. Additionally, Super Jumps, and occasionally ramps leading to Boards are great places to perform Flatspins and get Big Air, which give you even more score multipliers. Don't try for Barrel Rolls; they are just too risky.



Between stunts, you'll need to keep your combo meter going—it's represented by a circle at the top-center of your HUD. The easiest way to keep your chain going is by boosting or doing e-brake turns. Only use Stunt Cars for Stunt Runs, as Speed Cars don't have a boost-anytime option and allow you to build up boost with e-brake turns. Aggression Cars are too heavy to land long jumps. When you cruise around looking for the next big stunt, don't go at max speed, just tap the boost button avoid crashing, as that will end your chain. If you repeat a stunt in a chain, you'll fail the stunt. The chain won't end, but you won't get any points or multipliers.



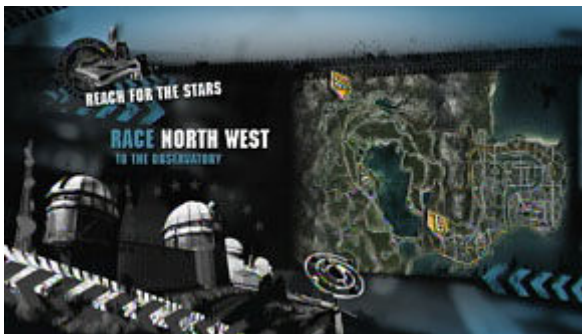
Once you become familiar with the less risky nearby stunts at any given Stunt Run, you'll be able to ignore the time limits entirely, for as long as you keep up the stunt meter, your final stunt run will never end. We were able to make it to our favorite stunt location (the area around Super Jump 9 in Harbor Town) from even the furthest Stunt Runs.

Stunt Runs	Races	Marked Man	Road Rage	Secondary Challenges
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There are 40 races in Paradise City.



Races in Paradise City are just like anywhere else: get to the finish line first to win. Luckily there aren't too many finish lines to deal with. Each race, regardless of the start point, ends at a one of 8 endpoints on the edge of the map: The Wind Farm, Wildcats Stadium, The Lone Stallion Ranch, The Lifeguard HQ, The Country Club, The Observatory, The Waterfront Plaza or the Shipyard. Learning the home stretch of these locations helpful for pulling off last minute wins. Otherwise, throwing your weight around a bit will usually land you an easy win. Take out the lead car and you can cruise to the finish line without any trouble, most of the time. Once you get the lead, drive carefully and don't boost too much and you'll leave the battle far behind.



Take out the lead cars and you can cruise to the finish line without any trouble, most of the time. Once you get the lead, drive carefully and don't boost too much and you'll leave your battling foes far behind. Races can be won easily with a Stunt Car, which gives you boost when you need it allowing you too quickly from takedowns and wrecks. Stunt Cars are generally sturdier than speed cars too, so you'll be able to score more takedowns.



While most races involve 8 cars, some races are one-on-one. In these races, take out your competition early and give one long boost to put some distance between you and the wreck. After that, maintain a steady speed and don't crash and your opponent won't ever catch up.



Stunt Runs	Races	Marked Man	Road Rage	Secondary Challenges
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There are 15 Marked Man events in Paradise City.



Marked Man challenges have the same destinations as races, but there's not nearly as much pressure to get to the finish line. You'll be bombarded by respawning black cars, who will try and take you out, but there is no time limit, so take it slow. The less you crash, the greater chances you have of surviving. If you are moving fast, it's easier for the black cars to score a takedown on you, too.



Since you don't need to rocket to the finish line, why not take an unwieldy, slow moving Aggression Car with a high strength rating? With a strong car you can plod to the finish line without any hindrances whatsoever.



It's best to keep your cool on Marked Man challenges—revenge Takedowns are futile as the black cars will just keep respawning and you'll take damage. Take the opportunity to repair your car whenever it arises. There are sure to be several repair stations between you and your destination, so feel free to take a detour. If you receive a Damage Critical message, be sure to pause and plan a route to the nearest repair shop.

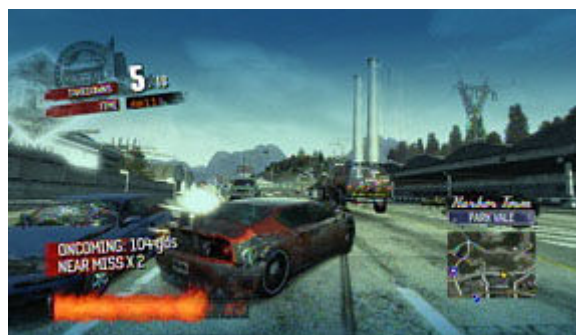


Stunt Runs	Races	Marked Man	Road Rage	Secondary Challenges
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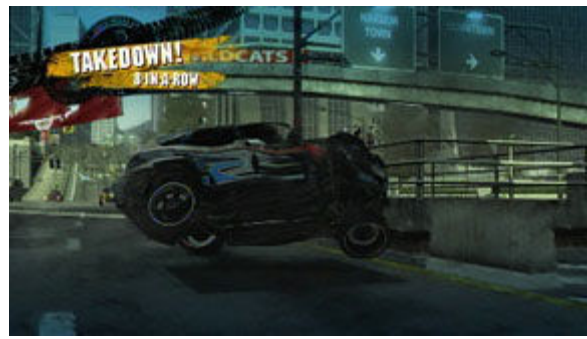
There are 16 Road Rage challenges in Paradise City.



At first, Road Rages may seem like a walk in the park, but the steadily climbing Takedown requirements will eventually prove tricky. You may drive anywhere in the city during Road Rages, so aim for a narrow road or tunnel with less traffic so you can score Takedowns with ease. Don't fret about the timer—every Takedown you score will add 5 seconds to it, potentially making your rampage length infinite.



Always use an Aggression Car for Road Rage challenges—they will overpower your foes and send them flying with just a tap. Your boost will refill as you wreak havoc, so use the boost to give your opponents an extra jolt towards the side of the road. The enemy vehicles in Road Rage will match the abilities of the car you begin the challenge with, so if you bring a slow car, they will also have slow cars, which can be a big advantage.



When you score a takedown in Road Rage the action will pause and you will be reset on course, so ram cars with abandon.



When you are nearing the end of your car's stamina, hit a repair shop. Each repair shop can only be accessed once per Rage event.



Stunt Runs	Races	Marked Man	Road Rage	Secondary Challenges
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You won't receive a Point on your License for these Challenges.

Power Parking

The Power Parking minigame can be activated by performing an e-brake turn and coming to a full stop between two parallel-parked cars. Stunt Cars are your best choice for this, particularly ones with a tendency to stick to the road.



Come at the space diagonally from across the street and skid into place, parallel to the curb and facing the car directly in front of you. You must not have a wheel on the sidewalk or an angle greater than about 10 or 15 degrees with respect to the curb to get 100%.



Road Rules: Time

After activating the Road Rules timer on your HUD, you'll be able to see each time you need to beat as you drive the streets of Paradise City. To begin a challenge, follow a street to its end, turn around and get ready to boost.



Street lengths vary quite a bit, so some Road Rules require different tactics than others. On long roads, play it safe and keep an eye on obstacles. Use a Stunt Car so you may boost when you choose too.



On shorter streets, start far away from the road and boost towards it so you have a good cruising speed once you activate the timer. Boost all the way through to beat the set time. You can check your Road Rules progress on the Paradise City map; challenges you haven't completed appear in red. If you beat every timed Rule you'll be awarded with the Carbon Ikusa GT. For more on unlockable cars, be sure to check out our Cars section.

Road Rules: Showtime

Like the Time Road Rules, each street in Paradise City has a score to beat; for Showtime this score is measured in the almighty dollar. Showtime mode can be entered at any time, so try to plan ahead. Make sure you have a full boost meter and, ideally, a Bus nearby. Busses give your score a multiplier, and they appear randomly.



In Showtime mode you must direct your vehicle into other vehicles. You can use a bit of boost power to bounce your car with a Ground Break, and you should always keep moving. Boost power is restored with every hit. Cars that haven't been destroyed have a point value listed above their hood, so aim for those. You only need to hit each car once to increase your score.



Use Aggression Cars for Showtime mode, as they have the greatest amount of boost power. Success in Showtime mode is partially determined by luck—the more busses that roll up to the carnage, the more your multiplier will be. If you beat every Showtime Road Rule, you'll be rewarded with the Carbon Hydros Custom.

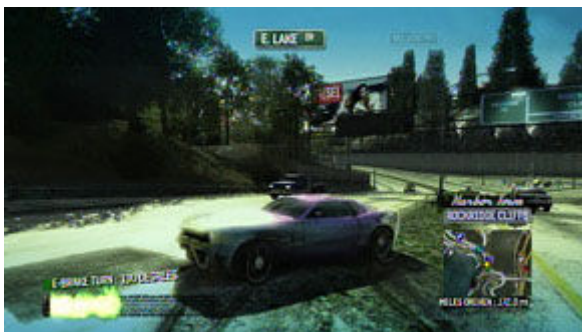
Burnout Paradise Cars

Car Types	Car Challenges	Special Cars
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Overview	Stunt Cars	Speed Cars	Aggression Cars
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Stunt

The green boost bar can be used at any time, which makes Stunt Cars the most versatile cars in Paradise City. The speed Stun Cars achieve with a bit of boosting is more than enough to win any race, and they are tough enough to score Takedowns.



Unsurprisingly, the best way to fill the Stunt Car's green boost bar is by performing stunts like e-brake turns and landing jumps. Any airtime you get while boosting down a bumpy road will also fill your meter. You may also fill your meter by driving in the oncoming lane, getting Takedowns and surviving near misses with other cars. In other words, you'll always be able to boost with a stunt car.



Stunt Cars are not only a good choice for Races and Stunt Runs, but also for nabbing Super Jumps and Billboards.



Speed

In Paradise City, speed isn't everything—in fact, it can be a disadvantage. The yellow Speed Car boost meter can only be used when full. This means that if you crash, you won't be able to boost back into the action. In the hustle and bustle of Paradise City, even the best driver will smack into the occasional jalopy at an intersection, so Speed Cars will always be second to Stunt Cars in practicality.



The best way to fill the Speed boost meter is by driving in the oncoming lane, scoring near misses, and drifting. Drifting is made easy by Speed Cars, but at the cost of grip—another hindrance to consider when confronted with the sharp corners of city driving.



Speed cars also have the shortest Boost meter out of the three car types. To make up for this, however, they are the only cars able to perform a Burnout. A Burnout occurs when you continue to hold BOOST after your meter runs out. The meter will partially refill, and if you fill it all the way up again you'll chain Burnouts—so long as you don't slam into something, which becomes increasingly likely at breakneck velocities. A good place to practice your Burnouts and Drifts is in the Wildcats baseball stadium. Use a Hydros custom and begin a drift while boosting to score huge Burnout chains for a lark.

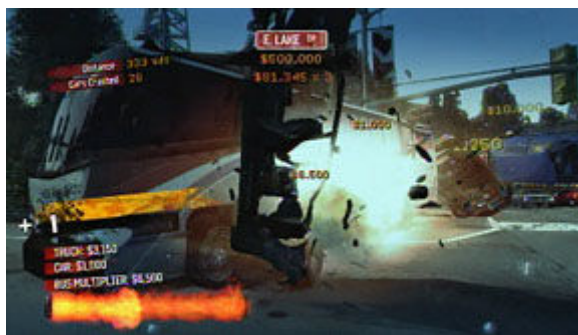


Aggression

Aggression Cars serve a specific purpose in Paradise City: to wreak havoc. They make scoring Takedowns a breeze, and excel in Road Rages and Marked Man missions.



The red boost meter of Aggression cars can be filled by hitting other cars, object and a Takedown will fill it to the max. Additionally, Each Takedown you score in a row gives your boost meter even greater power, up to 3x. Boost meters of Aggression cars are the largest of the three classes, making them ideal for Showtime Road Rules.



The power of Aggression vehicles is mediated somewhat by their poor handling. Slow to accelerate and hard to maneuver cars spell trouble for Races and Stunt Runs.



