



Introduction

Seatbelts on? *Check.*
Mirrors positioned right? *Check.*
Headlights working? *Check.*

Nearby button that will set off a bomb when you crash, thus taking out any other racers nearby who dare to be within your explosion radius after wiping out? Checkaroonie, and welcome to Burnout.

The Burnout series has always about white-knuckle action, a driving experience that would make your driving instructor vomit before even leaving the parking lot. The only two rules you need to know about Burnout Revenge are: 1) Go fast, and 2) Don't crash if you can help it.

Two simple rules, but they're pretty tough to master. We at IGN have done more laps than all the racers of NASCAR and the IRL combined, so what's a little street racing, right? Using this guide, we'll help you snatch every gold medal and achieve perfect 5-star ratings in the 169 events of World Tour Mode! Just pardon all the burned rubber and broken parts laying around the floor.



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

- **Racing School:** The alpha and omega of general Burnout Revenge tactics, strategies, and advice.
- **Event Types:** A listing of and strategy for the many different types of races and other events in the game.
- **Tracks:** Specific advice (listed by track) on the individual events of World Tour Mode, the main single-player mode.
- **World Tour Event List:** Self-explanatory, really. This list will let you see what's coming up even when the ranks are still locked to you.
- **Car List:** Also self-explanatory, and divided into two parts for easier reference!

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Racing School

(or: How Not To Crash in a Ball of Fire during Turn 1)

Sure, Burnout Revenge is an over-the-top arcade racer, but that doesn't mean it's a mindless game only requiring you to accelerate. Indeed, there are a lot of strategies and several techniques you'll need to learn to net a gold medal on every event!

Above all, remember that proper turning means good lap times. Even though this isn't Forza Motorsport, good turning technique will help keep your speed around corners. To put it simply, slow down before coming to the turn, stay as close to the inside of the turn, then accelerate out. If you come too fast into a turn, you'll end up smacking into the outside wall... not a good thing.



Building Your Boost Meter

Too much speed can be as dangerous as too little, but most of the tracks in Burnout Revenge offer high-speed turns and long stretches of straights. Take advantage of those turns and straights by building up and using your boost!

The boost meter is made of four parts. In Burning Lap and Traffic Attack events, the boost meter always has four parts. In races, you only get one part of your boost meter to start. When you takedown a rival, you gain another part of your boost meter up to the maximum of four. If you are taken down, you'll lose a chunk of the meter, although you can never have less than one.

There are many ways to build your boost meter...

- **Drive on the wrong side of the road.** If you're going against traffic, you'll gain boost as you travel further. Fast cars (ones that have boost speeds of at least 185 mph) will normally gain boost faster than it can be used!

Note that there does not need to be any actual traffic in front of you. Merely driving on the wrong side is good enough to build up boost. Also, know that some tracks use the American road system (oncoming traffic is on the left), but some tracks use the British road system (oncoming traffic is on the right).



- **Drift (powerslide) around corners.** As you come to a sharp corner that you can't take at full speed, tap your brake and start turning. Your back wheels will lose a bit of traction and will turn more than the rest of your car. Try to hold this slide as long as you can before you stop the turn; the longer the drift, the bigger the boost gain. When doing Burning Lap events, this may very well be the main way you gain boost.
- **Execute a takedown.** Taking down a rival will completely fill your meter. If you run out of boost and someone's around, try to smack someone into a wall to gain it all back. Of course, you won't have any chance to do this when you're doing Burning Laps.
- **Get close to (but do not contact) other cars.** If you see some traffic, especially oncoming traffic, risk getting close to it. If you get close enough, you'll see "Near Miss" in the bottom-left corner, and you'll gain some boost. Also, if there's a crash between rivals or a rival and a standard traffic car, and you get close it but don't get caught up in it, you will see "Crash Escape!" and get some more boost to.
- **Get close to and do contact other cars.** Shunting (rear-ending a rival) and slamming (sideswiping a rival) will add some boost. If they shunt or slam you, you'll lose some, so be careful where you do that. Also, checking traffic (rear-ending the non-racing traffic) will gain you some boost too. Just don't try to ram into someone else's headlights, or this will happen...



- **Drive like you're outrunning the cops.** Get some air to augment your boost meter too. The bigger the air, the bigger the boost! Also, as crazy as it sounds, if you boost for a long time, you'll actually gain some back simply for boosting for so long. Don't boost yourself into a wall, though.

Taking Down Rivals

Taking down a rival means making him crash. Doing this not only fills your boost meter and extends it, but freezes the opponent from moving anywhere for a few seconds. Remember though that Burnout Revenge has comeback/catch-up AI. In other words, you can't totally blow away your opponents.

- **The easiest way to do a takedown is from behind.** Get behind a rival, stay a little off-center, then tap your boost. The contact should send the rival into a wall and wipe him out. This is similar to what is commonly known in police lingo as the PIT maneuver.



- **Vertical takedowns are from above, when you land on another car.** These are tough to do and may simply not be possible on certain track layouts, and honestly happen mostly by accident.
- **Other cars can serve as weapons.** If a non-racing vehicle is between you and a rival, rear-end the traffic car. If it nails the rival in flight, the rival will suffer a takedown and give you time to pass him. Underhanded and rude, but just plain fun!
- **Aftertouch takedowns are takedowns done after you are taken down yourself.** Sure, it's a little confusing in print, but it's somewhat easy in the game. When you're taken down, you can hold a button to initiate Impact Time, and you can steer your husk of a car into oncoming traffic.
- **Psyche-out takedowns are rare, but appreciated.** These happen when an AI rival tried to shunt or slam you, but wound up in a wall because they missed. They're nice, but it's hard to do one intentionally.
- **Use your Crashbreaker to get some payback!** In later events, when Crashbreakers are armed in races, you can fire it off if you're taken down. Activating your Crashbreaker removes all boost, so be sure someone is in range before doing it. You can have normal (explosive) payback, but if more rivals are around, you can even get double, triple, four-way, or even total payback!

Event Types

Traffic Attack

As the helpful and sexy female narrator tells you, this challenge is all about making those rush hour clowns pay for jamming the road. In your chosen car, you are to simply drive down the street and plow into other cars.

It's just a tad more complicated than that, however. First of all, you're timed. You start off with a certain time on the clock that varies between the actual track. Once you drop under 20 seconds, hitting another car will add time to a maximum of 20. I know that doesn't make a whole lot of sense in print, but trust me, you'll understand once you play. Think of it like this: your first few seconds are free, but after that, you have to earn your time.

Now, you'll have to pick and choose your targets a little carefully. Ramming heavy vehicles (such as semi trucks) will kill your speed and make you crash, which wastes about 4 to 7 seconds of time. Also, ramming another car head-on or broadsiding it will stop you too. In other words, doing anything but rear-ending cars or small trucks is bad.

That's not to say you can't do combos of sorts. Your targets will fly around like plastic models when you strike them, and by sending smaller cars into other cars (especially larger ones), you'll get bonuses.

Your score is based on a monetary value of the damage you have caused, meaning you'll earn far more for taking down larger vehicles like busses.



Burning Lap

Burning Lap challenges are basically one-lap time trials with predetermined cars. Well-timed boosts, short cuts, and good turning are the keys to success here. Build up the boost meter early by simply staying on the wrong side of the road as long as possible. (In fact, if you're boosting whilst heading into oncoming traffic, you still will almost gain boost faster than you use it.)

Practice makes perfect here. Don't fret if you don't get a five-star rating on your first attempt or two through a particular track.

Crash

Now for something completely different. In Crash events, your goal is to cause as much destruction as humanly possible. Unlike Traffic Attack, you'll be sacrificing your car to do so.

Once you select your car, you'll be shown your car in its starting position. Then, you'll get to see a meter that resembles swing meters in old golf games. The top and bottom of the meter have green sections; pressing a button once will start filling the meter. You'll need to press the same button again to stop the meter and start emptying it. Pressing the same button a third time will stop the meter entirely. The goal is to stop it on its way up in the top green section, and to stop it on its way down in the lower green section. A perfect series of presses will launch your car at boost speed.

Once actually driving, your goal is to smash into something. As soon as you do, the camera will go cinematic and show the results of the hit. Cars will collide into each other and explode, filling your boost meter (even though your car is pretty much totaled the moment of first impact). When the boost meter is full, start tapping the indicated button, and your car will explode spectacularly. This explosion, called the Crashbreaker, will result in more chaos, which will add up your damage total. You can theoretically have multiple Crashbreakers during the same crash.



During Crash events, one car will be marked as a target car. Taking it out will result in a huge monetary bonus.

Before actually starting, you'll want to see how the wind is blowing by the indicator in the bottom-right corner. The stronger the wind, the more your car will move when it's airborne. Also, the lighter the car, the more the wind affects it.

The secret to earning high scores is to cause other cars to explode. Each exploding target gives you a score multiplier, which will quickly rack up the cash.

Road Rage

A slightly different form of Traffic Attack, in Road Rage, you need to make rival cars flip or otherwise crash. They are racers too, so it's not as easy as rear-ending the standard traffic. They're aggressive, so they'll try to make you crash as well.

You'll start with 60 seconds on the clock. Unlike Traffic Attack, you can add time from the beginning, and there's no limit. Time is extended when you takedown a certain number of cars; keep doing takedowns, and you'll be driving forever.

By far the easiest way to takedown a car is to grind against it and push it into a wall. Make sure you're going a little faster than your target is, or he'll be able to press you across the road. Just keep pressing against him until he grinds against a wall, and you'll get a cinematic shot of the takedown!

Unlike the other modes, your car carries over damage from



crash to crash and can't take more than a half-dozen slams before becoming totaled. You'll get a message informing you when the damage is critical; i.e., the next crash will total it. If you're totaled, the event is over, but you'll still get credit for any cars you took down.

Because most takedowns happen when you start by slamming into your target's rear, it may behoove you to avoid using your boost. Provided you're not on a time crunch, you can tap your brake a couple times to let the rivals pass you. Then, lay off the boost, and just follow them around. As you come to a turn, jam your boost, slam into their asses, and send them into walls. Adrenaline!!!

Standard and Preview Races

With all this destruction going on, it may be easy to forget that there are actual races here and there. With fields of six cars, there is some intense racing action to be found on every track. There is still traffic, and you still earn boosts for doing standard actions, so it's not like you have to drastically affect your driving strategy.

Other drivers are aggressive, and they seek to completely to take you down. You need to do the same, and in fact will be rewarded for doing so. At first, your boost meter is only about 25% of its potential. By causing an AI car to crash, you'll extend it to 50%, then 75%, then 100%. If you crash for whatever reason, your meter will drop back down.

No matter how you crash, you'll be given a chance to enter Impact Time (aka "Bullet Time," aka "The Matrix special effect that is being used almost to the point of cliché anymore"). You can to some extent control how your car tumbles, and you'll get bonus boost for "steering" your husk of a car into other drivers.

If another driver takes you out (as opposed to a self-induced crash), he'll be flagged as a Revenge Rival and he'll get a red arrow over his car. By doing a takeout to your Revenge Rival, you'll normally earn a trophy for that track, not to mention getting a very sizable addition to your boost meter.

The computer will keep the race fairly close, either speeding up the AI cars if you're ahead, or slowing them down if you're behind. There's no chance you can completely blow away your rivals, but they can't do the same to you.

Eliminator Races

Eliminator races are simple races with an added twist. Instead of being over after so many laps, the race has a clock. After 30 seconds, whoever is in last place gets eliminated. The clock then resets, and when it expires again, whoever is in last that time gets tossed. This repeats until only one racer remains.

Grand Prix

There are several Grand Prix, and they are among the easiest events in the game. Each Grand Prix is comprised of three or four races, and points are awarded based on your place in each race. The winner is the one with the most points after the last race.

Like real-life racing seasons, consistency is better than anything else. There's a decent chance you'll win gold in the whole Grand Prix if you take nothing but 2nd-place finishes during the races, because the computer is so aggressive with itself that rarely will the same car finish ahead of you. Of course, that doesn't mean you should aim for second; who races to lose?

Your star rating is carried over race to race as well, so unless you totally blow a race, you'll pretty much carry a four-star rating into the last one. Winning gold pretty much guarantees a five-star rating in a Grand Prix.

Crashbreaker Variations

Sometimes an event is listed with the word "Crashbreaker" in front of it. The only difference between these and standard events is that you can activate your Crashbreaker if you crash, like you can in Crash events. Use it only when someone is around, because if you activate Crashbreaker and miss, you'll lose any remaining boost you had. Other than all that, the rules are the exact same.

Tracks

Angel Valley	Central Route	Eastern Bay	Eternal City	Lone Peak	Motor City	Sunshine Keys	White Mountain
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Challenges

- Get double payback
- Win a race without crashing
- Do a vertical takedown
- Do 1 revenge takedown in a race
- Takedown a special car
- Check 100 vehicles
- Blow up 35 vehicles
- High score target \$15,000,000

Signature Takedowns

- Giant burger sign
- Walls of the storm drain
- Dumpsters

Crash: Hollywood Spills

This one will test your aerial control. Pick a light-weight car for this if you have one.

Anything short of a Fast Start is probably too slow to earn the gold here. As soon as you start, clip the van in front of you to send it into the trucks. There are busses at the end of the initial road, but don't worry about them. Head up the onramp to the right, and launch yourself off the ramp (minding the wind).

Now, you'll have to carefully steer here; the idea is to clip a car coming from the left, but carry your momentum to carry yourself into the far lanes. If you hit the stationary cars in the middle of the road, you'll stop dead and probably stop neither direction of traffic. If you miss the first set of lanes, you can probably still achieve a silver medal by slamming into the first truck to your right to shut down that side of the road.

Race (Forward)

Angel Valley is a track with two parts. The first part (when going forward) is a narrow stretch of twisty roads, much like what you see on White Mountain. This leads to a city that, while the roads become wider, has many turns further limiting speed. Once through that, however, you'll come to the highway, which is a very fast area with absurd amounts of traffic. This is an accident waiting to happen, especially with all the semis around. Don't take the "shortcut" in the middle of the highway, because it's more dangerous and risky than it's worth.



Crash: Drain Damage

Like Hollywood Spills, the key to this one is aerial control. Pick a medium- or heavy-weight car, then start your engine.

There are two ramps in the storm drain. The one on the left is guarded by a stationary car, but if you nail the one on the right, you'll miss most of the busses on the far side of the road. With your start, steer around the stationary car and take the ramp on the left. You may be going so fast that your car basically climbs up the wall of the ramp like a bobsled, but that's fine as long as you don't actually blow up. Once you're on the road, try to clip a car coming from the right to shut down that side of the road, and the moment you make impact, initiate Impact Time. Steer your car through the air and smash the rest of your car into one of the front busses on the other side. Piece of cake.

Road Rage (Reverse)

The roads are nice and wide, and there isn't much traffic except for the highway. If you can score at least two or three takedowns within the first 15-20 seconds, you'll have a great time cushion to get your 15 takedowns for a gold.

Burning Lap (Forward)

You'll be behind the wheel of the Revenge Racer here, and it's more of a curse than a blessing. Turns are tight, and once you're in the city, there are tons of obstacles. Probably the most irritating thing of all are the cements supports that jut from the walls. This prevents you from riding the walls around turns; if you're not dead-center of the road (especially in the shortcuts), you will crash. Feel proud if you can get a silver your first time through this one.

Crashbreaker Race (Forward)

As I said for the Burning Lap, the track is pretty narrow. Problem is, you need speed over mere handling, or you'll get blown away from the competition. It's actually in your best interest not to take shortcuts for the race. That way, you'll be on the widest part of the track at any given time, and you can fill your boost meter by checking cars or driving in the oncoming traffic lanes. Either way, you'll only have two laps to get a solid lead.

Traffic Attack (Reverse)

Angel Valley Reverse is good for races, but a major pain for Traffic Attack. In a couple sections, especially early in the lap, you'll have nothing but invincible oncoming traffic. Making it worse, even when you get to the forward-moving traffic, the road will be coated with semis and other large vehicles. Remember to use your boost sparingly, because you'll need the control for aiming the smaller vehicles into the larger ones.

Crashbreaker Road Rage (Forward)

Angel Valley is ideal for Road Rage. Plenty of traffic and turns means plenty of takedowns. Like all Road Rages, lay off the boost to line up your attacks.

Crash: Silly-Cone Valley

You're strapped into the Saloon C180 Super the first time you do this event. At first glance, the sole ramp in the medium is necessary, but that's not entirely true. To get a gold, you'll probably need it, but the majority of the traffic is actually on the ground-level highway. Floor it with a perfect start, nail the ramp, and smash into any car up on the bridge. Then, use aftertouch to fall to the highway below. Aim for the lower right lanes, but go the other side with your Crashbreaker as soon as you can.



Crashbreaker Eliminator Race (Forward)

This race is in Rank 9, and even though it's not marked as a Crashbreaker in the menu, it is one. This is a difficult race mainly because of the extremely narrow paths. Whether it's on coming traffic or simply two-lane roads, you'll be hard-pressed to get any elbow room here. Making it worse is the speed you need to stay in contention. The best advice is to ignore the fact that you're racing (unless you're in last place) and instead concentrate on driving through the traffic without exploding.

Crash: Crash de la Vista

A multi-tiered and difficult crash, this one requires precise aiming. Take a light or medium car, and get a good start. Check the few cars in front of you, and try to spread them around the overpass bridge. Now, a ramp will be on your left. Do not use it. Instead, just drive off over the edge. If you take the ramp, you'll overshoot the lower street. As you drive off the edge, a semi should be below you. Nail it, and use aftertouch and your Crashbreaker to get to the other set of lower lanes. The cars will come, and the damage cash will exponentially gain.

Crashbreaker Race (Reverse)

When you come to this race, you'll have some extremely fast cars at your disposal. Even though Angel Valley is a pretty open track on paper, you'll be tracing through the wrong side of traffic on the highway pretty soon after the race starts. That's the fastest strip, and after that, the road starts getting more narrow as you enter and go through the city. Boosting too much will lead to crashes, so be careful where, when, and how long you do it.

Crashbreaker Road Rage (Reverse)

The single most dangerous part of Angel Valley reverse is the highway that's in your face pretty much from the start of the race. If you survive to the second lap, I recommend you just bypass the highway by taking the shortcut to the left of the onramp. If it's the first lap or you're on a time crunch, you'll have no choice but to risk the oncoming traffic to deal with your rivals.



Like in Rank 9, the rivals of Rank 10 want to see you burn just as much as you want to see them burn. They will actively try to take you down, especially on the highway. For that first section, worry more about staying in the shoulder of the highway than actually trying to attack. Once you're in the city, you'll be free to do what you need to.

Traffic Attack (Forward)

Because you're going forward, you won't have to worry about the highway. Well, you will, just not as much so. If you've got a fast car, this one is a breeze. There are insane amounts of traffic on the highway, and there are plenty of forward-moving cars on the way to it. Just stay on the accelerator, lay off the boost when you come to cross-traffic intersections in the city, and clip everything.

Angel Valley	Central Route	Eastern Bay	Eternal City	Lone Peak	Motor City	Sunshine Keys	White Mountain
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Challenges

- Get explosive payback
- Win a race without crashing
- Do a vertical takedown
- Do 1 revenge takedown
- Takedown a special car
- Check 70 vehicles
- Blow up 22 vehicles
- High score \$8,000,000

Signature Takedowns

- Bus station
- Tram line stops
- Neon dragon sign in the alley

Crash: Crispy Fried Truck

The title of this one is a clue about what you have to eventually aim for. Grab the fastest car you have that's at least medium-weight, then be sure to have a perfect start. Fly over the little drop, then nail the ramp and float left so you're over the cable car tracks. If you're perfect, then a truck with an open flatbed will be roughly in the middle of the intersection. Smash into it, and if you have the time, use Impact Time to steer into whatever lanes the truck doesn't cover. If the intersection is covered, then you'll easily get gold.

Burning Lap (Long Forward)

You must use the Limited R190 DX here. Central Route is a decently open track with wide roads and fairly gentle turns. Well, "gentle" considering you're going 190 mph anyway. Even though this is the long version, it's still a fairly short track that can be cut even further down by using the shortcuts.



Crash: Prawn Smackers

Use a medium-weight car, and head down the street as far left as possible. As you come to the intersection, a bus should be in your way in that left lane. Strike its left tail light to crash it and yourself, then start Impact Time and fall down

the road into the lower portion. Considering how generously you can move your car with Impact Time, you should be able to stop both lanes of traffic.

Either way, the upper intersection is more important. If you can't get off the upper section, shutting down the intersection at least pretty much guarantees a silver.

Traffic Attack (Long Forward)

No big surprises here. Just floor it and take out all the cars you can. Remember that Central Route uses the foreign road configuration; that is, oncoming traffic is on your right, while traffic going the same direction is on your left.

Crash: Tram-a-tised

For Tram-a-tised, there is one specific event that must happen, or you won't get the gold. Pick a heavy-weight car, and fly down the street bearing right. Hit the ramp, and look into the intersection. As you get airborne, you should see two trucks going opposite ways down the street in adjacent lanes. You need to (while still in the air) hit the closer truck, and cause it to slam into the farther truck. This will shut down the entire curve of the road, and the rest will take care of itself. You'll probably get silver as long as you hit one of the two trucks, but you absolutely won't get gold without causing them to smash each other.

Race (Long Reverse)

Shortcuts, shortcuts, shortcuts! Central Route is miles shorter if you take advantage of all the shortcuts peppering the track. Just be careful as you take them, because they're always more narrow and dangerous than the street itself.

Crash: Street Car Set on Fire

You'll do this Crash twice. The first time, you're forced to use the Mobile Diner. The trick here is you'll need to rumble down the street and shut down THREE side streets without being blown up. It's tricky, but doable.

First, head down the street and hit the car directly in front of you. This will cause it to fly into traffic to at least cause some damage in the first perpendicular street. Swerve left after you hit it and use the ramp to jump over the mess, then get ready for the second street. Bear left a bit, and again nail the small car near the next ramp from the rear. Hopefully, this will send it into the second street to cause damage there.

Now, for the last street. The final ramp is your launching pad to crash your Mobile Diner into the largest target you see. Keep an eye on the Crashbreaker meter after impact, because you'll need some MAD tapping skills get a strong one. If all three streets were shut down, you should get the gold.