Car Types	Car Challenges	Special Cars
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Overview	Stunt Cars	Speed Cars	Aggression Cars
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Hunter Cavalry		This is your first car.	
Not bad for a beginner's car, right? Well we're not gonna make you roll into Paradise in some junk compact your mom gave you. A good all-rounder to get you started.			
Speed	Boost	Strength	
00	0	00000	

Hunter Vegas		Get 3 points on your Class D License and shut it down.	
Relaxed street cool is the order of the day here. The Hunter Vegas packs a wicked boost, but is just far too laid back for the aggro of tackling corners.			
Speed	Boost	Strength	
0000	00	00000	

Hunter Vegas Carnival		Beat the Vegas Burning Route.	
How could you possibly improve on the perfect classic coupe? With and even sweeter paint job and by cranking up the boost! How else?			
Speed	Boost	Strength	
000	000	000000	

Nakamura Ikusa GT		Get a class C license.	
A Japanese take on the American muscle car, and one that has graduated to the level of a motoring legend - providing exceptional power at a bargain price. A solid all-round performer.			
Speed	Boost	Strength	
00000	000	00000	

Nakamura Ikusa Samurai		Beat the Ikusa Buring Route.	
If you thought the Ikusa GT couldn't get any cooler, you were wrong! Custom Samurai artwork and extra boost power to help you carve up the opposition.			
Speed	Boost	Strength	
0000	0000	0000	

Watson R-Turbo Roadster		Get 1 point on a Class C License and shut it down.	
Light, agile and with phenomenal grip, the Watson R-Turbo Roadster is the choice for drivers out to run rings around bigger vehicles. Don't expect to win many fights with it though.			
Speed	Boost	Strength	
00000	0000	000	

Watson Burnout Roadster		<i>Beat the R-Turbo Burning Route.</i>
Burnout branding and Burnout pace, with more boost power. You won't miss the loss of speed when you stop boosting because you won't stop boosting. Will you?		
Speed	Boost	Strength
0000	00000	0

Hunter Manhattan		<i>Get 7 points on a Class C License and shut it down.</i>
It handles like a barge, but when you're sailing through the air doing a double barrel roll you at least won't go unnoticed! Showing off is the order of the day here.		
Speed	Boost	Strength
00000	00000	000000

Hunter Manhattan Custom		<i>Beat the Manhattan Burning Route.</i>
With the magnificent Manhattan Custom it's all about what's under the hood. The Custom packs an upgraded engine giving you a much improved cruising speed.		
Speed	Boost	Strength
00000000	00000	0000000

Montgomery Hyperion		<i>Get 4 points on a Class B License and shut it down.</i>
The Montgomery Hyperion has a few surprises up its sleeve. The problem isn't that it doesn't do what you tell it to, more that it does it all a bit too eagerly!		
Speed	Boost	Strength
00000	0000	0000

Montgomery Hyperion Rattler		<i>Beat the Hyperion Burning Route.</i>
The Hyperion Rattler is hot. Hot car. Hot spray-job. They've even managed to squeeze even more power out of the boost system.		
Speed	Boost	Strength
0000	00000	0000

Jansen P12		<i>Get 20 points on a Class B License and shut it down.</i>
Known by its fans as The Pocket Rocket, the Jansen P12 is grippy and maneuverable. If you want to get the back end out, thump the throttle down.		
Speed	Boost	Strength
0000000	000000	000

Jansen P12 Track Package		<i>Beat the P12 Burning Route.</i>
This spectacular Jansen P12 track package gives even more top end boost than the street version. Just make sure you keep pulling enough stunts to keep it burning!		
Speed	Boost	Strength
00000	000000	000

Carson Opus			<i>Get 6 points on a Class A License and shut it down.</i>
The Carson Opus is the ultimate in pimpin' street cool! It's not the nimblest stunt car around, but that extra weight comes in handy when things get rough.			
Speed	Boost	Strength	
000000	0000000	0000000	

Carson Opus XS			<i>Beat the Opus Burning Route.</i>
The Opus XS brings a lot more to the party, with a cool graffiti spray job and a tuned engine for a higher cruising speed. So get cruisin'!			
Speed	Boost	Strength	
000000000	000000	0000000	

Kitano Touge Sport			<i>Get 21 points on a Class A License and shut it down.</i>
A delicately balanced drifting machine, the Touge's GT pedigree also gives it a straight line speed that's not to be laughed at.			
Speed	Boost	Strength	
0000000	0000000	000	

Kitano Touge Criterion			<i>Beat the Touge Burning Route</i>
This hot street machine has been race-tuned by the Criterion team to give you even more boost. Everybody loves more boost!			
Speed	Boost	Strength	
00000	00000000	0000	

Carson GT Concept			<i>Get a Burnout License</i>
The new generation of American muscle cars is here, and they've finally put the muscle back in. What's more, it might even make it round the occasional corner.			
Speed	Boost	Strength	
00000000	00000000	000000	

Carson GT Flame			<i>Beat the GT Concept Burning Route.</i>
The stunning Carson GT Flame brings a lot more than a cool spray job. It's ramped up boost power makes it one of the fastest cars in Paradise.			
Speed	Boost	Strength	
0000000	000000000	000000	

Montgomery Hawker			<i>Get 26 points on a Burnout License and shut it down.</i>
The Montgomery Hawker is, to put it simply, crazy. As well as being a competitive racer, this is the ultimate stunt car. Find a split ramp and land some barrel rolls.			
Speed	Boost	Strength	
000000000	00000000	0000	

Montgomery Hawker Solo		<i>Beat the Montgomery Hawker Burning Route.</i>
The Montgomery Hawker Solo boasts the coolest spray job in Paradise. 'Shame all that extra boost power means no-one will get the chance to see it as you fly by.		
Speed	Boost	Strength
00000000	00000000	0000

Carson Hot Rod Coupe		<i>Get 64 points on a Burnout License and shut it down.</i>
For burning up straight roads, the Carson & Bennett Hot Rod Coupe is second to none. Watch out for the boost wheelie at low speed.		
Speed	Boost	Strength
00000000	000000000	0000000

Carson Tribal Special		<i>Beat the Hot Rod Coupe Burning Route.</i>
The Tribal Special is the cruising man's Hot Rod. Slightly less boost power, but more cruising speed means if you shut it off, the whole pack won't go strolling past.		
Speed	Boost	Strength
00000000	00000000	00000

Car Types	Car Challenges	Special Cars
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Overview	Stunt Cars	Speed Cars	Aggression Cars
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Nakamura SI-7		<i>Get 1 point on a Class D License and shut it down.</i>
Front wheel drive means no surprises in the drift, but no doughnuts either! It won't cause you many heart-stopping moments, but its slavish obedience will get you out of sticky situations.		
Speed	Boost	Strength
0	000	000

Nakamura Racing SI-7		<i>Beat the SI-7 Burning Route.</i>
The Nakamura Racing Group know what to do when it comes to cars. They have race-tuned the engine for greater speed, but they've backed off the boost for increased reliability.		
Speed	Boost	Strength
000	00	000

Kitano Hydros Custom		<i>Get 3 points on a Class C License and shut it down.</i>
The Kitano Hydros Custom is basically a front-wheel drive shopping cart with a big nitrous system. Don't expect to get too much out of it until you unleash the boost.		
Speed	Boost	Strength
0000	0000	000

Kitano Hydros Techno		<i>Beat the Hydros Burning Route.</i>
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Check out the super cool Hydros Techno edition. The Techno's engine is tuned to provide extra speed without you needing to light up the boost.

Speed	Boost	Strength
000000	000	000

Rossolini LM Classic

Get 4 points on a Class C License and shut it down.

There's nothing particularly complicated going on under the sleek chassis of the Rossolini LM Classic. Just lots of really simple stuff doing exactly the right thing.

Speed	Boost	Strength
00000	00000	00

Rossolini LM Track Package

Beat the LM Burning Route.

This full on track-tuned version is honed for power on the straights, with even more boost power. Keep your boost chains to get the most from her.

Speed	Boost	Strength
0000	000000	00

Carson Fastback

Get a Class B License.

More than just a car, the Carson Fastback is a celebration of freedom. Freedom of expression. Freedom of spirit. Freedom of cornering - really, really sideways!

Speed	Boost	Strength
000000	000000	00000

Carson Fastback Special

Beat the Fastback Burning Route

The limited edition Fastback Special is the highest specification model that Carson produced. The Track Package extras bring increased boost power for those brave enough to keep it locked in.

Speed	Boost	Strength
00000	0000000	00000

Krieger 616 Sport

Get 8 points on a Class B License and shut it down.

High tech doesn't even begin to describe it. Computer-controlled supercar power. Computer-controlled all wheel drive. Computer-controlled traction aid. This car's probably smarter than you are!

Speed	Boost	Strength
000000	000000	00000

Krieger 616 Arachno Sport

Beat the 616 Burning Route.

This sublime custom 616 packs a smoother, more powerful engine. It's not all about the boost in this ride. You'll leave people standing without it!

Speed	Boost	Strength
00000000	00000	00000

Montgomery GT 2400			<i>Get 16 points on a Class B License and shut it down.</i>		
An out-and-out track car. Light, powerful and so much grip that it takes a lot of persuading to make it go sideways. Watch out for some understeer when cornering at speed.					
Speed		Boost		Strength	
0000000		0000000		00	

Montgomery Sabotage GT 2400			<i>Beat the GT Burning Route.</i>		
The awesome Sabotage Racing GT 2400 squeezes every last drop out of the car's boost system. The speed drops off a bit more when you stop boosting, but why would you do that?					
Speed		Boost		Strength	
000000		00000000		00	

Rossolini Tempesta			<i>Get a Class A License.</i>		
The Rossolini Tempesta looks good and you want one. So don't focus on the blistering power or the punchy, responsive drift. Winning isn't everything. Looking good while you're winning is essential.					
Speed		Boost		Strength	
000000		00000000		000	

Rossolini Tempest GT			<i>Beat the Tempesta Burning Route.</i>		
The Rossolini Tempesta GT is a real prize. Lighter and faster across the board, this full GT racing conversion offers more of pretty much everything. If you can handle it.					
Speed		Boost		Strength	
00000000		000000000		00	

Jansen X12			<i>Get 26 points on a Class A License and shut it down.</i>		
It's fast. It's a bit mental. And it doesn't like you very much. But if you've got the skills to tame it, there aren't many cars faster.					
Speed		Boost		Strength	
00000000		000000000		000	

Jansen XS12			<i>Beat the X12 Burning Route.</i>		
If the X12 was mental, this baby's completely loco! The Jansen XS12 is the street-legal track package. Somehow the Jansen guys have squeezed even more boost out of it. Hang on!					
Speed		Boost		Strength	
000000		000000000		000	

Carson 500 GT			<i>Get 43 Points on a Class A License and shut it down.</i>		
A true-blood racer's car. Low-tech, tricky to master, but devilishly quick if you're good enough. Are you good enough?					
Speed		Boost		Strength	
00000000		000000000		000	

Carson Racing 500 GT			<i>Beat the Carson 500 Burning Route.</i>
If you thought the 500 GT was fast, then you ain't seen nothing yet. The Carson Racing 500 GT is the full GT racing package with even more blistering boost power!			
Speed	Boost	Strength	
000000	0000000000	000	

Watson 25 V16 Revenge			<i>Get 17 Points on the Burnout License.</i>
This car has an awful lot of torque. Too much for it to handle. It's driven it mad. Drunk with power. It's practically foaming at the grill!			
Speed	Boost	Strength	
000000000	000000000	0000	

Watson Revenge Racer			<i>Beat the 25 V16 Revenge Burning Route.</i>
The mind-blowing Watson Revenge Racer packs even more boost power than the stock version. Revenge is a dish best served at 200 miles an hour.			
Speed	Boost	Strength	
00000000	0000000000	0000	

Krieger Uberschall 8			<i>Get 38 points on the Burnout License and shut it down.</i>
If you can keep it under control, this is a seriously rapid piece of equipment. In drifts, use the throttle to get the back end moving, then hold on tight.			
Speed	Boost	Strength	
0000000000	000000000	00	

Krieger Uberschall Clear-View			<i>Beat the Uberschall Burning Route.</i>
With the spectacular Uberschall Clear-View you can see exactly where all that power is coming from. And there's plenty of it, with boost speed pumped to the max.			
Speed	Boost	Strength	
000000000	0000000000	00	

Krieger Racing WTR			<i>Get 78 points on the Burnout License and shut it down.</i>
Have you ever wondered what top-flight motor sport would be like on Planet Burnout? The Krieger Racing WTR is the ultimate Burnout racecar.			
Speed	Boost	Strength	
0000000000	000000000	0	

Krieger PCPD Special			<i>Beat the Racing WTR Burning Route.</i>
This is the ultimate in law enforcement. Nobody outruns the PCPD special pursuit vehicle! This baby's got all the boost power you could ever need.			
Speed	Boost	Strength	
000000000	0000000000	00	

Car Types	Car Challenges	Special Cars
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Overview	Stunt Cars	Speed Cars	Aggression Cars
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Hunter Oval Champ		Beat the Hunter Cavalry Burning Route.
Hunter dominated the stock car racing circuits of the 1960's. The Oval Champ 69 builds on the successful Hunter Cavalry platform, adding greater strength and more responsive handling.		
Speed	Boost	Strength
00	0	000000

Hunter Mesquite			Get a Class D License.
The Hunter Mesquite. Tough enough to take the knocks of rural life. Quick enough to blow the doors off of every preppie in the state.			
Speed	Boost	Strength	
0000	00	000000	

Hunter Mesquite Custom			Beat the Mesquite Burning Route.
This slick custom version might not be as valuable to snooty collectors, but to a street racer like you, that extra boost power will sure come in handy.			
Speed	Boost	Strength	
00	000	000000	

Krieger Pioneer			<i>Get 5 points on a Class D License and shut it down.</i>
Like an automotive sumo wrestler, the Krieger Pioneer may look like three tons of blubber, but it's surprisingly agile. Smash insignificant rivals into the wall as you scream past to glory!			
Speed	Boost	Strength	
0000	000	00000000	

Krieger Pioneer Super Gator			Beat the Pioneer Burning Route
The mighty Pioneer was no slouch, but the Super Gator packs even more boost power to help hunt down your prey.			
Speed	Boost	Strength	
000	0000	00000000	

Hunter Reliable Custom			<i>Get 4 points on a C License and shut it down.</i>
Looks like an antique, but above-average strength and a gentle drift make quite a handy package. An unconventional little all-rounder.			
Speed	Boost	Strength	
00000	0000	000000	

Hunter Reliable Special		<i>Beat the Reliable Burning Route.</i>
Eye of the tiger! The wild Hunter Reliable Special packs extra boost power to bring more thrill to your fight!		
Speed	Boost	Strength
0000	00000	0000000

Carson Grand Marais		<i>Get 1 point on the Class B License and shut it down.</i>
Loved by Hollywood glitterati and mafia bosses alike, the Carson Grand Marais is the ultimate getaway car. It takes a while to get rolling, but it really takes some stopping!		
Speed	Boost	Strength
000000	00000	0000000

Carson Grand Sicilian		<i>Beat the Grand Marais Burning Route.</i>
Don't worry, the bullets missed all the important bits. This Sicilian modster packs extra boost power to get you across the border.		
Speed	Boost	Strength
00000	000000	0000000

Hunter Spur		<i>Get 14 points on the Class B License and shut it down.</i>
A pure street brawler. It can be stubborn round corners, so don't be afraid to use the e-brake or, alternatively, the side of a rival's car to help make a turn.		
Speed	Boost	Strength
000000	000000	0000000

Hunter Hotspur		<i>Beat the Spur Burning Route.</i>
This is the Hotspur, with a smokin' hot paint job and a super-tuned motor for increased cruising speed. It still won't go around corners, but now the paint you scrape off is much more expensive!		
Speed	Boost	Strength
00000000	00000	0000000