Crash: Won-Ton Destruction

Just by watching the Crash Cam, you'll know what you need to do. The hard part is, of course, actually doing it. You'll definitely need a super light car; even light ones won't be able to achieve the distance you need. Take your super light car, get a perfect start, then hit the ramp and hold left on the stick. As you float over the first overpass and the intersection comes into view, hold right to catch the wind. Hopefully, you'll come down directly into the intersection. Because of your momentum, try to hit a car in the lanes closest to you, because your husk will continue on and shut down the other side. The target car doesn't come until the last instant, but its destruction will still count.

Crash: Shao-Lin Tumble

For Shao-Lin Tumble, you have to rely on your victims to cause the initial destruction. Take a light or medium car, and head down the ramp as quickly as you can. As soon as you're on the main highway, rear-end the closest car. Now, you'll have a split-second to decide where you need to go. If the car you checked goes left and blocks the left lanes,

then you need to go right and block the right lanes. If you can shut down both sides of the road, you'll more than likely get a gold.

Crashbreaker Road Rage (Short Reverse)

As with all the shorter track variations, a car that handles well is better than a car that goes too fast. Turns are often and tight, and the amount of traffic will pretty much give you an eternal boost (whether because you keep clipping cars, or because you keep taking down your rivals).

This is the first Road Rage to require at least 18 takedowns for a gold, so survival is more important than the actual takedowns. In fact, until you have about 15 under your muffler, don't take too high of risks to do a takedown. Use the other traffic and PIT maneuvers to score early.

Crashbreaker Race (Short Reverse)

For this three-lap race, use the fastest car at your disposal. The turns are tight, but the AI cars are strong, and you'll need that speed to carry you through the straights. Things will get crowded early, so try to take out multiple rivals within the first 20 seconds. If you can get on the boost early and you don't crash too often, you'll beat this one somewhat easily.

Crash: Noodles of Fun

Two ramps and an intersection. Joy!

You have to use the Off Road C180 Super here the first time. A perfect start is essential, and you'll have to stay to the right during the jumps due to the wind. Once you hit the second ramp, look below you; you probably won't make it to the intersection on the jump due to the car's heavy weight. Instead, there are a couple stationary cars sitting at the intersection on the left side of the road. When you land, you should be behind them, so hit them forward. Your momentum should carry you to the other side, where you can smack a truck and shut down the intersection.



Crashbreaker Eliminator Race (Short Reverse)

Use the same car you did for the Crashbreaker Race just a little bit ago. This one is no different than the other aside from the race stipulation.

Grand Prix 6

Jump in your fastest, lightest car. Your first race is a three-lap event at Central Route, and things get pretty sticky early. Out of the gate, the AI drivers are very angry, and will do everything in their power to take you down. Your second race is in Eastern Bay, for two laps around the lower link course. Your third race is on White Mountain for two laps; remember about the split bridge toward the end, as that's the most important shortcut.

Burning Lap (Long Reverse)

Your ride this time is the ultra-cool Black Elite Racer, which you'll acquire automatically when you achieve the final Elite rank. Central Route, I'm sure you know by now, is a short track even on the long versions. Shortcuts will make things quicker, and you can pretty much stay on your boost the whole lap except for two 90-degree left turns. Swerve right into the oncoming lanes to gather your boost early, then ride it to the finish line.

Crash: Double-Wrecker

Take a medium-weight car for the ride here. You will start among four lanes, and shortly after you start will be two pairs of busses that you'll have to swerve around. As you get closer to the intersection, you'll spot two stationary green cars on your right. Dodge them, but try to turn as if you're going down the street. You're trying to basically swing the car so it's facing right but moving forward. If you strike a small car like this, your car will lose momentum and stop in the intersection, while the car you hit will be sent off the bridge and down into the traffic below. Together, that should give you the gold.

Traffic Attack (Long Reverse)

Remember, this is Central Route. Traffic moving with you is on the left, and too much speed will hurt you on the two really sharp turns. Otherwise, it's a pretty standard Traffic Attack, although your time limit is pretty strict (no free seconds) and forward-moving traffic is pretty thin.

Crashbreaker Road Rage (Long Reverse)

Central Route is perfect for Road Rage with its sharp turns and myriad of oncoming traffic. It's dangerous for the same reason, but you're a pro, right? Actually, this is a pretty dangerous place due to the reverse version of the course offering a ton of oncoming traffic. Concentrating on getting behind your rivals, then squirting your boost to hit them into some headlights.



Crashbreaker Race (Long Forward)

Central Route is much better for Traffic Attack and Road Rage, not races. By the time you get here, you should have several cars that go 200 mph or better at boost, and any of them will be fine here. The first shortcut you see (up a ramp to the left) is the only shortcut on this track worth the trouble.

Crashbreaker Elimination Race (Short Forward)

You absolutely will need handling over speed for this one. Boosting is highly dangerous, especially if you have ridiculously fast car. Lay off that boost unless you need it because you're behind, or because you're in a perfect position to takedown a rival.

Traffic Attack (Short Reverse)

Central Route Short Reverse is the absolute worst track for Traffic Attack. Cars moving with you are few and far between, and all the oncoming traffic will make things difficult to maneuver. Although it's unwise, you may need to be on your boost every possible second. This will make the risk of a crash very high, but with as thin of traffic as there is, you'll need to do everything possible to smash everything you see.

Crashbreaker Race (Short Reverse)

Nothing special here, really. The oncoming traffic is a problem (damn these reverse variations!), but you should know how to handle yourself by now. The only major surprise is that the computer has now given itself permission to blow you away, so if you crash too many times, you may find yourself in 2nd or 3rd at best even if you race the rest of it perfectly.

Crashbreaker Eliminator Race (Long Reverse)

Yeah baby, this is a fun one! The long version of Central Route is a lot speedier than the short version, and the reverse

is a little quicker than the forward. In other words, this is all about speed, especially if you stick as close to the left side of the track as possible.



Crashbreaker Road Rage (Long Forward)

30 takedowns for a gold means you need to be able to survive more than anything. Traffic is reasonable, so you shouldn't have to worry too much about being taken down yourself if you stick to the left lanes.

Angel Valley	Central Route	Eastern Bay	Eternal City	Lone Peak	Motor City	Sunshine Keys	White Mountain
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Challenges

- Get 4-way Payback
- Win a race without crashing
- Do a vertical takedown
- Do 3 revenge takedowns
- Takedown a special car
- Check 90 vehicles
- Blow up 24 vehicles
- High score target \$6,500,000

Signature Takedowns

- Construction site
- Hairpin bend on the Short Lower Link course
- Monorail supports

Road Rage (Lower Link Forward)

Eastern Bay is a track that looks fairly wide, but is more narrow than it looks due to its many turns and sudden lane merges. For Road Rage, this is actually an advantage, as you'll have ample opportunities for takedowns. Just remember to swerve and survive as needed, because you have a limited number of crashes you can take.

Burning Lap (Lower Link Forward)

The track is vicious for time trials, and you'll be challenged to deal with it using the Custom R185 DX. Whether to use the shortcuts is up to you, because there is a decent balance between risk and speed here.



Race (Long Forward)

The long version of Eastern Bay is a lot speedier than the Lower Link. Unlike LL, you can pretty much stay on your boost the entire time. Stay left because, like Central Route, oncoming traffic is in the right lanes. Keep an eye out for shortcuts, because they aren't too risky here.

Crash: Intersection Dissection

Use a light car for this one. Start off and bear left to head up the ramp. Hit every little car up there, then launch yourself over the edge of the road at the curve. When you hit the little cars, at least one of them probably tumbled into the traffic below you to the left. If so, you're well on your way to succeeding. As you fly off the road, bear right. Once you impact anything on the right, activate Impact Time to start compensating for any lanes not shut down by your initial impact nor your earlier little car victim. Piece of pie.

Eliminator Race (Long Reverse)

Because you're on the long version, take your fastest car regardless of handling. The shortcuts on the reverse of the track are not quite as useful as the forward version. Be sure to practice this race a few times even if you win, because the entire track feels a little different in reverse due to different paths the bridges and onramps will take you.

Crash: Smashed in Translation

Again use a light car. Drive down the street in the middle lane between the traffic. As you come to the curve, rear-end the open-flatbed truck on the upper portion, then use Impact Time to send yourself into the road below. This is one of the easiest crashes to get a gold on.



Grand Prix 3

One more Grand Prix, one more easy gold. The first race is obviously at Eastern Bay, this one for 2 laps. You're on the long version, so speed is the way to go. The second race is only one lap long, and it's at Central Route. Use every shortcut you see! The third and final race is at Lone Peak. You only have one lap here, and the best way to secure the win is to take all the shortcuts after you get through the nightmarish logging camp.

Traffic Attack (Lower Link Reverse)

You'll need a car that handles well, more than one that goes fast. In fact, too much speed can get you here, so it's recommended to take one that boosts to about 175 mph or so.

The strange thing about this track is that you will spend the majority of your time going with traffic. There are few instances where oncoming traffic is in an adjacent lane, and even then there is normally a barricade of some sort between them. That means your skill shots and ricochets will almost entirely be from the rear, which increases your chance of survival but decreases the score potential.

The turns are fairly tight all the way through, and there a couple spots where traffic seems to disappear. Be sure to aim for the small trucks so you can keep your time as high as possible for those moments when there are no victims around.

Crashbreaker Race (Lower Link Reverse)

Like the Traffic Attack, you need a light car that turns well. However, you'll still need a fast one if you hope to take first. Remember that you'll be driving with traffic for the majority of the race, so bump any car you see to capture some boost. You'll only have two laps to prove yourself.

Eliminator Race (Lower Link Forward)

Just like when you go backwards, you'll be mostly driving with traffic here. Oncoming traffic comes in higher quantities, and the shortcuts on that side of the road aren't that great. As long as you stay left, there's nothing to worry about... well, except the other rivals anyway.

Crashbreaker Race (Lower Link Forward)

Again, stay to the left to stay with traffic. Aside from the sharp turn to the left early on in the green tunnel, you can pretty much ride your boost and the walls from start to finish.

Crash: Crashaoke

A difficult Crash, and it's in two parts. Take a light car that swerves well, and get a good start. Bear left, but beware of the semi truck that's in the far left lane. Check every car in your way, especially when you come to the first intersection. Be warned that several stationary mini-trucks are in the way. Stay in the right lane, and check the cars into the stationary ones so you'll be safe. Make sure you leave behind a decent trail of destruction there, or you won't get gold. In fact, take the first two or so attempts to practice aiming.



Once you're past that, head into the left lane and bump the cars there. You'll soon come to a section where two lanes of traffic merge with two lanes of oncoming traffic. A metal guard rail separates the two, which means you won't have much time to swerve over to the other side. As soon as you see your chance to swerve, do so; the cars you've been bumping all this time on your side of the street should make a road block, so you won't have to worry about that side. Smash head-on into the first truck you see, and you should be able to shut down that side.

Crashbreaker Road Rage (Long Reverse)

Although the streets are a little tight here, you've dealt with a lot worse. There are no worries about taking a fast, light car for this one. The only odd thing is that, when you first start, there is a noticeable drought of rival cars. You'll burn around 30 seconds of the clock before the rivals are numerous enough that you can actually take them down. Once you see them at all, though, they'll start popping up like weeds.

Traffic Attack (Long Forward)

Traffic is pretty heavy this time, as opposed to the last Traffic Attack on this track. You should get a gold pretty easily as long as you stay on the accelerator.

Crashbreaker Race (Upper Link Forward)

The upper link of Eastern Bay is far more difficult than the lower link or standard variations. Traffic moves with you on the right, but the track will force you to be against traffic for stretches of road. Keep an eye out for the shortcuts, because they will allow you to get around the oncoming cars with decent speed.

Traffic Attack (Long Reverse)

Traffic is pretty good here, but there is one problem. There will be a long stretch about one-quarter of the way into the track where you will be forced to be against traffic. Even while boosting with 205 mph car, it will take roughly 5 to 8 seconds to get through that stretch, even if you don't crash. That's a huge amount of time when your limit is 20 seconds.

If you do this event several times, try to memorize where that stretch is. Before you come to it, clip as many cars as you can, especially ricochet shots that nail semis or busses to build up your timer. Boost through the stretch, but lay off if traffic gets too tight because a crash in that stretch will just kill your clock even worse. Once past it, you'll be all right as long as you get to the left lanes as quickly as possible.

Burning Lap (Upper Link Forward)

You'll be behind the wheel of the Black Elite Racer, a car that looks and drives very nicely. Traffic is almost non-existent for the Burning Lap, so you can pretty much floor it in the oncoming lanes, stay on your boost, and ride it all the way to the end. There is enough traffic here and there that you need to keep an eye on the road, but it's a lot thinner than any other event.



Crash: Smashimi

Any car will suffice, although a super light one may be your best option. There are three double-lanes of traffic here. The set to your left moves with you and dead-ends into some busses. The set in front of you moves with you too and will split up shortly. The set to your right is oncoming.

Although you may be tempted to head up the left set, crash, and tumble down, that entire set is actually a red herring. Accelerate forward instead, and clip the cars in front of you; aim to hit the semi that's at the front of the line on left lane. Swerve right after you do so, because the central and right sets of lanes will join momentarily. Smash yourself into the divider, then guide your husk to the right set of lanes. If you positioned everything right, your husk will shut down the right set of lanes and the semi you took out in the central set will shut down those two lanes.

The cars in the far right set won't crash and will merely stop before coming to the stationary busses, but they aren't needed for a gold medal.

Crashbreaker Road Rage (Upper Link Reverse)

For whatever reason, this particular event doesn't seem to carry as much traffic as other events on the upper link. This is definitely to your advantage, although you'll still need to be careful to survive to get 22 takedowns. The upper link has many turns and pillars, giving you plenty of chances. Provided you don't crash too many times or use your Crashbreaker, this is an easy one.

Crashbreaker Eliminator Race (Upper Link Reverse)

Nothing too hard here. The traffic is back up to normal levels, so stay to the left as much as you can to stay with traffic instead of being against it.

Crashbreaker Road Rage (Long Forward)

This Road Rage gets tricky early. It's not that you need 22 takedowns for a gold; you've had that before. The thing is, your AI rivals have gone completely insane and are no longer satisfied from just running from you. They will actively try to take you down as if you were in a race. Take a super light car and stay off your boost as much as possible to maintain maximum control over your machine. Squirt the boost when you line up a shot, then tap your brake a couple times to regain control from the auto-boost that happens after the cinematic camera angle.

Crashbreaker Eliminator Race (Long Forward)

Carrying over the theme from Road Rage, your rivals will be pissed off and want to see you burn. You may even be clipped before you get full control over your car!

Eastern Bay's long course truly is long, and you'll barely have a full lap done by the time the time limit is done. If you have an actual race car by now, such as the Nikon Special, you'll be able to tear up this race. Even if you don't, stick with any super light car you have, and worry about control more than speed. As always, stay to the left to go with traffic instead of risking being part of someone's grill.

Crashbreaker Grand Prix 9

Only one more Grand Prix after this one! The first race is of course at Eastern Bay. It's three laps long and quite violent between all the oncoming traffic and aggressive AI. The second race is three laps in Central Route. Take all your shortcuts to ensure winning this one. The final race is at Angel Valley. Only two laps this time, and remember that speed and aggression is a little more important in Angel Valley than the other two.

Crashbreaker Race (Long Forward)

I love Eastern Bay. This race is pretty easy as long as you use a super light car and stick to the left as much as possible. All shortcuts that are to the left of the track will save you buckets of time with little risk. You only need to suffer through this for two laps.



Crashbreaker Grand Prix 10

The final event of Burnout Revenge! Pumped? You should be.

Your first of four races is a two-lap trip in Eastern Bay. The same advice applies this time as it did last time: stay to the left, take left shortcuts, and floor it. Next up is Central Route for three laps. Everything gets violent here, but you'll have the time to catch up if you fall back. Stick to the left lanes to avoid the oncoming traffic. The third race is only one lap long and in Eternal City. The important shortcut (the ramp on the left that takes you over the bridge) is near the very end. The final race is at Motor City for 3 laps around the long version. Nothing too hard here; just remember that the turns are all to the right.

Do well, and you'll win the Logitech World Racer! Now all you need to do is finish off those Signature Takedown and Challenge Lists, and grab a gold medal and five-star rating in all events! Congratulations!

Angel Valley	Central Route	Eastern Bay	Eternal City	Lone Peak	Motor City	Sunshine Keys	White Mountain
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Challenges

- Get double payback
- Win a race without crashing
- Do a vertical takedown
- Do 2 revenge takedowns in a race
- Takedown a special car
- Check 70 vehicles in Traffic Attack
- Blow up 15 vehicles
- High score target \$5,000,000

Signature Takedowns

- Under the raised covered pathway
- Columns between the four arches
- Dividing wall up the steps

Burning Lap (Long Forward)

Eternal City is a scenic, twisty track. Inside the Works R170 ST, you'll get to see it whizzing by you at 170 mph. Snake through the arches, then bear right as you take your next couple turns. If you take the shortcut on your right, you'll be able to dissect a significant portion of the track. Not only does the shortcut make the trip shorter merely by distance, it's also more straight than the normal road, which gives you a chance to really fly through. Once through the city, you'll come to a highway where you can stand on your boost button and scream through, especially if you're on the left (oncoming traffic) side.

Race (Long Forward)

With all the turns in the track, takedowns are both easy to execute and easy to get into. Unlike the Burning Lap, it's recommended that you do not take the shortcuts at first, because they will send you into cross-traffic that can easily disrupt your momentum. Once you hit the highways, you'll be able to regain any time you may have lost in the city.

Crash: Road to Ruins

A light car is your ticket here. Head down the street with traffic, and rear-end anyone of opportunity. When you come to the intersection, broadside someone in the nearest lanes, then use Impact Time to shut down the other lanes. The busses over the edge of the intersection are red herrings; as long as you shut down the intersection, you'll get a gold.



Road Rage (Long Reverse)

The Road Rage is a little odd in reverse because you hit the highways almost immediately. It may be tough to target your rivals in such an open stretch of road, but try to at least take one out. Once you enter the city, it becomes worlds easier to score takedowns. Simply follow your rivals around if you see them, and just shunt and slam them until they find a nice building to run into.

Race (Long Reverse)

Focus on getting an early lead on the highways. If you can get a decent position before getting into the city, you'll probably have enough momentum to carry you to the finish line. Remember to avoid shortcuts, because you don't want to wind up in cross-traffic.

Crash: Circle of Strife

This Crash is in two different ranks. The first time, you are forced to use the Compact C185 Super. If you're comfortable with it, you may as well use it for the second time too.

Simply put, drive up the road with traffic. As you come to the top of the hill, you'll see a ramp. Nail it, and try to steer the car between the pillars of the large monument. Nail a bus on the other side, and that should set off the chain needed to win a gold.

Crash: Rome Wrecker

Check the Crash Cam on this one... you'll see you'll have to take a turn to the right, then swerve to the left to go up the small ramp. Thanks to roadblocks made of busses, there is no other way to get to the circle.

Use a heavy or super heavy car here. If you can make the trip to the ramp, the rest should be easy. Slam your brakes JUST before launching off the edge so you effectively just tumble over the edge. Look for a flatbed semi with some barrels on it as your landing target.



Road Rage (Short Reverse)

By the time you play this event, you should be fairly comfortable with this track, but the target cars will not make things easy for you. They will typically be going against traffic, which is fairly dense in this track. Between weaving through cars and trying to avoid the walls, you'll find it will seem tough to try taking out others in the process.

You need to pick your spots here. There will be stretches where you'll easily be able to take out two or more rivals, and other stretches where you need to concentrate on simply surviving. Put simply, if you must commit to one lane or another (because of obstacles such as arches and pillars), then don't worry about takedowns until you're back to wider roads.

Crash: Smackeroni

Smackeroni needs good timing and location for impacts to get gold. Start by taking a medium-weight car, and hit the ramp ahead of you toward the left side. (The wind is blowing strong from left to right.) Try to land in the right lanes (going with traffic), and rear-end the cars you see into the first intersection.

Avoid any crashes, and swerve to the left. You'll be upon incoming cars in less than a second. Now, you'll be coming to another intersection, and several valuable cars (including the target car) will be there. What you have to do is have a head-on collision, but that will happen several yards away from the second intersection. As soon as you impact the car coming at you, immediately induce Impact Time and try to skid yourself toward the intersection. You won't have much time before the target car appears and takes the turn around the corner, so try to shut the intersection down quickly.

If you managed to shut down both intersections early, you should get gold. Oh, and don't worry about trying to kill the busses you jumped over at the beginning; they can't be taken out without stopping you.

Crashbreaker Race (Long Reverse)

For this two-lap race, you'll need speed more than anything else here, so grab your fastest car. The roads are generally wide, the turns are generally long, and the traffic generally light (at least when it's going the other way). The issue becomes your speed on the long straights, because unless you're going around 190-200 mph, your computer rivals will pass you.



Crashbreaker Race (Short Reverse)

This race is three laps long, and like the other Crashbreaker race, it's best to go with speed over handling. The traffic is dense, so stay in the right lanes as much as possible. Of course, a lot of traffic also means that there are many weapons with which to bump your rivals into.

Eliminator Race (Long Reverse)

Traffic seems a little lighter for this race than other races on the same track, so you'll have to rely mostly on takedowns to keep your boost meter alive.

Eliminator Race (Short Reverse)

Pretty much identical to the long reverse version, except the traffic is more dense. Pick a fast car with good handling, and race on!

Traffic Attack (Short Forward)

Unlike other races on this track, you'll want handling more than speed. The turns are pretty sharp and come often, so use a super light car if you have one regardless of its speed.

Grand Prix 5

Competition is getting faster and more daring, so you'll absolutely need your fastest car. The first race is, of course, in Eternal City. It's three laps on the long course, and oncoming traffic gets vicious. Shortcuts are essential, especially the one toward the end where you can take a ramp over the small tunnel.