Carson Inferno Van		<i>Get 1 point on a Class A License and shut it down.</i>
Handles like a tank. Hits like a tank. Basically, it is a tank. It just looks like a van.		
Speed	Boost	Strength
0000000	00000	0000000000

Carson Inferno BRT Van			<i>Beat the Inferno Burning Route.</i>
The fearsome Inferno Van just got harder to outrun! The Burnout Race Team only knows one way to tune an armor-plated racing van. Give it more boost!			
Speed	Boost	Strength	
000000	000000	0000000000	

Carson Annihilator			<i>Get 11 points on a Class A License and shut it down.</i>
Affordable big block muscle, home customized into a supercar stomping street machine. It may not be refined; but it's brash, it's effective and it's a lot of fun.			
Speed	Boost	Strength	
0000000	0000000	000000	

Carson Annihilator Phoenix			<i>Beat the Annihilator Burning Route.</i>
This is the awesome Annihilator Phoenix. Use it to rise from the ashes, and burn your opposition with an amped-up boost system.			
Speed	Boost	Strength	
000000	00000000	000000	

Hunter Takedown 4x4			<i>Get 27 points on your Class A License.</i>
This is the ideal choice for bullies. In the Hunter Takedown 4x4, it's always your right of way.			
Speed	Boost	Strength	
00000000	000000	0000000000	

Hunter Takedown Dirt Racer			<i>Beat the Hunter Burning Route.</i>
Check out the monstrous Dirt Racer edition of the Hunter Takedown. It's packing extra boost power to help you plow through your rivals.			
Speed	Boost	Strength	
0000000	0000000	0000000000	

Hunter Racing Oval Champ			<i>Get 39 points on your Class A License.</i>
Straight from the racing ovals, this is a hot, race tuned stock car. It's nimble and stable in a straight line, but its racing pedigree makes drifting a bit uncomfortable.			
Speed	Boost	Strength	
000000000	00000000	00000	

Hunter Racing BRT Oval Champ		<i>Beat the Racing Oval Champ Burning Route.</i>
The Burnout Race Team bring their own special brand of performance enhancement to the Hunter Oval Champ. And you know what that means. More boost!		
Speed	Boost	Strength
00000000	00000000	00000

Hunter Citizen		<i>Get 8 points on the Burnout License and shut it down.</i>
Paradise City's idea of law enforcement. It's more like a battle cruiser than a police cruiser. It takes an age to turn, but you'd need a torpedo to stop it!		
Speed	Boost	Strength
00000000	00000000	00000000

Hunter Civilian		<i>Beat the Citizen Burning Route.</i>
This is the Hunter Citizen on its day off, with less armor plating and more boost. If the Citizen is too much of a tank for you, this could be exactly what you're looking for.		
Speed	Boost	Strength
0000000	00000000	0000000

Carson Thunder Custom		<i>Get 50 points on the Burnout License and shut it down.</i>
Great on the straightaways and not too bad in a fight. When this monster hits the streets, the only safe place is behind the wheel.		
Speed	Boost	Strength
00000000	00000000	00000000

Carson Thunder Shadow		<i>Beat the Thunder Burning Route.</i>
As black as night and twice as frightening. The boost power on this baby is just phenomenal. As the saying goes, they can't outrun your Shadow.		
Speed	Boost	Strength
00000000	0000000000	0000000

Shutdowns

Upon surpassing certain milestones in your License progression, new cars will appear in the world in need of a good shutdown. These cars will only appear between Challenges. They appear at random on the streets of Paradise City accompanied by loud music; they also drive recklessly, crossing lanes and slamming into cars.



To Shutdown a car you'll need to score a Takedown on it. Aggression cars work best for this, but Stunt Cars and Speed Cars will get the job done as well. Catch up to the offending roadster and give it a nudge towards the side of the road to shut it down. If you crash, it will most often respawn in nearby, cruising past you to taunt. Once you are engaged in a mano-a-mano deathmatch with a car, it will generally keep out in front of you, respawning if you make a wrong turn. Once you Shutdown a car, it appears in your junkyard.



Burning Routes

There are 35 Burning Routes in Paradise City.



Each car you win during your regular License Progression or via Shutdown has a Burning Route somewhere in Paradise City. Upon first driving a newly awarded car through a repair shop, that car's Burning Route will appear as a star on your world map.



A Burning Route is a one-vehicle race to the finish line within a time limit. Finish lines are the same as those of Races: The Wind Farm, Wildcats Stadium, The Lone Stallion Ranch, The Lifeguard HQ, The Country Club, The Observatory, The Waterfront Plaza or the Shipyard. Planning your route wisely is essential to most Burning Routes. Shortcuts are essential, and boosting nearly constantly may give you the edge you need to beat these often frustrating challenges.



The reward for Burning Routes is significant: a win will not only net you a new car, but a Point on your License. The cars you win from Burning Routes do not have Routes of their own.



Car Types	Car Challenges	Special Cars
Special Stunt Cars	Special Speed Cars	Special Aggression Cars
Kitano Carbon Hydros Custom		<i>Beat every Showtime Road Rule.</i>
Awarded for beating all of the Showtime Road Rules, this unique Hydros Custom comes with Stunt Boost and a rear wheel drive conversion for more extreme stunt performance.		
Speed	Boost	Strength
00000000	0000000	0000
Jansen Carbon X12		<i>Find and land all 50 Super Jumps.</i>
Awarded for landing all the jumps in Paradise City, this astonishing X12 is stronger, light, and faster thanks to a space-age carbon fiber construction. A Stunt Boost conversion completes the package.		
Speed	Boost	Strength
0000000000	000000000	0000

Carson Circuit City Hot Rod <i>After receiving a Burnout License, enter "circuitcity" as a Sponsor Code in the pause menu.</i>		
This hot red hot rod is brought to you exclusively by Circuit City. Take it for a spin and point those front wheels at the sky.		
Speed	Boost	Strength
00000	0000000000	00000

Kitano Gamestop Sport <i>After receiving a Class A License, enter "gamestop" as a Sponsor Code in the pause menu.</i>		
A classy rebuild of the Touge Sport from the Gamestop race team. Get out there and rack up some big drifting yardage.		
Speed	Boost	Strength
0000000	0000000	0000

Car Types	Car Challenges	Special Cars
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Special Stunt Cars	Special Speed Cars	Special Aggression Cars
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Carson Carbon GT Concept <i>Drive through all 400 Smashes.</i>		
Awarded for finding all the smashes in Paradise City, this exclusive GT Concept boasts a chrome trimmed carbon fiber chassis and a Speed Boost conversion. Perfect for cruising.		
Speed	Boost	Strength
000000000	0000000000	0000000

Montgomery Carbon Hawker <i>Break all 120 Billboards.</i>		
Awarded for hitting all the billboards in Paradise City, this custom built Montgomery comes with a gorgeous carbon fiber and chrome finish and a Burnout chaining Speed Boost conversion.		
Speed	Boost	Strength
0000000000	0000000000	0000000

Krieger Walmart WTR <i>After receiving a Burnout License, enter "walmart" as a Sponsor Code in the pause menu.</i>		
The Walmart Racing WTR sports their distinctive star-spangled livery. Save money. Live better. Drive harder.		
Speed	Boost	Strength
0000000000	000000000	0

Car Types	Car Challenges	Special Cars
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Special Stunt Cars	Special Speed Cars	Special Aggression Cars
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Nakamura Carbon Ikusa GT		<i>Beat every Road Rule time.</i>
Awarded for beating all the Time Road Rules, this limited edition aerospace Ikusa GT comes with Aggression Boost as standard and a stronger carbon fiber body shell.		
Speed	Boost	Strength
00000000	0000000	00000

Hunter BestBuy Oval Champ		<i>After receiving a Class A License, enter "bestbuy" as a Sponsor Code in the pause menu.</i>
This mellow oval racer is available only from the guys at the BestBuy racing team. Get out on the road and open her up!		
Speed	Boost	Strength
000000000	00000000	00000

Carson "Steel Wheels" GT		<i>After receiving a Burnout License, enter "U84D 3Y8K FY8Y 58N6" as a Sponsor Code in the pause menu.</i>
The armor-plated Steel Wheels packs plenty of extra weight for grinding persistent rivals into the wall.		
Speed	Boost	Strength
00000000	00000000	00000000

Burnout Paradise Secrets

Billboards	Smashes	Super Jumps
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Downtown	Harbor Town	White Mountain	Silver Lake	Palm Bay
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The 120 Billboards in Paradise City are always easy to spot, but sometimes tough to break. To score a Board, you'll just need to break it—you won't need to land whatever insane stunt you used to get there.



You should use a good stunt car with lots of boost power, like the Jansen Carbon X12, which is unlocked when you land all 50 Super Jumps. If you get all 120 Billboards in Paradise City, you'll be awarded with the Montgomery Carbon Hawker

There are 30 Billboards in Downtown Paradise.



1. On the roof of the parking garage on Angus Wharf there is a ramp that leads off the southwest corner. The Billboard can be hit by using this ramp, but you'll need a lot of boost power to make it. With a stunt car with a high boost rating you should be able to just hit the bottom tip of the board. Try doing an e-brake turn at one end of the garage, turn towards the ramp and boost all the way through it.



2. In the northeast corner of Paradise City, there are two Boards off of ramps in a back alley.

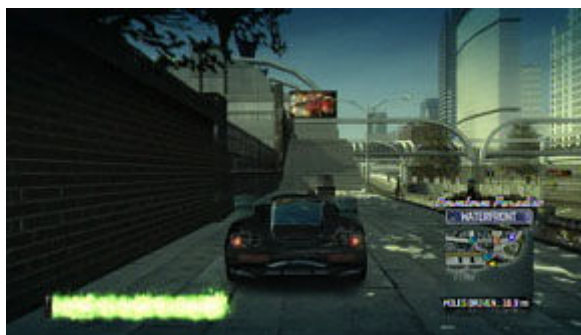
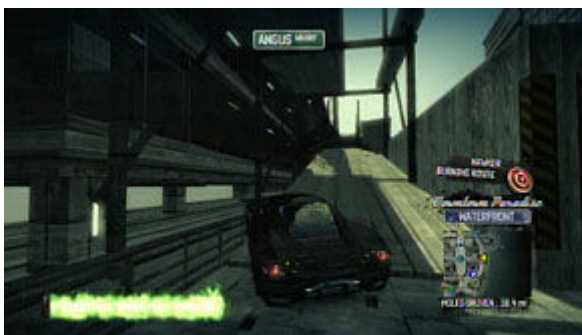


3. See Board 2.



4. This Board is at the intersection of Watts and Angus. You'll need a light car and lots of speed to get it, so be sure to back up far across the bridge on Angus to grab it.

5. There are a series of ramps in a parking complex leading up to this Board.



6. Boost up the staircase to nail the bottom tip of this board.



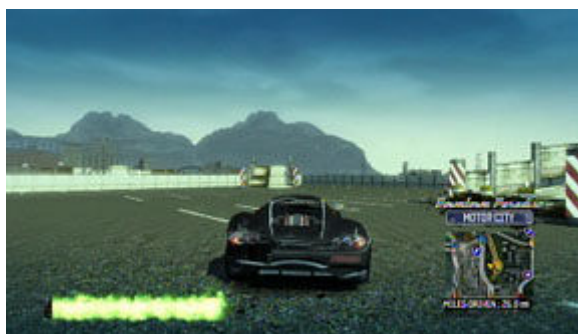
7. Use the stairs to get on a platform over the highway to score this Board.

8. In the middle of Webster there are a series of small ramps in the median. Three of these have Boards.



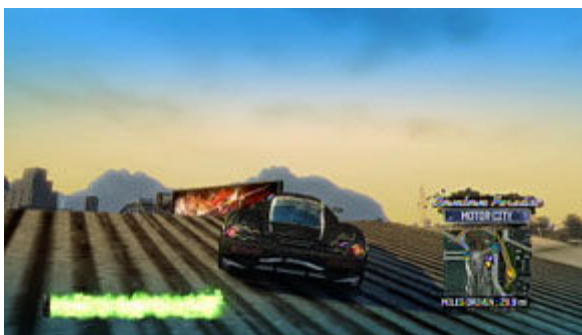
9. See Board 8.

10. See Board 8.

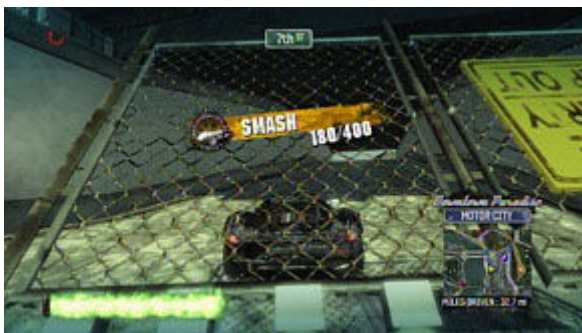


11. Use the ramp on the west edge of the parking garage on Webster to jump over Webster onto the building alongside the train tracks. You'll need lots of boost to make the jump. Immediately upon landing on the roof across Webster, use your e-brake to stop. Drive to the edge of the building to get the board.

12. At the northeast corner of the same building across Webster there is another board. Repeat the steps to get onto the building outlined in 11.



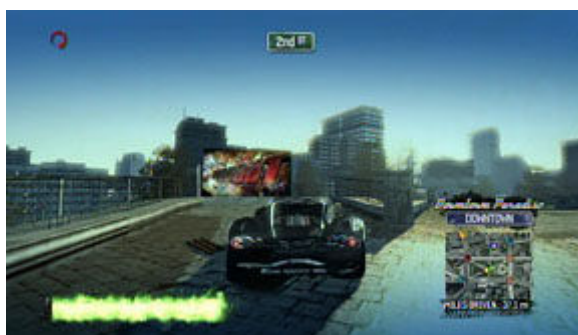
13. A ramp down on the railroad tracks leads to this Billboard.



14. You'll need top speed in your fastest car to hit this Board, which is over the toll station on the highway. To hit it, you'll need to use the ramp by the parking garage on Webster. Try to run straight off the ramp and you should hit the Board at max speed.



15. There are two boards on the raised path through the plaza with the Arc de Triomphe-like structure.



16. See 15.

17. This Board is on elevated train tracks and is accessible via a ramp beneath it.



18. Use the ramp from 17 to get onto the elevated train tracks. Run off the tracks into the second level of the mall with a Super Jump at the end. Going at full speed, angle right off the Super Jump to get onto the platform with the Board. Follow the platform around the corner of the building to get the Board.

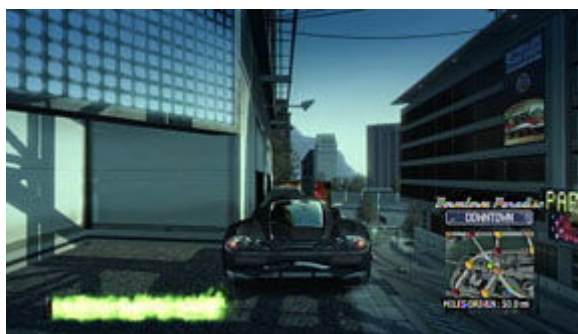
19. At the top of the garage on Fry, take the northern ramp. Head straight off the next ramp to get this Board.



20. Take the northern ramp off the same garage as 19, but this time hang a left to cross the street and hit this board.



21. Follow the steps outlined for Board 20, but make sure you stop fully on the building across the street from the garage. The Board is located alongside the ledge you land on.



22. This board is on the second tier of I-88 off to the east side.



23. There is a ramp that leads through the building to this board.

24. Use the ramp off the southwest corner of the garage on 1st to get onto another rooftop.



Continue by rooftop to the ramp before the Billboard. Try to maintain a straight line at a high speed and you should hit it.



25. Take the northwest corner ramp at maximum speed to hit this Board. Aim for the overhang next to it to ensure success.



26. Use the ramp to get onto the tracks and score this Board.

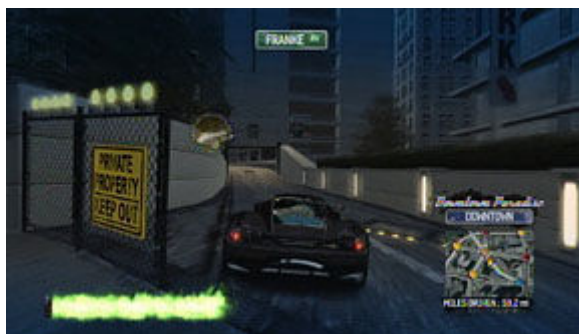


27. This Board can be accessed by driving through a passage through the building behind it.



28. There is a tunnel that leads all the way to the board from the opposite side of the building it is mounted on.

29. This Board is on a ledge on the south side of 2nd St.



30. A tunnel on Franke Ave. leads through the building to this Board.



Billboards	Smashes	Super Jumps
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Downtown	Harbor Town	White Mountain	Silver Lake	Palm Bay
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There are 25 Billboards in Harbor Town.



1. This Board is easily accessible via the ramp nearby.



2. Follow the elevated train tracks north until you find a ramp up. Follow the tracks around to this Board.

3. A tunnel at the construction site behind this Board leads right to it..



4. Use the ramp near the Board to get up onto the platform before it. You'll need some serious speed to make the jump.

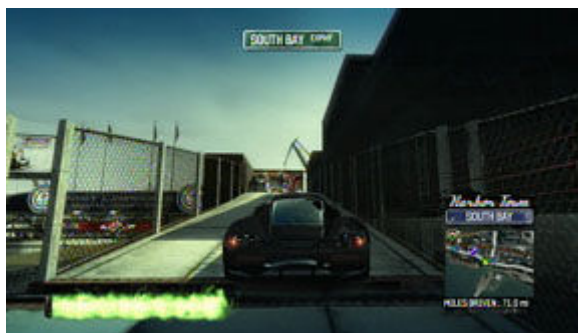


5. This Board is off a wide ramp in the warehouse area.

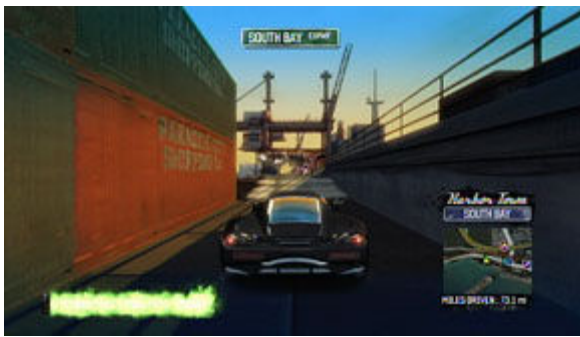
6. Use the easternmost ramp on the parking garage on Manners to get this Board.



7. Get this Board by using the long ramp behind it.



8. A wooden ramp behind a row of cargo boxes leads you straight through this Board.



9. Finding the path to the ramp that leads to this Board can be a bit tricky. To get to it you'll need to use an alley that runs parallel to the alley used in 8. It's just a bit to the north.



10. Use the ramp in the construction area to reach this Board.



11. There are two ramps on the South Bay bridge that lead to Billboards.

12. See 11.



13. Find the path through the large cement pipes behind this Board.

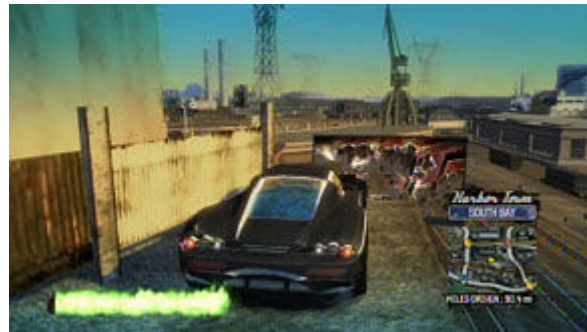
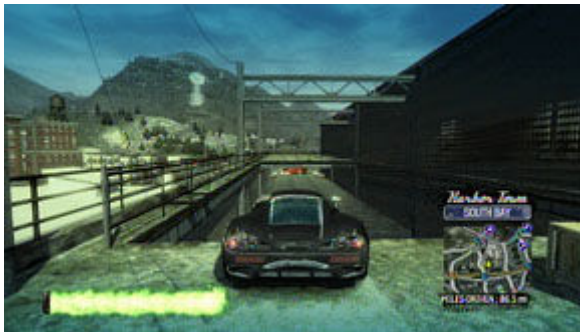


14. Take the ramp off the southbound lanes of the highway to get this Board.

15. Off of Hubbard there's a dirt ramp leading onto the highway. The Board is at the end of the ramp.

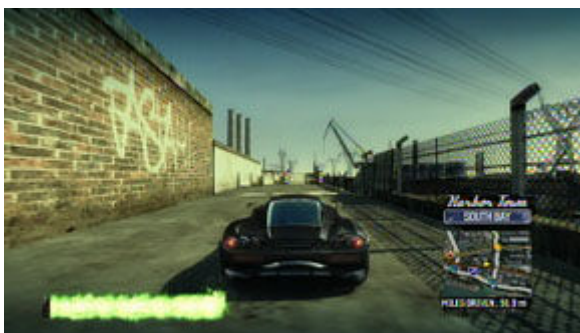


16. Take the north ramp off the garage by the railroad tracks and follow the corridor to this Board.



17. Take the east ramp off the garage by the railroad tracks and follow the overhang to find this Board.

18. A building across the street from the parking garage used to reach Boards 16 and 17 has a path around back that leads to a ramp. Hit this ramp at full speed to nail the Board suspended over the train tracks.



19. This Board is off the northwest ramp on the roof of the garage on Lambert.



20. Take the southeast ramp off the garage on Lambert and follow the platforms down to the Board. You'll need some momentum to hit it, so don't stop after hitting the ramp.



21. Take the small ramp onto the overhang to hit this Board.

22. Follow the shaded path behind this Board to get it.



23. You can easily nab this board at the top of a ramp alongside Hubbard.



24. This Board is in the plaza along side Lambert. You'll need some speed to get up to it via the nearby ramp.
25. The final Board is near the dam, where Harbor Town becomes White Mountain. It is located on detour off of Casey.



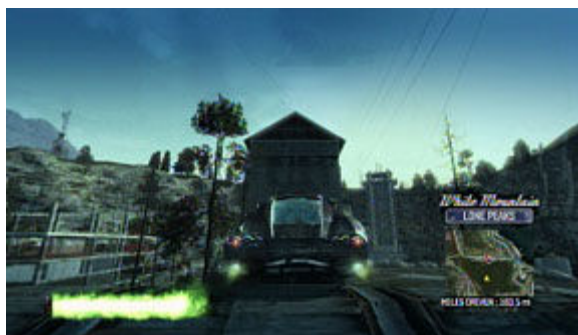
Billboards	Smashes	Super Jumps
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Downtown	Harbor Town	White Mountain	Silver Lake	Palm Bay
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There are 25 Billboards in White Mountain.



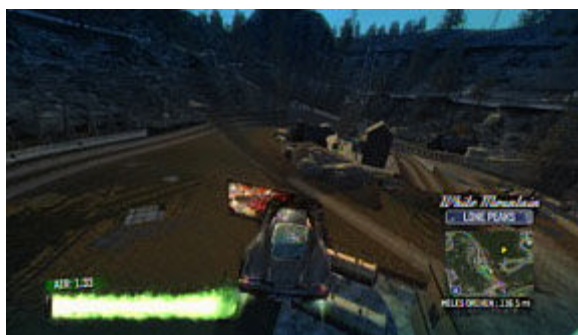
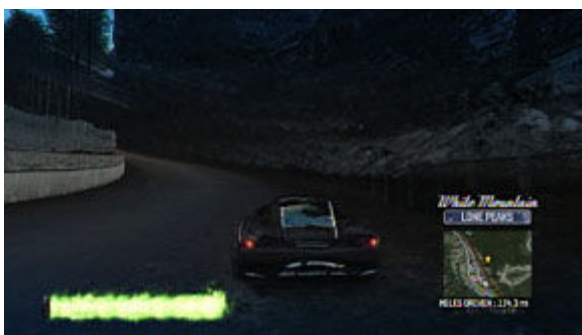
1. This Board is between the two towers in the quarry.



2. In the quarry, there is a winding path starting at the bottom level and leading all the way to the top. Off of this path there is a small ramp with a Board at the end of it.



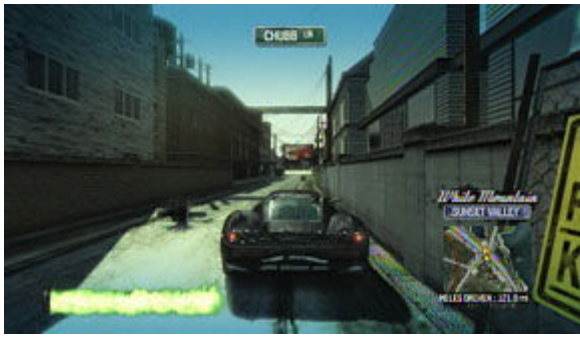
3. If you take the winding path around the upper area of the quarry clockwise, you'll come to a ramp that will send you flying towards this Board. Aim slightly to the right as you come off the ramp and you'll hit it.



4. Take the ramp onto the waterworks along the coast near the dam to get this Board.



5. This Board can be accessed via a ramp in a back alley.



6. Take the side street to find the ramp to this Billboard.

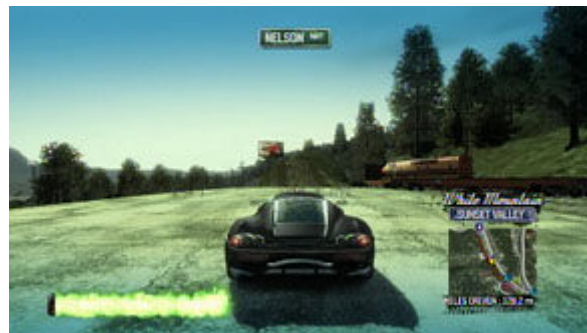


7. Take the wide ramp to this easy Billboard.



8. Get onto the red bridge via a nearby ramp and grab this Board.

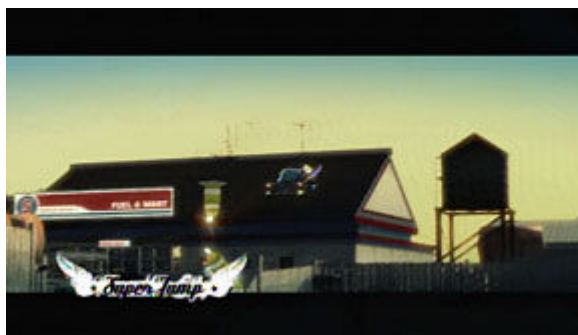
9. A ramp on the side of the road will take you right to this Board.



10. Take the dirt ramp under this Board to launch into it.

11. Use the Super Jump up the train tracks a bit to the north to hop over the church and get onto a narrow strip of land

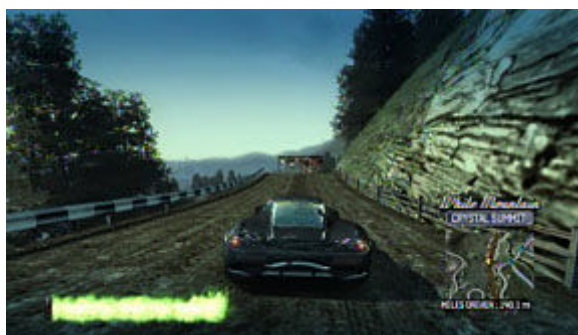
between the tracks and the road.



Drive towards the Board at top speed and hit the ramp before it.



12. You'll need a lot of speed to get this one, so back way up the hill on the train tracks. Angle your car to the right off the dirt ramp to hit this Board.