Your second race finds you back on White Mountain. This is a two-lapper going forward, which means the split bridge will be seen at the end of the race. Remember to use the shortcuts that are in the city to get the best times. The third race is a two-lap trip through Sunshine Keys, and it will go fast. Wide roads, less traffic than other tracks, long straights: you'll need to take advantage of takedown opportunities to keep that boost meter full.

Crashbreaker Race (Long Reverse)

Eternal City is a pain in the tailpipe, especially on the long version. Traffic is everywhere, but it's far more dense against you than with you. Weaving between the headlights is almost as dangerous as dodging the pillars and other obstacles. Shortcuts aren't very useful, because they present paths even more narrow and risky than the pavement. Stay on the road, and try to bear right to avoid the oncoming traffic. Focus on control more than takedowns.



Traffic Attack (Short Reverse)

If you followed my advice, you have laid off using boost during Traffic Attack to line up your shots. For this Traffic Attack, you need to take the opposite approach. Traffic going your way is thin, and there will be stretches where there is none at all. If you don't use boost, you'll run low on time pretty quickly. You'll still have to aim for the right taillight to send your target into oncoming traffic, but you'll need to do it at full speed.

Traffic Attack (Long Reverse)

Much easier than the short reverse version, traffic is far more dense here. There are still a couple places where you'll need to speed through (such as the stairs) where no traffic exists, so stay on your boost as much as you can.

Crashbreaker Race (Short Reverse)

Hopefully by the time you get here, you've got at least one car that has a listed Boost Speed of 202 mph or better. This three-lap race could be called "A Tale of Two Tracks," because each lap will have two distinct phases. First, you'll have some open road and little oncoming traffic. When here, you can use your boost constantly provided you ride the guard rails and stay to the right.

Once you come to the sharp left-turning hairpin (and trust me, you'll know it when you come to it), you enter the second phase of the track. Your boost should be used sparingly, if at all, as oncoming traffic becomes more of an issue. At one particular turn, you'll actually have to cross through oncoming traffic, a highly dangerous section that becomes suicidal if you're applying boost. Concentrate on maneuvering here, and once you're past that mess, you can reapply your boost.

Crashbreaker Eliminator Race (Short Forward)

With the track flipped from the last race, you'll still have the two phases of the track, but they happen the other way around. When starting, do not boost until at least past the first turn. Even then, you shouldn't apply too much boost until you're past the sharp hairpins. The most important shortcut here is right before the track dips below a bridge. A ramp will be on the left, and when you hit it, you can fly over the bridge and bypass the turn under the bridge.

Crashbreaker Eliminator Race (Long Forward)

The long version of Eternal City is almost as fast as Sunshine Keys in certain places. Near the beginning, you should use your boost only as you come out of turns. Once you get to the busy six-lane street (the one with trees in the medium), you can safely apply boost for the track proper. About halfway through the course, you'll come to a highway that serves as the ultimate drag strip. Gun your boost here, and ram as many cars as you can to cause roadblocks against your rivals.

Crashbreaker Road Rage (Short Forward)

Due to the hostility of the track, not to mention the number of takedowns you need to get a gold, longevity is key here. Take a super light car, and avoid hitting that boost button until you've got a rival in front of you. Definitely avoid shortcuts, because most will take you into cross traffic, which will cause you to crash if you broadside a car.

Crashbreaker Grand Prix 8

Your rivals will become extremely aggressive here, but you'll only have to deal with them for three races. Your first race is two laps around Eternal City's long course. As always, be conservative with your boosts until you get to the highway (after the trees you have to dodge in the medium). Second, you'll do two laps in White Mountain reverse. Stay left on the split curvy bridge to avoid having an early head-on collision. You'll wrap up in Motor City for another two-lap race.

Crash: Eternal Flames

You will absolutely need a light car for this one. There are two important things you need to do; fail either, and you won't get gold. Before starting, look at the far right lane. There's a pickup, and nailing that is extremely important. Smack it, and it will go into the first intersection. Although no cars are in the intersection as you pass it, they will come.



After the intersection, you'll head down a few steps and encounter a ramp. If you got caught up behind a car, then you may have trouble clearing the entire courtyard. Try to jump it, and if you think you'll fall short, steer to the sides so you miss the opposite ramp. Either way, there are four stationary cars blocking the next street. Smash any of them, but try to aim for the car in the left-middle.

Traffic Attack (Long Forward)

Eternal City is swamped with traffic, and it's time to clear some pavement. Shortly after starting, you'll have to dodge some cross-traffic as you make a left turn. Once you're on the road though, you'll have plenty of cars to shunt. Even if you do no trick shots (which you should do), you'll be able to keep your clock full. Fire a boost as you come to the stairs, because no car will be there for you to hit.

Burning Lap (Long Reverse)

I hope you're comfortable with the Logitech World Racer, because it's yours here. Because this is a simple Burning Lap, you won't need advice here; just drive like you have at Eternal City.

Crashbreaker Road Rage (Long Forward)

If you thought Road Rages were easy, this one will change your mind and snap you back into reality. The rivals are pissed, and know when and where to clip you to send you into a wall and/or car. Plus, you need a whopping thirty takedowns to get a gold.

By far the best advice I can give you is to jam your break anytime you know or think there is a rival behind you. Get into the right lanes to move with traffic, stay in the middle, and brake until your rivals are all in front of you. Catch up, then bump them into your rivals when you get the chance. Don't force anything, or you'll be taken down.

Angel Valley	Central Route	Eastern Bay	Eternal City	Lone Peak	Motor City	Sunshine Keys	White Mountain
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Challenges

- Get triple payback
- Win a race without crashing
- Do a vertical takedown
- Do 2 revenge takedowns in a race
- Takedown a special car
- Check 30 vehicles in Traffic Attack
- Blow up 25 vehicles
- High score target \$6,500,000

Signature Takedowns

- Logging machinery
- Lone Peak Railroad

- Trailers in the trailer park

Crash: Off the Beaten Truck

You'll do this one twice, and you must use the heavy 4x4 C180 Super the first time here. If you don't achieve a perfect start, you may as well retry, because you'll need that speed to hit the ramp and carry yourself across the canyon to the other side. This one is pretty straight-forward: hit that ramp, smash into the traffic, shut down the road, wait for the gold.

The catch is that it's a little too easy to fly OVER the road after hitting the ramp, and being a husk in the trees doesn't help you any. It will actually be better for you not to get a perfect start. Your best target to aim for are the stationary cars in the middle of the dirt parking lot. Hitting them will at least stop you from flying over the road.

Crash: Round the Bend

Round the Bend takes place near where Off the Beaten Truck does. Basically, you're farther down the road to start.

There aren't a whole lot of options here. Use a medium or heavy car, and drive down the left side of road. As you come to the parking lot, crash into whatever car is closest, and then try to steer yourself into the parking lot. When your Crashbreaker builds, blowing it should cause the majority of the cars in the parking lot to either fly into the road or off the cliff.

Race (Forward)

Lone Peak is a speedy track, with the majority being wide roads and easy curves. It's fairly straight-forward for the first half, especially if you use the shortcuts. Eventually, the asphalt will turn to dirt and you'll be in a very scary area called the Lone Peak Logging Camp. It's wide without turns, but there are pillars and metal sheets and barrels and other obstacles absolutely everywhere. The best way to get through it is to pick either left or right, stick as close to that edge as you can, and just stay there regardless of takedown opportunities and position. Once you're out of it, you can resume racing on the normal, twisty pavement.

Burning Lap (Reverse)

Your car for this Burning Lap challenge is the Custom R202 GT, a nice piece of metal with an oversized wing. It's also Super Light, and goes 202 mph under boost. Sweet.



Nothing too challenging here, although your speed may kill if your reflexes are slow. The first part is in narrow roads that are fun to power slide around, and the middle part is through the logging area. You may want to lay off your boost somewhat while in that section, or at least tap it here and there, until you're used to where to turn.

Crash: Forest Bump

Although the \$14 million requirement for a gold seems a little steep, this one is actually quite easy. Grab a light or medium car and head down the street. When you come to the bridge, rear-end the nearest bus, and use Impact Time to tumble over the edge. With any luck, any car you may have knocked off the bridge to shut down one side of the lower

street while your car shuts down the other.

Eliminator Race (Reverse)

Aside from the logging camp, there are no surprises here. The logging camp is no more difficult in reverse than forward, so again stick either against the left or right walls and stay there until you're through. If you're in last, go ahead and boost through it, but if not, just concentrate on your car's control.

Crash: Mount Crushmore

For Mount Crushmore, you're required to use the Stock C175 Super the first time. The second time, you can use any car you want. Start by bearing right and hit the second car nearby into the first street to shut down that intersection. It takes some practice and aiming to avoid broadsiding one of the cars coming from the right.

Avoid the crashes, then hit the huge ramp (paying mind to the wind direction). Keep your car over the dirt trail, drive up it when you land, and smack the busses at the top of the hill. If you can shut down that intersection too, you should be good.

Crash: Donut Disturb

You must use the Utility C150 Super for this one.

Okay, you've probably seen this one in the demos. Before starting, look at the chain link fence in front of you to the left. There's a section that doesn't quite reach as high as the adjacent parts of the fence. This smaller section breaks away, but the rest of the fence doesn't.



Accelerate out, and hit that smaller section. Drive down the hill, nail the ramp, and aim to get through the hole of the doughnut. Control your fall so you hit one of the cars in the closer lanes (the one where traffic goes left to right). After impact, try to use your aftertouch to get into the far set of lanes. The target car takes awhile to appear, but it will do so in the far set of lanes.

The earlier you can get the lanes stopped, the easier you'll get gold. This one actually is pretty simple, as long as your initial impact was well-placed.

Memorize how you did this, because you'll have to do it again (albeit with your choice of cars) in Rank 10.

Traffic Attack (Forward)

This Traffic Attack is a little tough due to the lay of the road. For a majority of the track, you'll have only one lane of traffic going each way. This reduces the number of cars you can check, which means you'll really have to be sharp with your aiming. Truly, the key to getting gold here (and in fact simply keeping the clock above zero) is in skill shots. Nail a car in its right tail light to send it into oncoming trucks to score big and keep your time alive. It helps to avoid boosting while lining up your hit.

Another major problem comes when you enter the logging camp area. Traffic will be thin (if it's there at all), and you'll need to boost through it as quickly as possible. Bear as right as you can and avoid the shortcuts, because otherwise you may wind up heading into oncoming traffic without much room to swerve. Once you find the road again, you'll be able to return to your normal pace.

Crashbreaker Road Rage (Reverse)

It's funny how the track has the exact opposite strengths and weaknesses in Road Rage than it does in Traffic Attack. The narrow roads are a blessing when you need to start taking down rivals, and the logging camp is your best friend with all its pillars and twisty paths. As long as you drive carefully and avoid needless boosting, this one is a breeze.

Crash: Drive-Thru Destruction

Drive-Thru Destruction is another Crash event that you will do twice. The first time through, you're required to use the SUV C160 Super.

When you start, note that the wind is blowing to the left. Start off and bear a little to the right so when you hit the ramp (broken bridge), you'll actually land correctly instead of flying off the edge. Keep the accelerator floored, then veer right. A stationary car will be there. Due to the weight of your SUV, you can smash it and still have the speed to roll into the far lanes of traffic. Hopefully, when you clipped the car, it will be sent into the road too, shutting down that direction. Your husk should do a fine job taking out the other lanes.