13. This Board is easy to nab off the ramp along side the train tracks.

14. Take the wooden ramp up to this Board.



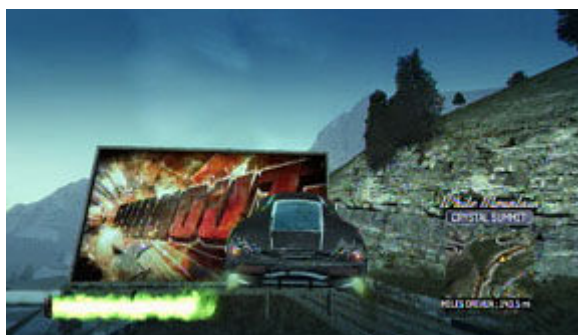
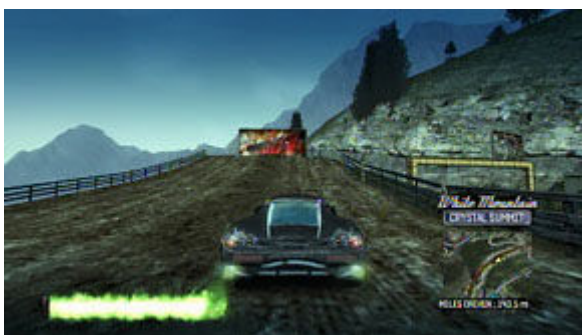
15. At the top of Uphill Drive there is an entrance to a series of platforms leading to this Board.

16. Use the ramps at the base of the railroad bridge to get onto the top of it and nab the Board.



17. There are two Billboards off of ramps alongside the train tracks.

18. See 17.



19. You'll need to be near maximum speed to cruise off the edge of the road into this Billboard.



20. Grab the Board over the gap using the dirt ramp.



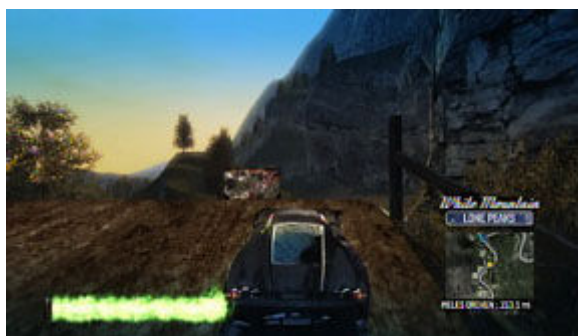
21. Use the ramp at the intersection to get the conspicuous Board.



22. A secret dirt path leads to this Board.

23. Use the ramp by Board 21 to get onto the series of jumps that takes you above the street and over to this Billboard.

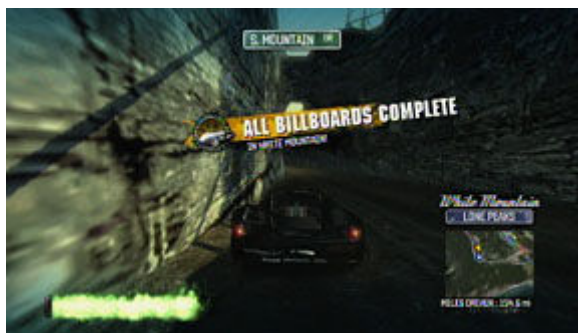
Try and boost the entire way to get enough speed to hit the Board.



24. A Board can be found on a wooden path alongside the covered bridge.



25. A ramp along S. Mountain will take you into a tunnel that has a Board at the far end.



Billboards	Smashes	Super Jumps
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Downtown	Harbor Town	White Mountain	Silver Lake	Palm Bay
----------	-------------	----------------	-------------	----------

There are 20 Billboards in Silver Lake.



1. Take the Super Jump off of South Rouse to get onto the incomplete section of highway.



Drive off to the left to hit this Board.



2. Follow the steps outlined in 1, but continue along the highway sections until the very end. Keep your speed up to hit this Board.



3. Take the dirt ramp in the middle of the street to shatter this Billboard.

4. Take another dirt ramp a bit to the south of Board 3 to hit Board 4.



5. In the airport, there is a ramp that leads over the wall at the edge of the park and into a Billboard off of E. Lake. You'll need to be at maximum speed. Try and aim a bit to the right as you come off the ramp.



6. Backtrack north from the Board to find a path leading to it.



7. Take the dirt road over the gap to get this Board.



8. This Board is in plain sight at the top of a wide ramp.



9. Take a dirt road detour to find this Board.

10. There is a Board on top of the large wooden bridge over the intersection.



11. Follow the coastal road until you see a break in the wall. Head out onto the boardwalk and over the Super Jump to get this Board.

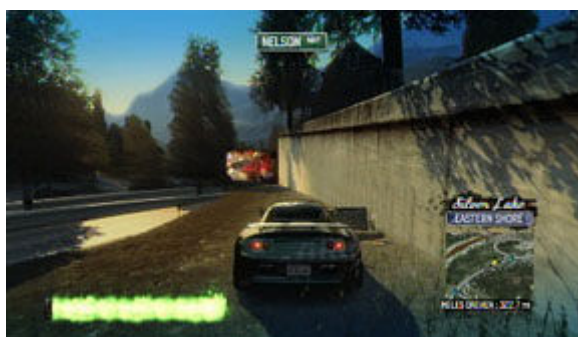


12. There are two Billboards at either end of this boardwalk. You'll need to start your run far away and boost like crazy to get these.

13. See Board 12.

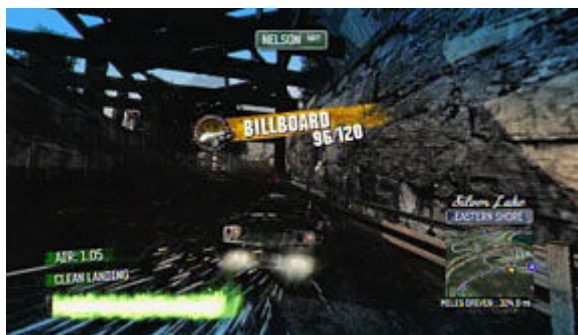


14. This Board is on the porch of a cabin off the main road.



15. Take the raised platform along Nelson to get this Board.

16. Use the ramp in the construction area to get this Billboard.



17. Use the Super Jump east of the Board to get onto the upper level of the construction site and coast up the ramp to the Board.



18. This Billboard can be reached via a dirt ramp on the side of the road.



19. This Board is off to the side of N. Rouse.



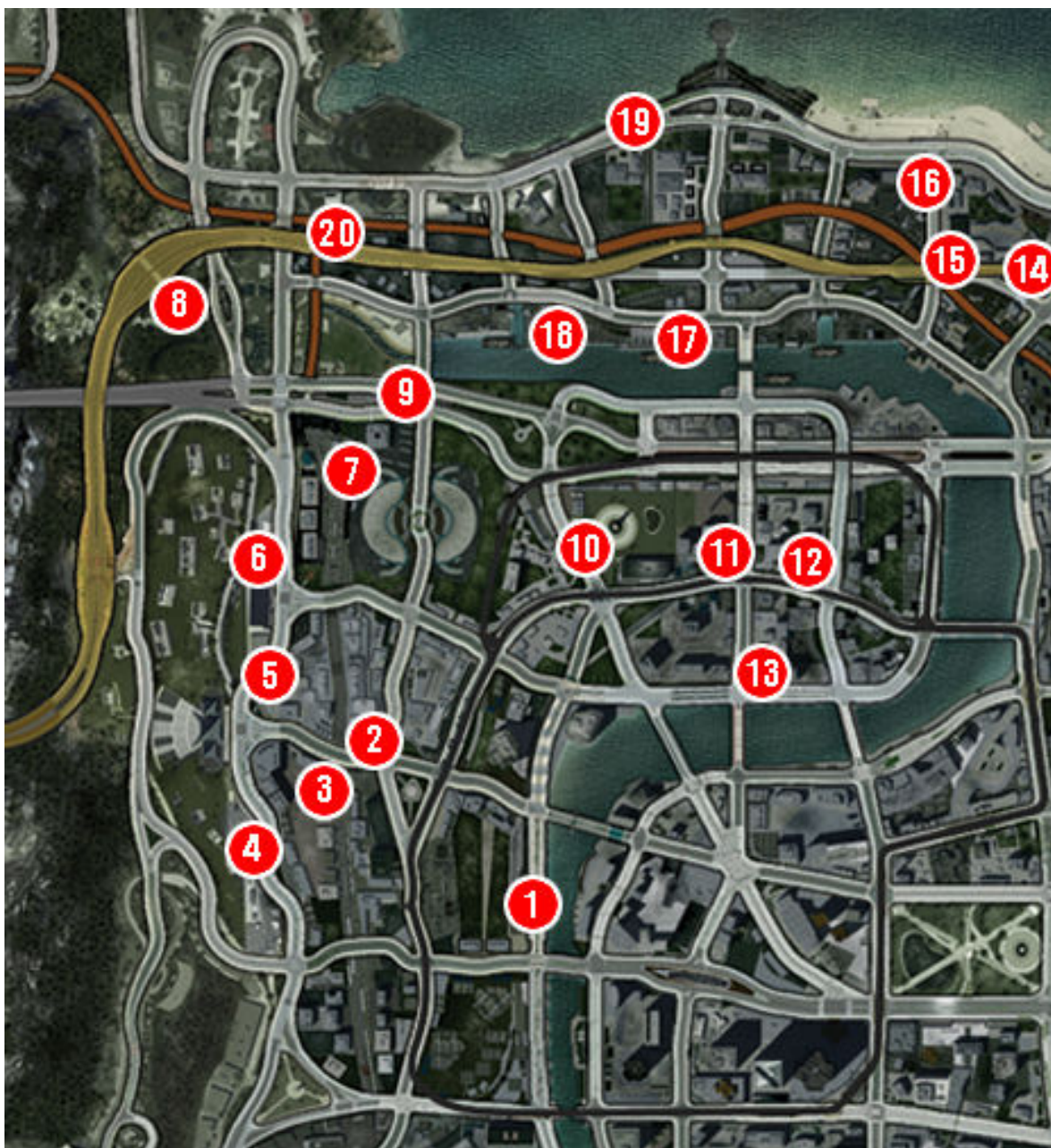
20. In the W. Crawford tunnel there are ramps up to a hidden level on either side of the road. Take one of these up, then turn around and drive off the middle ledge to hit the Billboard.



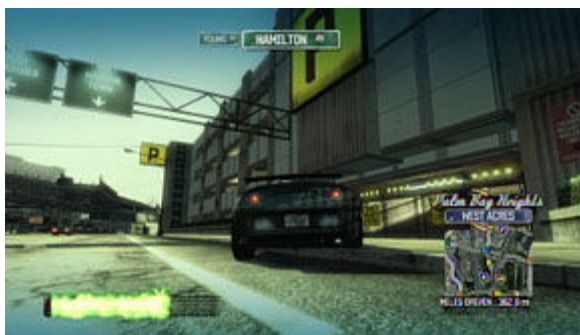
Billboards	Smashes	Super Jumps
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Downtown	Harbor Town	White Mountain	Silver Lake	Palm Bay
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There are 20 Billboards in Palm Bay Heights.



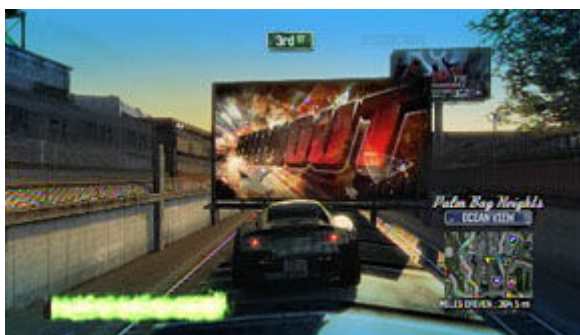
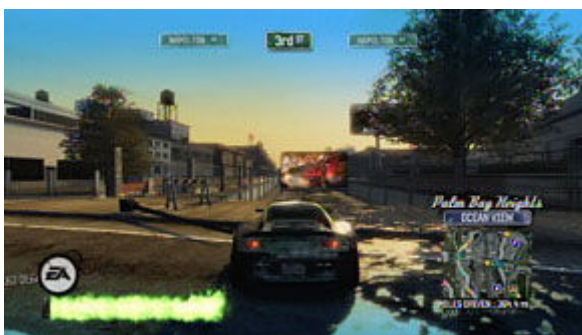
1. The jump up to the platform this Billboard is on is tough to make. Just back up the street and boost at it head on, lining up at the last second with the alley.



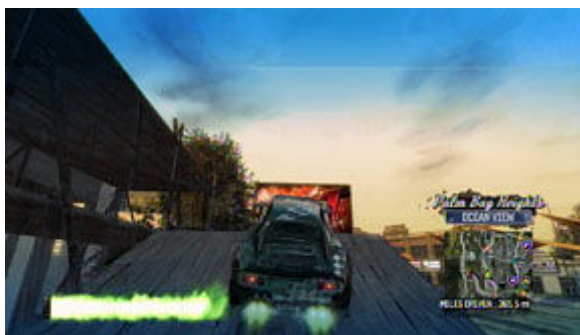
2. Use the northwest ramp off the roof of the parking garage on Hamilton to get onto the adjacent roof. Boost over this roof and off the ramp at the edge to get the Billboard.