Crashbreaker Eliminator Race (Forward)

If there's one race not to be conservative, it's this one. The narrow roads of Lone Peak will keep you on your toes and booster. Takedowns are the quickest way to ensure you stay out of last place, so take every opportunity you can to perform one. About three-quarters of the way through a lap, you'll encounter narrow roads surrounded by a lot grass. At those points, if you're going too fast for your own good, you can grind against the guardrail as you take the turn to keep your speed. Just keep an eye on your rivals so they don't slam into you while you're doing so.

Crashbreaker Grand Prix 7

Grand Prix 7 is your first one with a Crashbreaker twist, and it's four races long instead of three. Remember though that the rules and basic strategy doesn't change with a Crashbreaker stipulation. Your first race takes you through Lone Peak, of course, for 2 laps. Stay off the boost through the logging camp, but feel free to expend it all after that. The second race takes place in Motor City for 2 laps as well. You'll be on the long course, which means two violent straights full of pillars and traffic.

The third race is a two-lap scenic route through Sunshine Keys, a place you should definitely be familiar with. With a seemingly increased number of cars on the road, you should be able to keep your boost meter at pretty high at all times, and you can use your boost throughout the whole track. The fourth and final race is at Central Route. Stay on the left side of the road at all times, or you'll be facing oncoming traffic and crashing every two seconds (especially in the tunnels). If you can survive with only a crash or two per lap, you should be able to take first.

Crashbreaker Road Rage (Forward)

You'll need 22 takedowns for a gold, so surviving is still your number one priority. Avoid boosting unless you're lining up a takedown, and try not to use your Crashbreaker until you get the "Damage Critical" message.

Crashbreaker Race (Forward)

A highly dangerous race with many turns, Lone Peak will test you. You'll need some obscene speed here, but you'll have to be very careful where to activate your boost. There are no long straights like in other tracks. There are two places with medium-length straights, but those are also quite narrow and it's easy to get either taken down or simply

crash into oncoming traffic.

Crashbreaker Eliminator Race (Forward)

Just about as difficult as the Crashbreaker Race, you'll have to pick your spots when to boost. The enemy aggression dial is up to 11 here, so avoid those shunts and slams if you can. Take the shortcuts if you can, but don't try leaping across oncoming traffic to get to one.

Burning Lap (Forward)

You'll have the Logitech World Racer here. It's a nice piece of fiberglass, and fantastic on the road. You've been here so often though, you shouldn't need any advice to get through the track.



Angel Valley	Central Route	Eastern Bay	Eternal City	Lone Peak	Motor City	Sunshine Keys	White Mountain
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Challenges

- Get 4-way payback
- Win a race without crashing
- Do a vertical takedown
- Do 3 revenge takedowns in a race
- Takedown a special car
- Check 50 vehicles in Traffic Attack
- Blow up 25 vehicles
- High score target \$10,000,000

Signature Takedowns

- Alleyways
- Dockside cranes
- Pillars under the freeway

Crash: Dock Fight

Ah, your first crash! This one is pretty easy, but don't fret if you don't get a gold or five-star rating the first time. It's much easier to get five stars when you have a medium or heavy car, which will come as you play.

Whatever you use, get as fast of a start as you can, and broadside the first large, open-flatbed semi you see. Shut down the intersection, and everything will click to get your gold.



Race (Short Reverse)

Choose a light or super light car, because most of the turns are very sharp. Plus, because this is the short track, the turns come often. Also, there are no real shortcuts you can take, so you'll have to rely on pure skill to win here. Just remember everything in Racing 101: remember how to powerslide, and use takedowns every time you can to keep your boost meter up.

Crash: Deconstruction Site

Pretty straight-forward here. Grab a medium or heavy car, drive down the hill, hit the ramp, and nail one of the cars in the nearer lanes. Use Impact Time to shut down the other side of the street, and you'll be set.

Road Rage (Short Forward)

Motor City is a very short track with too many turns and not a lot of speed. Use a car that handles well. If you haven't had practice with drifts, this is the perfect time to do it. The shortcuts are worth the risk, so between them and good drifts, you should be able to take a win.

Crash: Cars Attacks

This one is a little tricky because the crash cam leads you to believe the secret is to launch yourself off the ramp. Although it will help your score, certainly, you'll need to shut down both sides of the street your on first. Head down the street, and clip the cars on their right taillight. That should send them into on-coming traffic to take out that side of the road. Hit the ramp as fast as you can, and try to get into the pile of cars that are far away. Your Crashbreaker will destroy them, while the other drivers are cursing your name on the overpass.



Grand Prix 1

Your first Grand Prix! Are you excited? You'll have three races to get some points and prove yourself, so aim to win the first race to carry some momentum!

The first race of every Grand Prix is located at whichever track it's listed under. Because Grand Prix 1 is listed in Motor City, then that's where you'll be. Your first race is two laps long, so shortcuts are unimportant. Instead, worry more about the handling of your car. Remember your drifts, and be sure to keep some boost to help push your car out of turns.

The second race is at Sunshine Keys. Speed is everything, and the shortcuts really aren't all that great. You only have one lap, so focus on taking down a rival as quickly as possible. Steer into oncoming traffic, and you can use the boost you earned from the takedown to scream through the rest of the track. When you come to the bridge, it may be better to stay with traffic on the right side. Whatever you do though, avoid that central "shortcut" between the bridge lanes, because it's more trouble than it's worth.

Eliminator Race (Short Forward)

Motor City's short variation is about as close to an oval as you're going to get in Burnout Revenge. All turns are sharp and to the right, making for great practices for drifting. Stay on the accelerator, and use the boost as needed, especially when you exit turns.

Traffic Attack (Long Forward)

Even though you need good handling in Motor City, the cars in this event are spaced just far enough apart that you may want to stay on your boost for the majority of it. Don't take any shortcuts, as you won't see much (if any) traffic in them.

Road Rage (Long Reverse)

With Motor City's sharp turns, this one is a breeze. Keep off the boost until you're behind a rival, then shunt him into a wall.

Grand Prix 4

Your first race is a two-lap deal through the tight streets of Motor City. It's not too bad, aside from the two or three tight turns that come out of nowhere. Aside from those, you can pretty much be on the boost the whole time. You should be fairly familiar with this course by the time you get to it.

The second and third races aren't much harder. The only real "surprise" is that your third race will be three laps instead of the usual two that you may be used to.

Crash: Jump on the Jam

Take a medium-weight car, then accelerate. Hit the ramp on the right (the one directly in front of you), and sail over to the highway. Broadside the closest car you can see, not the truck that comes from the right.

As soon as impact is made, try to actually move your car forward so it falls off the far side of the highway. There's traffic going on below you, and by dropping your car, you can shut down one side of the road. After you fire your Crashbreaker, float over to the other side of that lower road so you can take out even more vehicles.

The target car stays on the top highway, so shutting down that stretch is more important than anything. However, it may be tough to achieve gold if you can't get yourself or another car down to the traffic below you.

By the way, you'll do this one twice. You'll have the Sport C190 Super the second time, but you can use any car the first time.

Crash: Double-Crossed

Two layers of traffic here, one high, and one low. However, all the cars on the lower road are red herrings; you don't need to stop a single one to achieve gold. Use a light or medium car, then jam the accelerator after getting a perfect start. You'll have to adjust your flight around the street signs. Just ram the closest car you can to the middle of the intersection, and the gold will come.



Crash: Mighty Docks

This one is hard due to the fairly steep requirement for gold. You'll pretty much have to destroy every car here, including the parked cars in the corner. Use a light or medium car, accelerate, take the jump, and try to hit the back of the semi truck trailer on the left. If you hit it right, it will shut down the intersection, and your car will sail over to the stationary cars. Use your Crashbreaker to destroy them.

Crash: Return of the Semi

Return of the Semi is very strange... the difficult part will be getting to the target area, but once you're there, the crashes will pretty much take care of themselves. That is, simply by surviving until you get to your target, you'll probably be able to cause enough havoc once there to get gold.

Use a medium car, and be sure to have a perfect start. Veer left to get onto the onramp. There are two cars there you'll have to dodge; the first will be in the lane to your right, the second in the lane to your left. Dodge them both, then hit the jump ramp so your car points at about a 20-degree angle to the left. Hold left on the stick to fight the wind, but just before you land, tap right to take the wind a bit. This should put you in perfect position.



Now, you'll be on the top of a parking garage. There are two ramps there at different angles. You need to take the one on the right, but be careful because it's guarded by a car very close to it. Basically, you'll have to hit the ramp, but before you get airborne, turn hard left. If it worked, you'll be almost straight with the ramp as you fly across the chasm.

Steer your car against the wind until you get near the overpass. Just before you come down, aim right if necessary to correct your direction. Try to clip a car or truck in the nearer lanes and then use your momentum to go into the other lanes. If you can't (because you got too much air on the second jump), hit the biggest target you can, then try to use aftertouch and Impact Time to fight momentum. It's less effective and lessens the chance you'll get gold, but it's still pretty certain you will.

Crashbreaker Race (Long Reverse)

The long version of Motor City has two decent straights, giving you reason to take a fast car. Just to be mean, though, the two straights are also the most dangerous sections of the track due to pillars or other obstacles that effectively narrow your path. The best way to streak through them is to choose either the extreme left or extreme right paths (that basically go around and bypass all obstacles), and stick with that side of the road until you turn. Try to lay off the boost in these areas if no rival is around.

Crash: Van-Fire Strikes Back

You'll need a heavy car for this one. Drive forward and check the cars in front of you to execute a domino effect to slow and damage the upper lanes of traffic. After you do so, turn hard to left. Two stationary cars block the ramps, but you don't want them anyway. Veer hard left so you nudge the edge of the bridge, then fly off it. Slam into the nearest vehicle to shut down the oncoming traffic, and you'll pass this crash.

Crashbreaker Road Rage (Long Forward)

By now, you should be an expert in surviving Road Rages. With the sharp turns of Motor City around, you'll have plenty of opportunities to execute takedowns.

Burning Lap (Short Reverse)

Once more, you'll have the Logitech World Racer for this burning lap. Its precise steering is actually a hindrance, because you'll have to slow down to turn sharply. Drifting is very important, and boosting out of turns is the only way you'll be fast enough for a gold.

Angel Valley	Central Route	Eastern Bay	Eternal City	Lone Peak	Motor City	Sunshine Keys	White Mountain
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Challenges

- Get triple payback
- Win a race without crashing
- Do a vertical takedown
- Do 2 revenge takedowns in a race
- Takedown a special car
- Check (hit) 100 vehicles in Traffic Attack
- Blow up 25 vehicles
- High score target \$9,000,000

Signature Takedowns

- Sunshine Keys bowling alley
- Marina
- Boat stack

Traffic Attack (Forward)

Your very first event in Burnout Revenge is a blast and introduces you more to controls than racing. Sunshine Keys is a large, wide track that favors speed over control. Even at boost speed, you can take practically every turn without laying off the accelerator or touching the break.

As the event introduction tells you, colliding head-on is bad. Sunshine Keys uses the American road system; that is, oncoming traffic is to the left, while traffic moving with you is on the right. Put the pedal to the metal, as they say, and clip everything short of a semi on your side of the road.