3. Drop onto the train car from the street to get this Billboard.



4. Take the series of ramps along Lambert to shatter this Board.



5. The northwest ramp off the roof of the garage on Lambert will send you straight into Board 5.

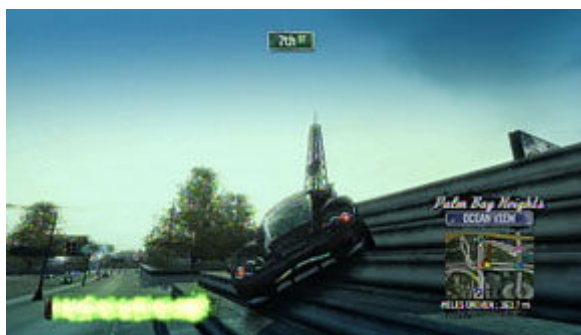


6. Take the southern ramp off of the Lambert Pkwy. garage to get another Board.

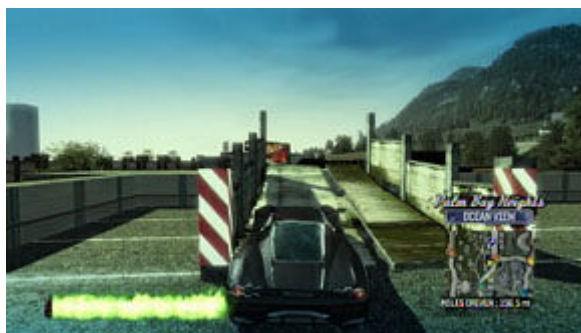
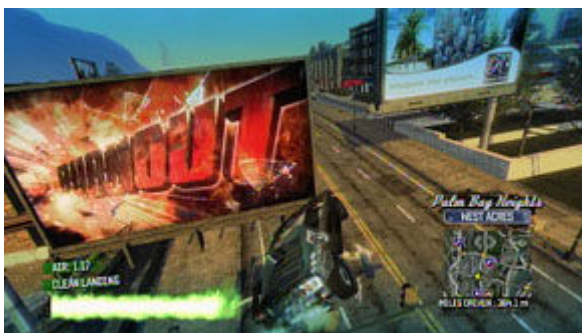


7. This Board can be reached via a ramp down on the train tracks.

8. To get this ramp you'll need to use the stairs in the median as a ramp. Come at them diagonally from Lambert at full speed to make it to the Billboard.



9. Use the ramp in the middle of 7th St. to get the Billboard.



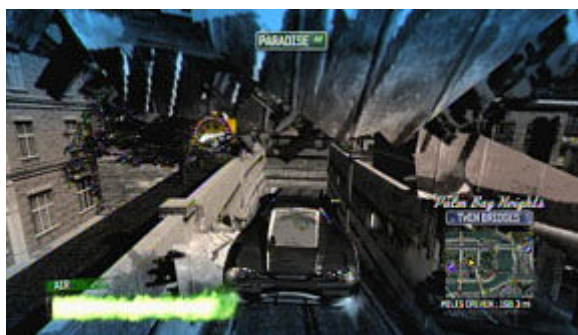
10. Use the westernmost ramp on the roof of the Young Ave. garage to get a Board suspended over the street.



11. Take the eastern ramp off the roof of the Young Ave. garage to get onto an adjacent rooftop. The Billboard is at the end of the roof.



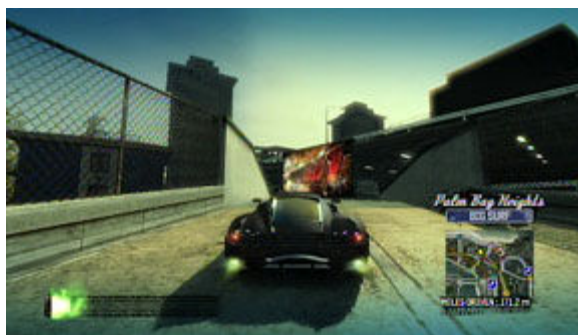
r12. This Board has a secret tunnel behind it on the opposite side of the building.



13. Take the concrete ramp up to the platform this Billboard is on.



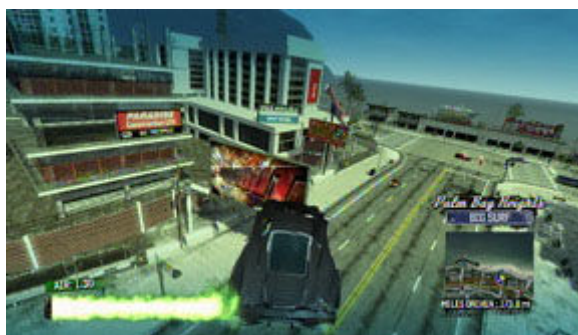
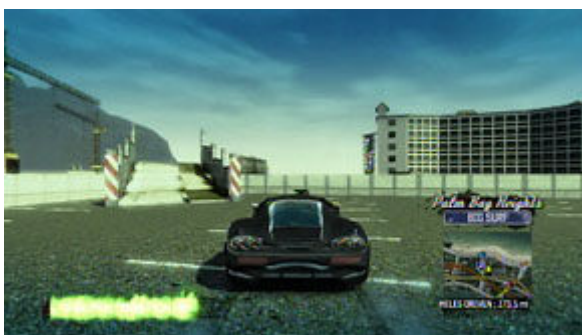
14. Take the ramp off of E. Crawford to the Billboard near the highway.



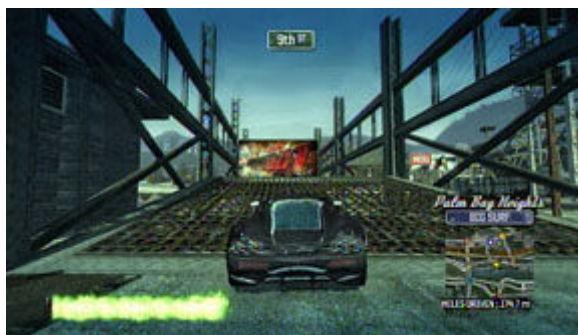
15. Take the ramp off the southeast corner of the roof of the garage on Hudson to shatter a nearby Board.



16. This Billboard is across the street from the Hudson Ave. garage. Use the northwest ramp on the roof of the garage to hit it. You'll need a stunt car and a good boost to reach the tip of this Board.



17. This Billboard is in a warehouse on along the canal. You can simply drive up to it.



18. Along the canal there is a draw bridge with a Billboard in the middle of it.

19. On the northern coastline there is a Billboard off of a long ramp. Back up E. Crawford and boost off the ramp to nab it.



20. The final Board is just off the northern edge of I-88. Boost directly at it through the gap in the safety rail to shatter it.

Billboards	Smashes	Super Jumps
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There are 400 Smashes in Paradise City.

Smashes are yellow fences that block off secret areas such as tunnels, ramps, and rooftops. Smashes generally come in clumps of two or three, all blocking the same passage. Simply drive through them to break them. They will respawn with a panel or two missing in the future, but be sure to check every spot of yellow you pass twice! We found it best to look for Smashes while searching for a car to Shutdown or completing Road Rules. If you hit a Smash during a Challenge you won't see a confirmation message, but it will count.



You will be awarded with the Carson Carbon GT Concept for finding all 400 Smashes. If you are missing one or two in Harbor Town and White Mountain, check for a secret tunnel from the quarry to the dam—those almost eluded us!

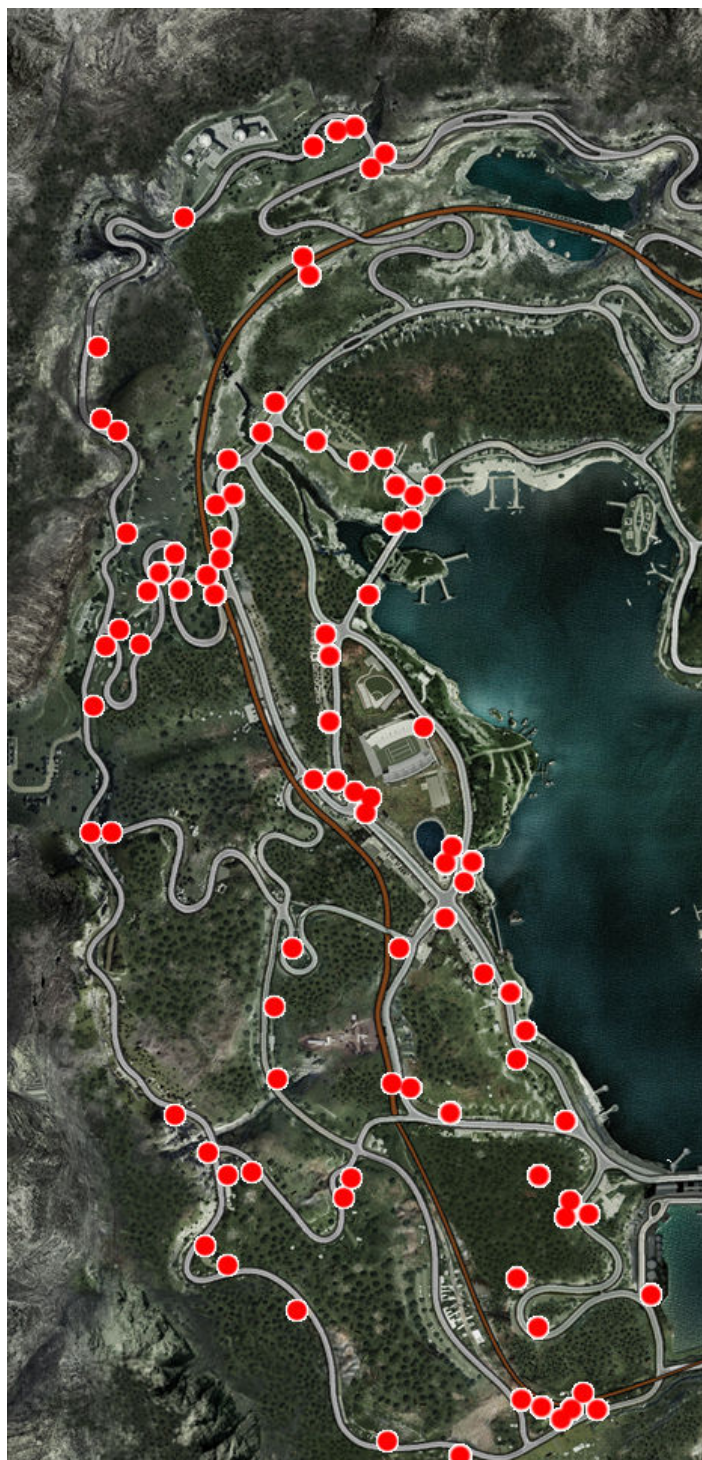
There are 80 Smashes in Downtown Paradise



There are 90 Smashes in Harbor Town



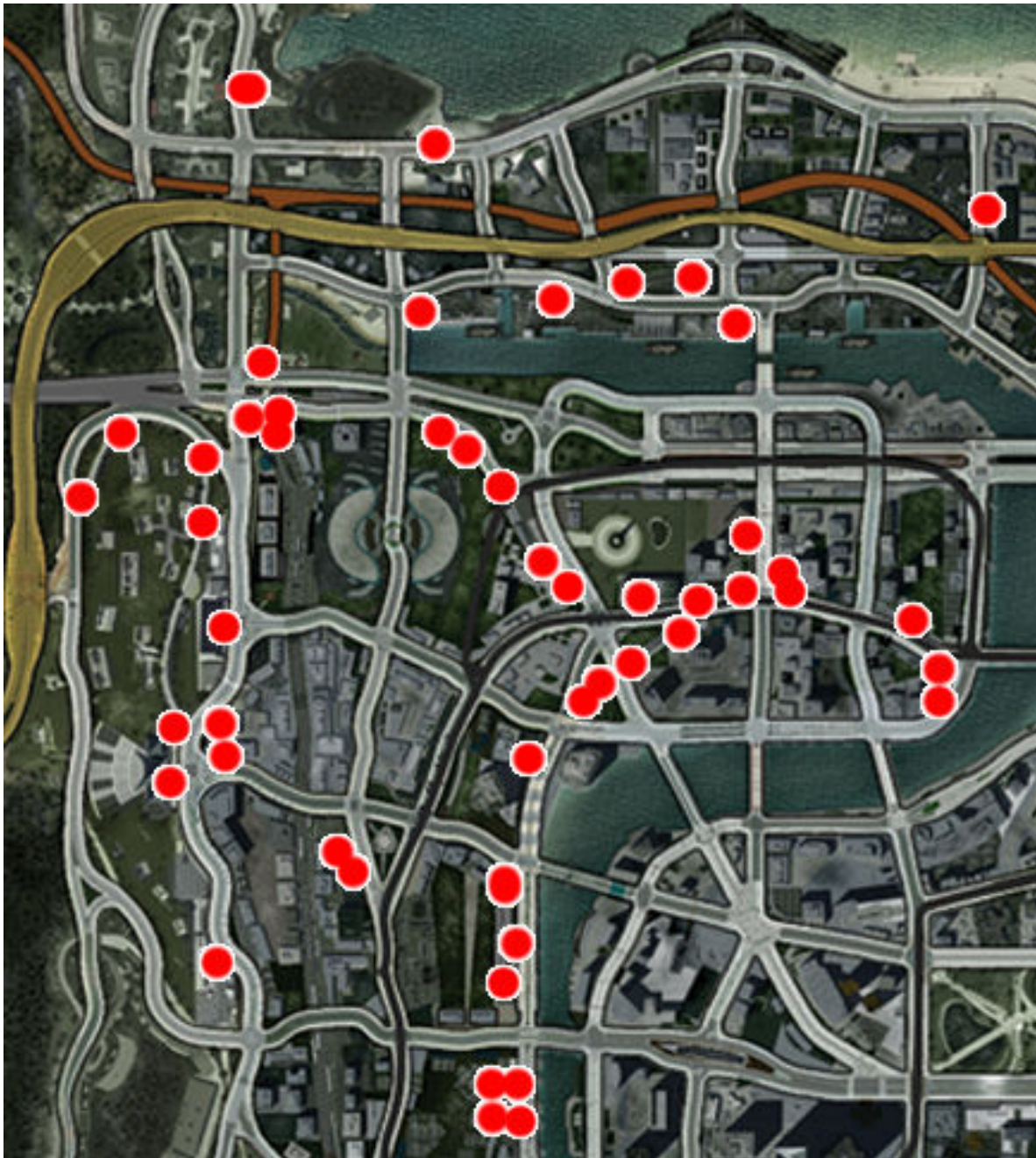
There are 90 Smashes in White Mountain.



There are 90 Smashes in Silver Lake.



There are 50 Smashes in Palm Bay Heights.