Burning Lap (Forward)

You have to use the Tuned R180 ST, and it's perfect for this track. Nice wide roads and long straights mean that you should never have a reason to release your boost. The only catch is that the time limit for the gold medal is very tight, and even one crash will probably kill your chances.



Race (Reverse)

Speed is your friend on Sunshine Keys, so floor the accelerator. Stay to the right to avoid oncoming traffic. It's your choice whether to go for shortcuts, but they may not be worth the trouble.

Crash: Smash My Ride

By now, you probably are very comfortable with the "clip and keep going" technique. Smash My Ride may as well be the midterm of the technique.

Pick a medium-weight car, start up, and veer to the right. Catch the ramp, launch up, smack a car on the nearer side of the road, and use your aftertouch to cause some havoc on the far side. A textbook Crash, really.

Crashbreaker Eliminator Race (Forward)

Like all events at Sunshine Keys, you need a car that is ultra-fast. Don't worry about weight as much as speed, although of course the super light cars will give you a turning advantage. Traffic is very heavy on the left side, so try to stay with traffic at all times.

Crashbreaker Road Rage (Reverse)

Your absolute fastest car will suffice here. The hardest part will be trying to take out your rivals on the long straights (especially the bridge), because there's just not always enough obstacles around to cause takedowns.

Crashbreaker Race (Reverse)

Once again, your fastest car is the way to go. When you come to the bridge, if you're feeling brave, go against traffic. Do not take the shortcut between the bridge lanes because it's way too easy to crash.

Traffic Attack (Forward)

Your first Rank 10 event will be very easy. Stay to the right, floor it, and take out everyone you see. The majority of the traffic will be on the bridge, so go crazy there. When you come to the docks, you'll need to be on your boost because aside from a few stationary cars, you'll have a stretch for about 8 to 10 seconds with no cars. Of course, remember that this is Sunshine Keys, so you can pretty much stay on your boost through the whole thing.



Crashbreaker Eliminator Race (Forward)

Speed, speed, speed! If you can get some boost early and can stay on it, you will simply and easily blow away your opponents.

Crashbreaker Race (Reverse)

Your final event at Sunshine Keys is a two-lap stroll the wrong way around. The reverse course is just as fast and just as open as the forward course. The only thing you need to remember is to avoid shortcuts, especially the one partway before the bridge. Not taking the shortcut allows you to stay to the right; taking the shortcut will put you directly into oncoming traffic. The risk isn't worth the second or two it will save.

Angel Valley	Central Route	Eastern Bay	Eternal City	Lone Peak	Motor City	Sunshine Keys	White Mountain
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Challenges

- Get explosive payback
- Win a race without crashing
- Do a vertical takedown
- Do 1 revenge takedown
- Takedown a special car
- Check 50 vehicles in Traffic Attack
- Blow up 20 vehicles
- High score target \$10,000,000

Signature Takedowns

- Over the cliff edge
- Near the opening of the clock tower
- Over the broken bridge

Crash: Swiss Roll

Watch the Crash Cam on this one. The road you start on is a one-way road, and some side roads feed into it. Eventually, it "merges" with another one-way road coming the other way to make, you know, a street. The key impact point is where the two one-way roads touch.



Take a medium car and head down the road. Feel free to rear-end any car you come to, provided you can go through it and won't be stopped. Once you get to where the roads touch, veer into oncoming traffic and sacrifice your headlights. By shutting down that entire area, the cars will take care of themselves.

Burning Lap (Reverse)

You'll be using the Prototype R175 ST, a super light car with 175 mph top speed under boost. White Mountain's key feature (one that I'll talk about a lot for this track) is a curving bridge that splits into high and low roads. When you do the reverse track as you are now, this bridge appears almost immediately. The low road is on the left and highly dangerous due to all the incoming traffic, so stay right.

After that, you'll come to some narrow roads that are surrounded by wide grass and dirt. This too is a staple of the track, and the easiest way to deal with them is to tap your brake a couple times to induce a drift. Get around the turn, then get back on the boost and accelerator to power through the exit of the turn.

The next major feature of White Mountain is the broken suspension bridge. Two lanes of oncoming traffic will be on the left, while a single lane of forward-moving traffic is on the right. The farthest right lane is the broken lane, although it does have a ramp that you can risk taking.

Past that are some more twisty narrow roads, and you'll soon come to a town. There's not much to talk about here, as it's pretty small and not too complicated. When you race through this track, remember this area, as it's the best for executing takedowns against rivals.

Once you're out of the town, a few more twisty roads and a couple tunnels will be all that stand between you and the finish line.

Crashbreaker Preview Race (Forward)

This race exists to make you familiar with the Crashbreaker aspect in races. The biggest mistake you could make here is to get Crashbreaker-happy. A lot of times, the first time a gamer gets the Crashbreaker option, he'll just immediately execute it when he crashes. Remember, activating your Crashbreaker empties your entire boost bar. If your Crashbreaker takes someone out, it will refill; but if you miss, you may fall even farther back without the aid of a boost. These are lessons best learned now, so you'll be ready when Crashbreaker Races are your only option.

As for the track itself, it's not too different than taking it in reverse. The two advantages you have going this way relate to the two bridges. The broken suspension bridge becomes easier because you'll have two lanes of traffic going with you, while only one is against you. When you come to the curvy split-level bridge, you can now take the inside (lower) route also because the traffic will be with you. Taking that lower route can shave three to five seconds from your time.

Eliminator Race (Forward)

Again, when taking this track forward, you'll want to take advantage of the two bridges to get ahead. Because of the time limit, you may actually not get to the split-level bridge, but you should definitely take advantage of the broken suspension bridge to score a takedown or two.

Crash: Dangerous Swerves

This one is much simpler than it looks. Use any car you want, and head down the left side of the road. Stay as left as you can, but don't be tempted to head to the ramp of the broken bridge. Just fly down the street, initiate a head-on collision with the first car you can, and use Impact Time to shut down the other side. Simple.



Grand Prix 2

Your second Grand Prix should be a breeze. Your first race will be a single lap in White Mountain Reverse. If you've been practicing your dodging, you may want to risk the lower path of the split-level bridge to get an early advantage. The second race takes you to Eternal City for a lap. The highway is deceptively fast, because the rest of the track takes careful handling and maneuvering. The final race is at Central Route for two laps. It's a short track with plenty of turns, so try to use your rivals as cushions if you take a turn too fast.

Burning Lap (Forward)

Your car for this Burning Lap is the Criterion R205 GT. The first half of the course is on the fringe of the mountain, and it features wide roads with easy turns. Look for a shortcut in the form of a dirt trail on the right side of the road after the second turn. Provided you don't fly over the side of the cliff, you'll shave a couple seconds off your time this way.

Back on pavement, the road will narrow and the turns become sharp. Powersliding is the best way to deal with them, of course. The turns are sharp enough that you'll probably need to lay off your boost when you initiate the powerslide, but try to get back onto the boost as quickly as possible.

You'll be in the city soon after that. Take the first shortcut you see on your right, and you can pretty much cut diagonally through the whole city. Once back to the forest, you'll have to deal with more sharp turns. Stay on the right side of the road, because as you come to the last bridge, you can take a lower path to shorten the track a bit more.

After that, it's just a few more turns to get back to the finish line on the suspension bridge.

Traffic Attack (Forward)

Nothing too special here. Just remember to avoid shortcuts, as the poor commuter victims won't take them.

Road Rage (Reverse)

Your major concern with this track comes early. You'll be coming to a bridge that arcs left and splits into a high road and low road. Both paths are equally narrow, and it's very easy to either smash into the stone barricades or go flying off the bridge between the barricades. When you come to this spot, it's best to concentrate on driving and not doing takedowns. It comes early enough (within a few seconds) that you won't have any clock issues.

Once you're past it, the race becomes standard Road Rage fare. Especially try to takedown a rival by bumping him off the broken suspension bridge halfway through to get a Signature Takedown.

Crash: Cry for Alp

This Crash, which you'll need to do twice, is deceptively difficult. There are basically three sets of lanes you need to shut down. First, drive down along the right side, and dodge the cars you come to. This is because you'll want their explosions to multiply your score, and you can't make them explode by rear-ending them. Now, as you come to the end of the pack, you'll see a blue pickup. You'll want to hit that one on its right side to send it into the left (oncoming) lanes. This should shut down that side of the road. Immediately after, slam yourself into the dividing rail between the sets of lanes. Your husk will block the right side of the road, causing the lead semi to smack into you and spill its payload. Its trailer should finish blocking that side of the road.

Finally, when your Crashbreaker charges, activate it, then use Impact Time to float your car off the road, through the nearby arches, and down into the dirt trail below. About ten cars should be down there, and crashing into them with your husk should get you some more damage cash. The target car, which is on the right side of road above, should explode shortly after.

The first time you play it, you can use any car. The second time, you will be forced to use the Classic Crasher C170.

Crashbreaker Eliminator Race (Reverse)

The hardest part of White Mountain is the curved bridge. Because you're taking this course backwards, you'll deal with it immediately, and the time limit will mean you won't see it again. Once you're past it, just race as hard as you have been. Takedown a rival whenever you have the chance, and stay on that boost button as much as you can.

Crash: Mountain the Kerb

Use a light car here. The first intersection is really the hardest part, and you have a choice to make. You probably won't get gold without shutting it down, but you can easily get silver. If you want a perfect rating, then you'll have to bump one of the first two cars you see and smack it into the cross traffic. This is dangerous, because if you are clipped by the cross traffic, you may as well restart. If you want to avoid the intersection entirely, just veer hard left and you can get around it before most of the cars appear.

Either way, once you're past the intersection, head down the road and bear right. A single car will be present as an oncoming bus comes into view. Try to hit the car into the bus, but don't stress if you don't. Continue along the road, bearing left to get around the cars that are deliciously asking to be checked. Ram into the first oncoming vehicle you can, then use Impact Time to guide your husk to the other lane. The cars will take care of everything else themselves.



Crashbreaker Road Rage (Forward)

This one is all about momentum. If you struggle and can't get your first two takedowns within about 30 seconds, you may as well go into the pause menu and choose "Retry." If you can get those takedowns, you should be able to breeze through the rest of it. Traffic is little factor, so just try to bump and grind your rivals against the guard rails or concrete.

Traffic Attack (Reverse)

Swerve left to start so you can build some boost in the oncoming traffic lanes. Once the curvy split bridge comes into view, quickly get into the right lanes, or you'll run dangerously low on time by the time you get to the other side. After that, it's just a simple matter of staying on your boost and ramming everyone you see.

Crashbreaker Race (Forward)

Only two laps here, and they will be intense. Swerve left to gain some boost, then swing right and floor it. Ignore the first shortcut, but take the second (they're both dirt trails) to shave off a couple seconds. The city of White Mountain is pretty tame, and once you're through it, you can boost pretty much to the end. Bear right after getting past the broken

suspension bridge, because you'll come to the infamous split curvy bridge and you'll want the right (inside) lanes.

Traffic Attack (Forward)

Why EA thought any Traffic Attack belongs in Rank 10, I'll never know. The only "challenge" here is that traffic gets extremely thin in some areas, necessitating your use of boost. Well, that and skills shots so you can take out the frequent oncoming semis. Otherwise, it's just a plain ol' Traffic Attack event.