Billboards	Smashes	Super Jumps
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Downtown	Harbor Town	White Mountain	Silver Lake	Palm Bay
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We recommend you grab the 50 Super Jumps before completing all the Billboards, as the reward, the Jansen Carbon X12 is the perfect car for scoring Boards. You'll need a good stunt car to get Jumps, too. The Boost-anywhere ability of stunt cars will come in handy when lining up jumps, and you can always fill your boost meter by doing a few e-brake turns.



Super Jumps are ramps with flashing lights at their base. Learning to recognize these lights is essential to finding Super Jumps. You must land on all four wheels for the Jump to count. There are ten Jumps in each area of Paradise City. Happy jumping!

There are 10 Jumps in Downtown Paradise



1. This Jump is on the roof of the parking garage on Angus Warf.

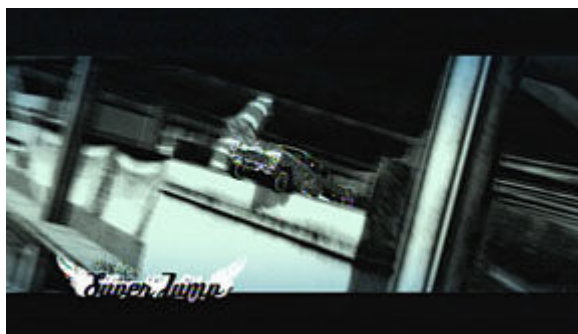


2. On the same parking garage as Super Jump 1, a ramp off the west side of the garage will get you onto the building

across Angus Warf. On this building there is a Super Jump on a lower platform on the northwest corner. To make it across the street you'll need a stunt car with a lot of boost power.



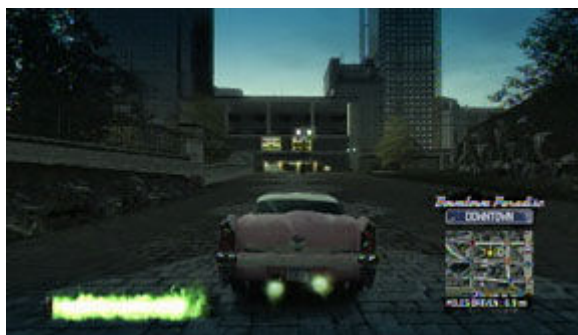
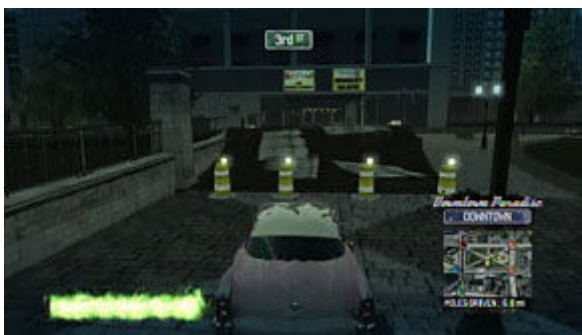
3. This jump is on the upper level of the construction site.



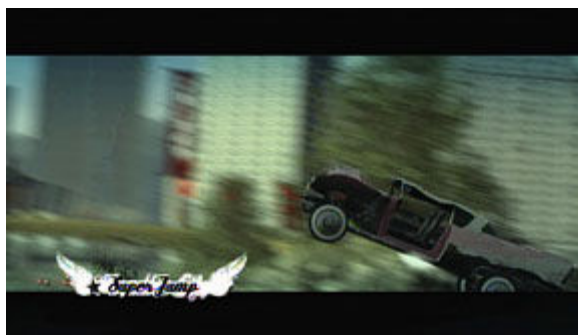
4. In the I-88 tunnel there is a Super Jump located on a staircase in the middle of the road.



5. This Jump is a dirt ramp on the south side of the plaza.



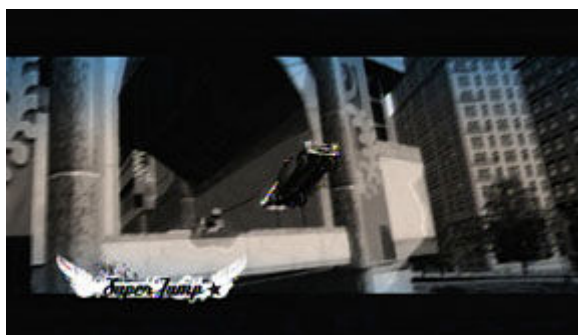
6. Opposite Jump 5 is a dirt ramp on the north side of the plaza.



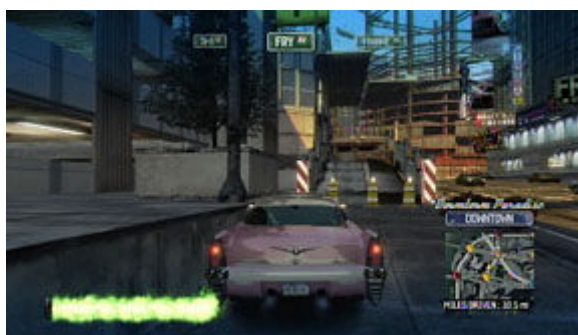
7. Jump 7 is at the end of a long tunnel on the second level of a shopping center. To reach the tunnel, use the ramp to the east to get onto the railroad tracks. From the tracks you can reach the tunnel and the Jump.



From the tracks you can reach the tunnel and the Jump.



8. There is scaffolding at the base of the garage on Fry; take the ramp at the base of the scaffolding to hit the Super Jump on an upper platform.



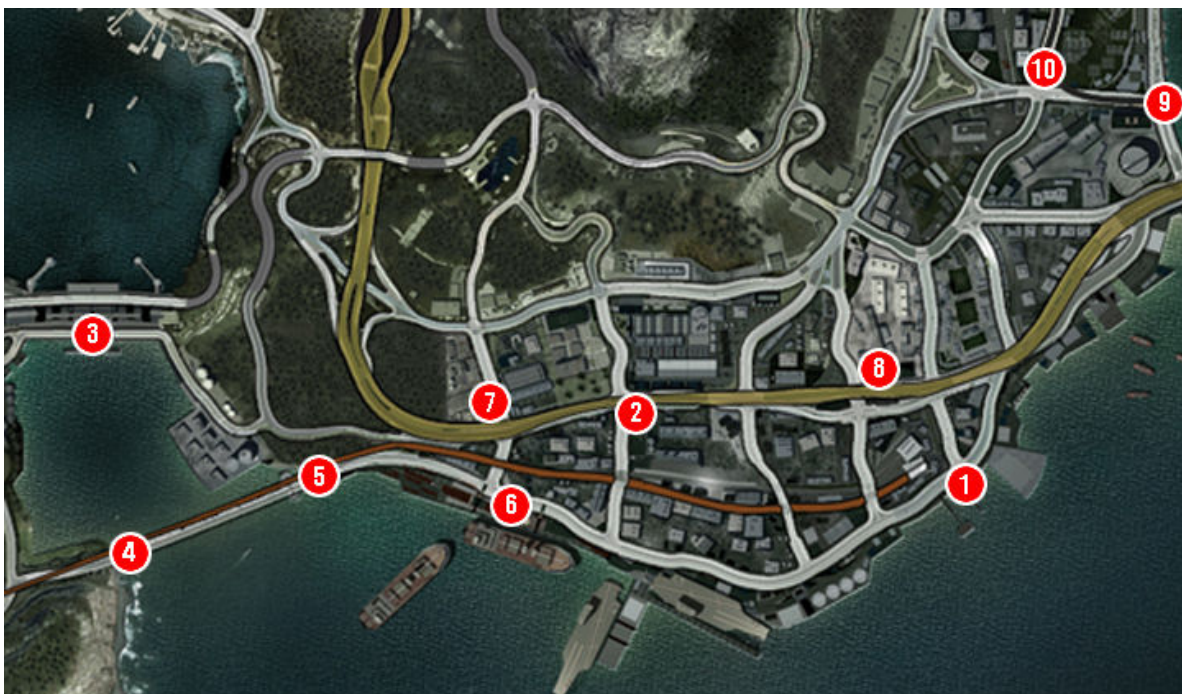
9. The garage on Webster has a Jump on the roof.



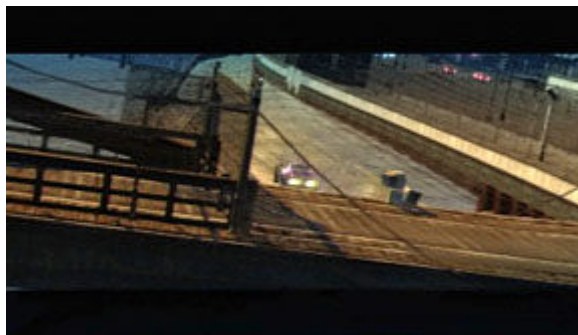
10. This jump is in plain sight on the train tracks.



Billboards		Smashes		Super Jumps	
Downtown	Harbor Town	White Mountain	Silver Lake	Palm Bay	
There are 10 Jumps in Harbor Town.					



1. A wooden ramp over a small section of water is Super Jump 1.



2. One of the ramps on the roof of the garage on Hall is a Super Jump.



3. This Jump is on the lower level of the dam. Hit the center of the ramp up to land the Jump.



4. There are two Super Jumps on the South Bay bridge.



5. See Jump 4.



6. There are a series of jumps along a corridor in the shipyard leading to a Super Jump at the end. The entrance to the corridor is near the South Bay Bridge, west of the Jump.



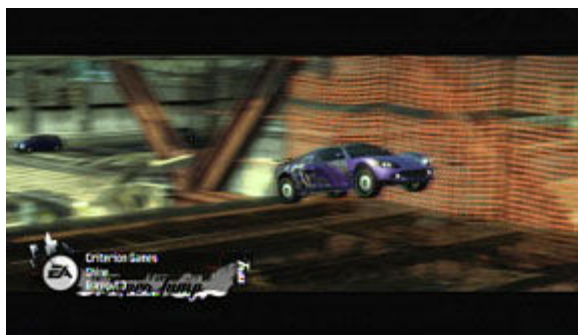
7. This Jump is at the end of a series of descending platforms and will take you over the highway.



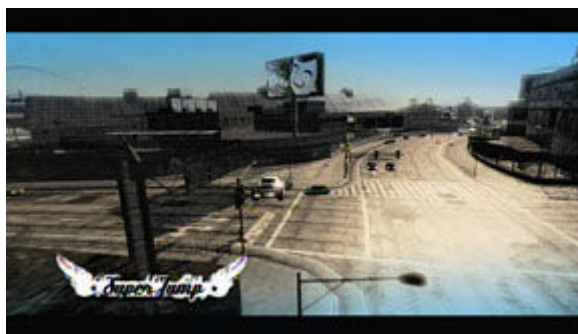
8. This Jump is on the roof of the garage on Manners.



9. The open draw bridge over the canal forms Super Jump 9.



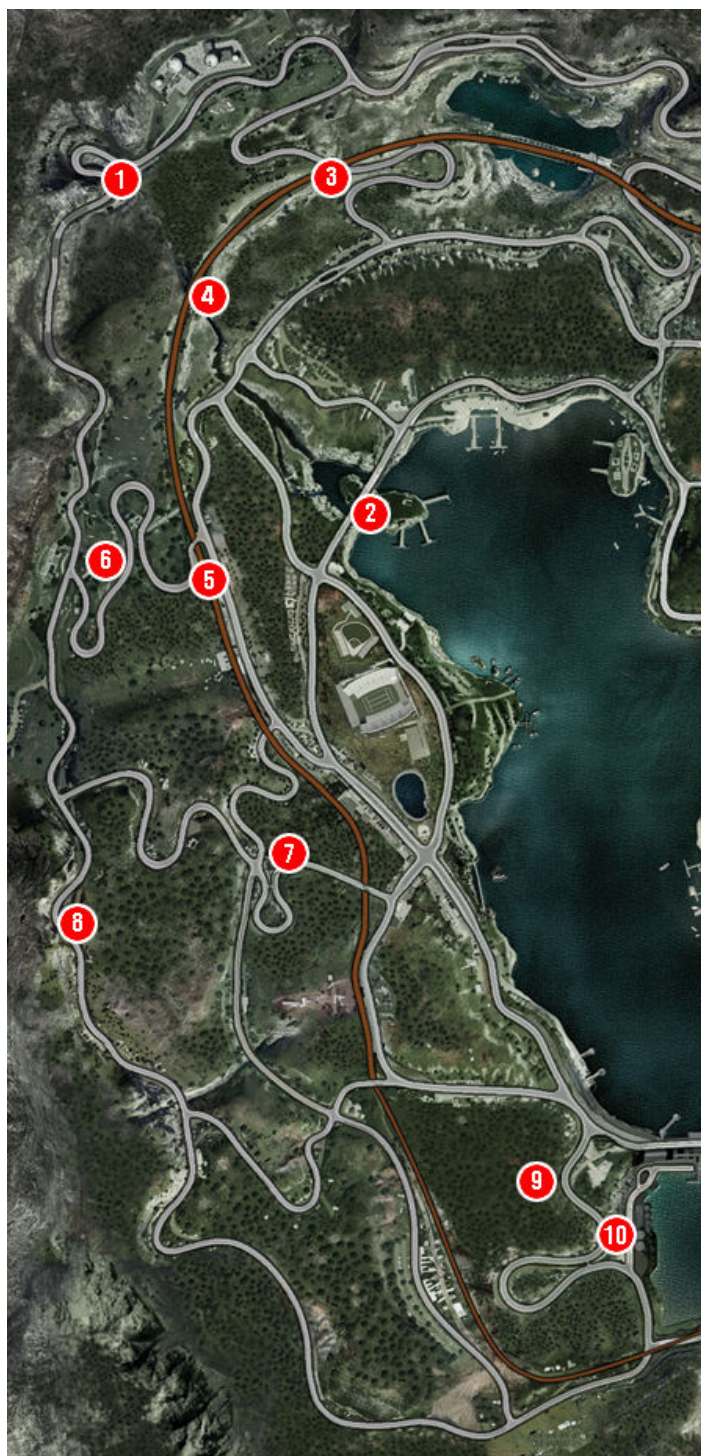
10. This Jump is located on the elevated train tracks. Use a ramp on the nearby parking garage to access the tracks, then head south to the Jump.



Billboards	Smashes	Super Jumps
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Downtown	Harbor Town	White Mountain	Silver Lake	Palm Bay
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There are 10 Jumps in White Mountain.



1. This Jump is off a ramp on the side of the road.



2. Alongside the red bridge is a two-way Super Jump.



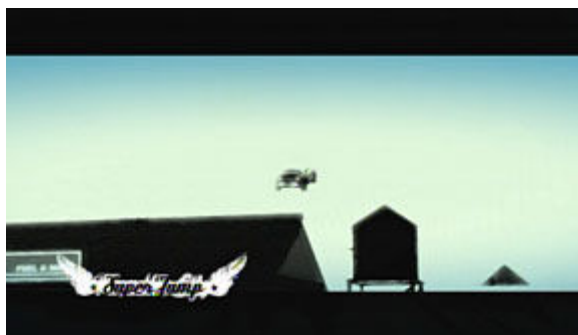
3. This jump is off a small side ramp.



4. Located off to the side of the train tracks, this Jump will take you over a large gap.



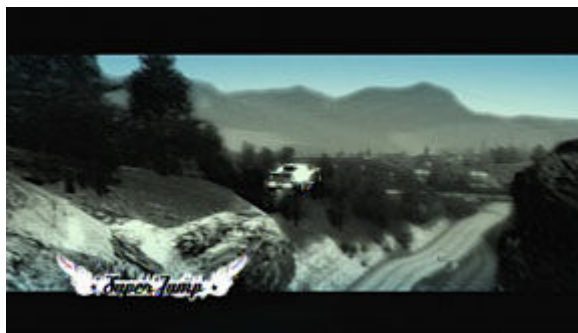
5. This ramp is down on the train tracks. You'll need lots of speed to clear the house, so back up the hill and boost all the way down



6. At the top of Uphill Dr. there is an entrance to a series of stair-step platforms that leads to the Super Jump.



7. This jump is a large dirt ramp in an alley at the intersection.



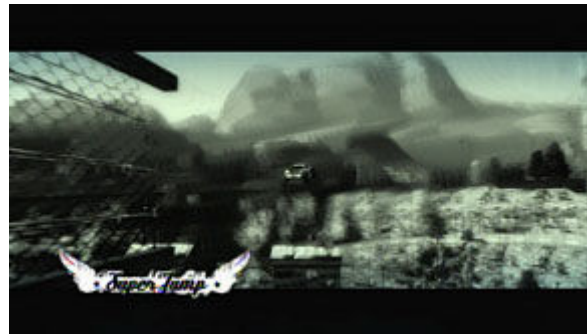
8. A series of dirt ramps crisscross over Schembri.



At the end of the ramps is a Super Jump that you'll need a lot of speed to make.



9. This Jump leads to a large drop into the quarry. Hit it straight or risk barrel rolling to your doom.



10. A small gap in the retaining wall on the curve of the road is Jump 10.



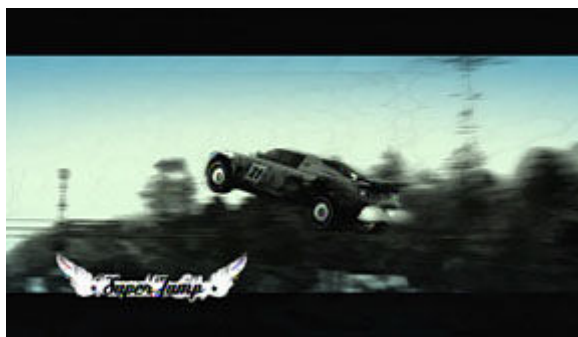
Billboards	Smashes	Super Jumps
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Downtown	Harbor Town	White Mountain	Silver Lake	Palm Bay
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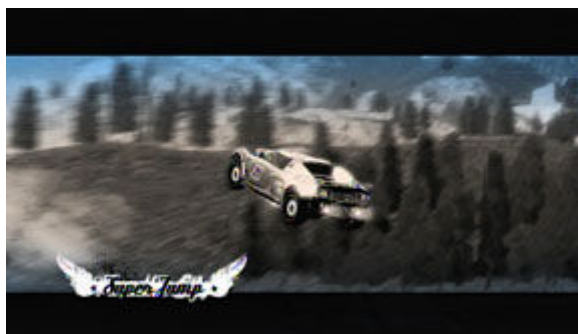
There are 10 Jumps in Silver Lake.



1. Just north of the highway onramp, a Super Jump on the east side of S. Rouse will launch you onto unfinished highway sections.



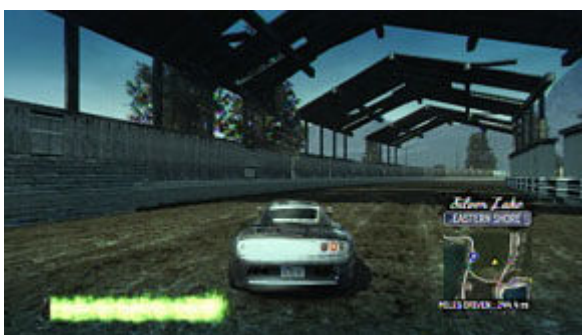
2. This Jump is on an overlook with a parking area on N. Rouse.



3. Under the two lanes of traffic is a dirt road and a Super Jump along the coast of Silver Lake.



4. You'll need a lot of speed for this Jump, which requires you to jump through the suspended pipe section with Super Jump lights in it. Back up around the edge of the airport along the dirt road.



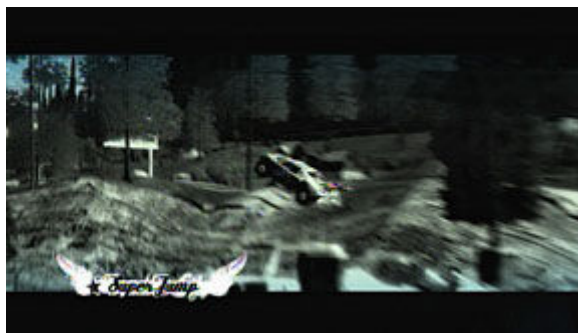
Boost all the way to the ramp in the hangar, and aim straight. With enough speed you'll cruise right through the pipe and land another Super Jump.



5. Find your way down to the dock through a small gap in the wall along the coast.



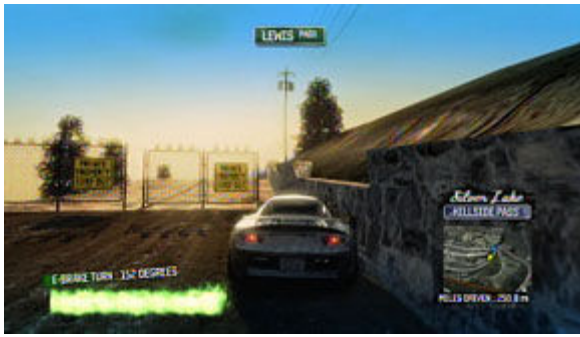
Boost for a bit on the dock and take the jump at the end.



6. To land this Jump you'll need to get to the upper level of the barn just past the ramp. Back up the hill a ways and boost all the way down to ensure plenty of air.



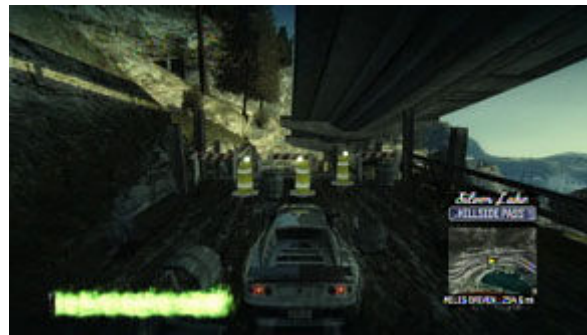
7. Alongside Lewis Pass you'll find a dirt road and a Super Jump.



8. This Jump will take you over a gap alongside N. Rouse.



9. Under a raised section of N. Rouse are two Super Jumps.



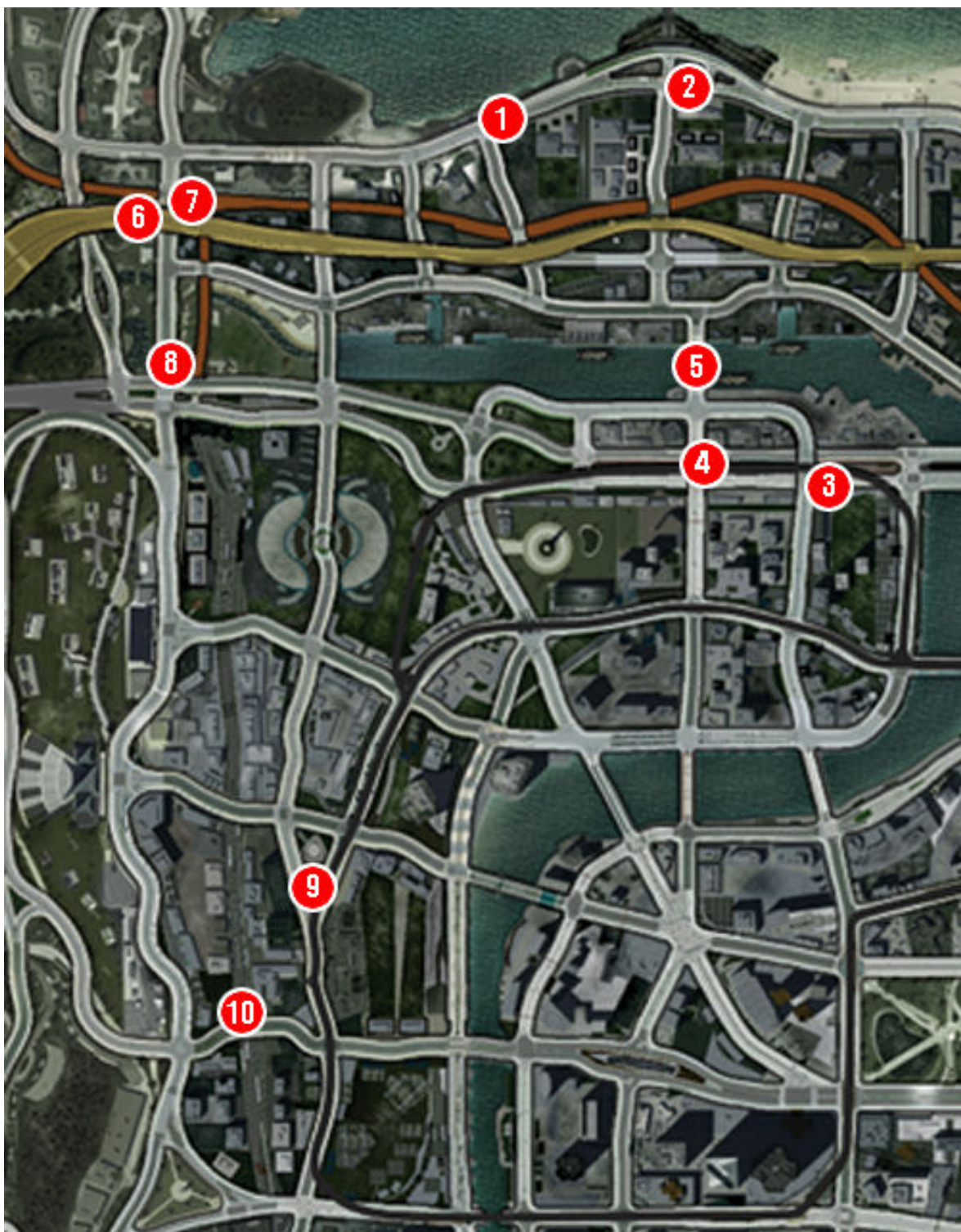
10. See Jump 9.



Billboards	Smashes	Super Jumps
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Downtown	Harbor Town	White Mountain	Silver Lake	Palm Bay
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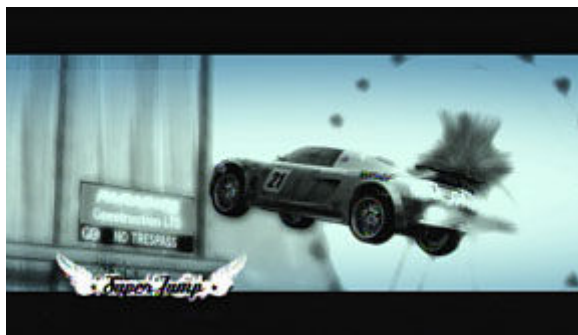
There are 10 Jumps in Palm Bay Heights.



1. This two-way Super Jump along the coastline takes you over a raised cement platform.



2. A ramp in the median of E. Crawford is Jump 2.



3. This Jump is in the middle of the 7th St. median



4. Just west of Jump 3 is another Super Jump on 7th St.



5. The draw bridge over the canal forms Super Jump 5.



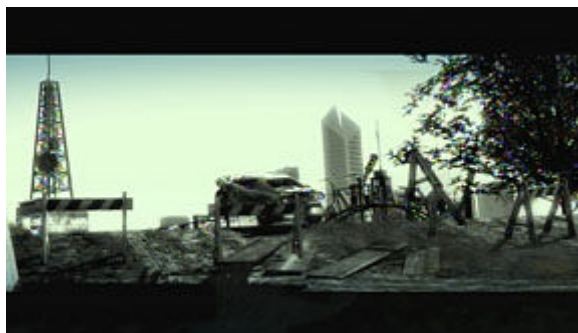
6. This ramp is on the upper level of I-88 in between the lanes.



7. A ramp leading from the railroad tracks to I-88 is a Super Jump.



8. This ramp is located near the entrance to the tunnel to Silver Lake. It is a two-way Jump made of dirt.



9. At the base of the garage on Hamilton is a ramp leading onto the elevated train tracks. Gain enough speed to get onto the tracks, turn around and you'll find the Jump nearby.



10. This Jump is in plain site on the train tracks.