World Tour Event List

Rank 1: Harmless

Sunshine Keys

- Traffic Attack (Forward)
- Burning Lap (Forward)
- Race (Reverse)

Motor City

- Crash: Dock Fight
- Race (Short Reverse)
- Crash: Deconstruction Site
- Rode Rage (Short Forward)
- Crash: Cars Attack
- Grand Prix 1

Angel Valley

- Crash: Hollywood Spills

Lone Peak

- Crash: Off the Beaten Truck

Preview (Angel Valley)

Rank 2: Unsafe

Eternal City

- Burning Lap (Long Forward)
- Race (Long Forward)
- Crash: Road to Ruins
- Road Rage (Long Reverse)
- Race (Long Reverse)
- Crash: Circle of Strife

White Mountain

- Crash: Swiss Roll
- Burning Lap (Reverse)
- Crashbreaker Preview Race (Forward)
- Crash: Dangerous Swerves
- Eliminator Race (Forward)
- Grand Prix 2

Central Route

- Crash: Crispy Fried Truck

Preview (Central Route)

Rank 3: Reckless

Central Route

- Burning Lap (Long Forward)
- Crash: Prawn Smackers
- Traffic Attack (Long Forward)
- Crash: Tram-a-tised
- Race (Long Reverse)
- Crash: Street Car Set on Fire

Eastern Bay

- Road Rage (Lower Link Forward)
- Burning Lap (Lower Link Forward)
- Race (Long Forward)
- Crash: Intersection Dissection
- Eliminator Race (Long Reverse)
- Crash: Smashed in Translation
- Grand Prix 3

Preview (Lone Peak)

Rank 4: Offensive

Motor City

- Eliminator Race (Short Forward)
- Traffic Attack (Long Forward)
- Road Rage (Long Reverse)
- Grand Prix 4

Angel Valley

- Race (Forward)
- Crash: Drain Damage
- Road Rage (Reverse)

Lone Peak

- Crash: Round the Bend
- Race (Forward)
- Crash: Forest Bump
- Burning Lap (Reverse)
- Eliminator Race (Reverse)
- Crash: Mount Crushmore

Eternal City

- Crash: Circle of Strife

Preview (Eternal City)

Rank 5: Fearless

Sunshine Keys

- Crash: Smash My Ride

Motor City

- Crash: Jump on the Jam

Lone Peak

- Crash: Doughnut Disturb

Eternal City

- Crash: Rome Wrecker
- Road Rage (Short Reverse)
- Crashbreaker Race (Long Reverse)
- Crash: Smackeroni
- Crashbreaker Race (Short Reverse)
- Eliminator Race (Long Reverse)
- Eliminator Race (Short Reverse)
- Traffic Attack (Short Forward)
- Grand Prix 5

White Mountain

- Burning Lap (Forward)
- Traffic Attack (Forward)
- Road Rage (Reverse)

Preview (Sunshine Keys)

Rank 6: Dangerous

Central Route

- Crash: Won-Ton Destruction
- Crashbreaker Road Rage (Short Reverse)
- Crash: Shao-Lin Tumble
- Crash: Street Car Set on Fire
- Crashbreaker Race (Short Reverse)
- Crash: Noodles of Fun
- Crashbreaker Eliminator Race (Short Reverse)
- Grand Prix 6

Eastern Bay

- Traffic Attack (Lower Link Reverse)
- Crashbreaker Race (Lower Link Reverse)
- Eliminator Race (Lower Link Forward)
- Crashbreaker Race (Lower Link Forward)
- Crash: Crashaoke
- Crashbreaker Road Rage (Long Reverse)
- Traffic Attack (Long Forward)

Preview (White Mountain)

Rank 7: Insane

Sunshine Keys

- Crashbreaker Eliminator Race (Forward)
- Crashbreaker Road Rage (Reverse)
- Crashbreaker Race (Reverse)

Motor City

- Crash: Double-Crossed
- Crash: Mighty Docks
- Crash: Return of the Semi
- Crashbreaker Race (Long Reverse)

Angel Valley

- Burning Lap (Forward)
- Crashbreaker Race (Forward)
- Traffic Attack (Reverse)
- Crashbreaker Road Rage (Forward)

Lone Peak

- Traffic Attack (Forward)
- Crash: Off the Beaten Truck
- Crashbreaker Road Rage (Reverse)
- Crash: Drive-Thru Destruction
- Crashbreaker Eliminator Race (Forward)
- Crashbreaker Grand Prix 7

Preview (Eastern Bay)

Rank 8: Maniac

Motor City

- Crash: Van-Fire Strikes Back

Angel Valley

- Crash: Silly-Cone Valley

Eternal City

- Crashbreaker Race (Long Reverse)
- Traffic Attack (Short Reverse)
- Traffic Attack (Long Reverse)
- Crash: Eternal Flames
- Crashbreaker Race (Short Reverse)
- Crashbreaker Eliminator Race (Short Forward)
- Crashbreaker Eliminator Race (Long Forward)
- Crashbreaker Road Rage (Short Forward)
- Crashbreaker Grand Prix 8

White Mountain

- Crash: Cry for Alp
- Crashbreaker Eliminator Race (Reverse)
- Crash: Mountain the Kerb
- Crashbreaker Road Rage (Forward)
- Traffic Attack (Reverse)
- Crashbreaker Race (Forward)

Preview (Motor City)

Rank 9: Assassin

Motor City

- Crash: Jump on the Jam

Angel Valley

- Crashbreaker Eliminator Race (Forward)
- Crash: Crash de la Vista
- Crashbreaker Race (Reverse)

Lone Peak

- Crash: Drive-Thru Destruction
- Crashbreaker Road Rage (Forward)

Central Route

- Burning Lap (Long Reverse)
- Crash: Double-Wrecker
- Traffic Attack (Long Reverse)
- Crashbreaker Road Rage (Long Reverse)
- Crashbreaker Race (Long Forward)
- Crashbreaker Eliminator Race (Short Forward)
- Traffic Attack (Short Reverse)
- Crashbreaker Race (Short Reverse)

Eastern Bay

- Crashbreaker Race (Upper Link Forward)
- Traffic Attack (Long Reverse)
- Burning Lap (Upper Link Forward)
- Crash: Smashimi
- Crashbreaker Road Rage (Upper Link Reverse)
- Crashbreaker Eliminator Race (Upper Link Reverse)
- Crashbreaker Road Rage (Long Forward)
- Crashbreaker Eliminator Race (Long Forward)
- Crashbreaker Grand Prix 9

Rank 10: Dominator

Sunshine Keys

- Traffic Attack (Forward)
- Crashbreaker Eliminator Race (Forward)
- Crashbreaker Race (Reverse)

Motor City

- Crashbreaker Road Rage (Long Forward)
- Burning Lap (Short Reverse)

Angel Valley

- Crashbreaker Road Rage (Reverse)
- Crash: Silly-Cone Valley
- Traffic Attack (Forward)

Lone Peak

- Crashbreaker Race (Forward)
- Crash: Doughnut Disturb
- Crashbreaker Eliminator Race (Forward)
- Crash: Mount Crushmore
- Burning Lap (Forward)

Eternal City

- Traffic Attack (Long Forward)
- Burning Lap (Long Reverse)
- Crashbreaker Road Rage (Long Forward)

White Mountain

- Crash: Cry for Alp
- Traffic Attack (Forward)

Central Route

- Crash: Noodles of Fun
- Crashbreaker Eliminator Race (Long Forward)
- Crashbreaker Road Rage (Long Forward)

Eastern Bay

- Crashbreaker Race (Long Forward)
- Crashbreaker Grand Prix 10

Car List

Racing Cars

The cars here can be used in any mode, but have very limited use in most Crash events.

Car Name	Crashbreaker Level	Weight	Boost Speed
Black Elite Racer	1	Light	209
Criterion M-Type DX	1	Light	195
Criterion M-Type GT	1	Light	205
Criterion R180 ST	1	Light	180
Criterion R195 DX	1	Light	195
Criterion R205 GT	1	Light	205
Criterion Racer GT	1	Super Light	209
Custom M-Type DX	1	Light	190
Custom M-Type GT	1	Light	202
Custom R170 ST	1	Super Light	170
Custom R185 DX	1	Super Light	190
Custom R202 GT	1	Super Light	202
EA Racer GT	1	Super Light	209
Euro Classic LM	1	Super Light	209
Factory M-Type DX	1	Light	185
Factory M-Type GT	6	Light	202
Factory M-Type ST	1	Light	160
Factory R160 ST	1	Light	160
Factory R175 DX	1	Light	185
Factory R190 GT	1	Light	202
Hot Rod	1	Light	209
Limited M-Type DX	1	Light	190
Limited M-Type GT	1	Light	205
Limited M-Type ST	1	Light	175
Limited R175 ST	6	Super Light	175
Limited R190 DX	6	Super Light	190
Limited R205 GT	6	Light	205
Logitech World Racer	1	Light	209
Modified M-Type DX	1	Light	185
Modified M-Type GT	1	Light	202
Modified M-Type ST	1	Light	165
Modified R165 ST	1	Super Light	165
Modified R185 DX	1	Super Light	185
Modified R202 GT	1	Super Light	202
Nixon Special	1	Super Light	205
Prototype M-Series DX	1	Light	195
Prototype M-Series GT	1	Light	205
Prototype M-Series ST	6	Super Light	175
Prototype R175 ST	1	Super Light	175
Prototype R195 DX	1	Super Light	195
Prototype R205 GT	1	Super Light	205

Revenge Racer	1	Super Light	209
Tuned M-Type DX	1	Light	195
Tuned M-Type GT	1	Light	205
Tuned M-Type ST	1	Light	180
Tuned R180 ST	1	Super Light	180
Tuned R195 DX	1	Super Light	195
Tuned R205 GT	1	Super Light	205
Works M-Type DX	1	Light	190
Works M-Type GT	1	Light	202
Works M-Type ST	1	Light	170
Works R170 ST	1	Light	170
Works R190 DX	1	Super Light	190
Works R202 GT	1	Super Light	202

Crash Cars

These cars are only available in Crash events. Most would be way too slow to be effective in racing anyway.

Car Name	Crashbreaker Level	Weight	Boost Speed
4x4 C165 Mid	6	Heavy	170
4x4 C180 Super	7	Heavy	180
Classic Crasher C170	10	Medium	170
Compact C180 Lite	5	Medium	180
Compact C185 Super	6	Super Heavy	185
Mobile Diner	10	Super Heavy	140
Off Road C170 Mid	8	Super Heavy	170
Off Road C180 Super	9	Super Heavy	180
Saloon C175 Mid	7	Heavy	175
Saloon C180 Super	8	Heavy	180
Sport C180 Lite	8	Super Heavy	180
Sport C190 Super	7	Super Heavy	190
Stock C170 Mid	4	Medium	170
Stock C175 Super	6	Heavy	175
SUV C150 Hvy	7	Super Heavy	150
SUV C160 Super	8	Super Heavy	160
Utility C140 Hvy	8	Super Heavy	140
Utility C150 Super	9	Super Heavy	150